property time_remaining: [float](#) | [None](#)

> Get estimated time to completion, or None if no data.
>
> > **Type**
> >
> > Optional[[float](#)]

total: [float](#) | [None](#)

> Total number of steps in this task.
>
> > **Type**
> >
> > Optional[[float](#)]

visible: [bool](#) = True

> Indicates if this task is visible in the progress display.
>
> > **Type**
> >
> > [bool](#)

class rich.progress.**TaskProgressColumn**(*text_format='[progress.percentage]{task.percentage:>3.0f}%'*, *text_format_no_percentage=''*, *style='none'*, *justify='left'*, *markup=True*, *highlighter=None*, *table_column=None*, *show_speed=False*)

> Show task progress as a percentage.
>
> > **Parameters**
> >
> > - **text_format** ([str](#), *optional*) – Format for percentage display. Defaults to "[progress.percentage]{task.percentage:>3.0f}%".
> >
> > - **text_format_no_percentage** ([str](#), *optional*) – Format if percentage is unknown. Defaults to "".
> >
> > - **style** (*StyleType,* *optional*) – Style of output. Defaults to "none".
> >
> > - **justify** (*JustifyMethod,* *optional*) – Text justification. Defaults to "left".
> >
> > - **markup** ([bool](#), *optional*) – Enable markup. Defaults to True.
> >
> > - **highlighter** (*Optional[*[Highlighter](#)*],* *optional*) – Highlighter to apply to output. Defaults to None.
> >
> > - **table_column** (*Optional[*[Column](#)*],* *optional*) – Table Column to use. Defaults to None.
> >
> > - **show_speed** ([bool](#), *optional*) – Show speed if total is unknown. Defaults to False.

render(*task*)

> Should return a renderable object.
>
> > **Parameters**
> >
> > **task** ([Task](#))
> >
> > **Return type**
> >
> > [Text](#)

classmethod render_speed(*speed*)

> Render the speed in iterations per second.
>
> > **Parameters**
> >
> > - **task** ([Task](#)) – A Task object.
> >
> > - **speed** (*[float](#) | None*)