

**stop()**

Stop the spinner animation.

**Return type**

None

**update(status=None, \*, spinner=None, spinner\_style=None, speed=None)**

Update status.

**Parameters**

- **status** (*Optional[RenderableType]*, *optional*) – New status renderable or None for no change. Defaults to None.
- **spinner** (*Optional[str]*, *optional*) – New spinner or None for no change. Defaults to None.
- **spinner\_style** (*Optional[StyleType]*, *optional*) – New spinner style or None for no change. Defaults to None.
- **speed** (*Optional[float]*, *optional*) – Speed factor for spinner animation or None for no change. Defaults to None.

**Return type**

None

## 23.27 rich.style

```
class rich.style.Style(*, color=None, bgcolor=None, bold=None, dim=None, italic=None, underline=None,
                      blink=None, blink2=None, reverse=None, conceal=None, strike=None,
                      underline2=None, frame=None, encircle=None, overline=None, link=None,
                      meta=None)
```

A terminal style.

A terminal style consists of a color (*color*), a background color (*bgcolor*), and a number of attributes, such as **bold**, **italic** etc. The attributes have 3 states: they can either be on (True), off (False), or not set (None).

**Parameters**

- **color** (*Union[Color, str]*, *optional*) – Color of terminal text. Defaults to None.
- **bgcolor** (*Union[Color, str]*, *optional*) – Color of terminal background. Defaults to None.
- **bold** (*bool*, *optional*) – Enable bold text. Defaults to None.
- **dim** (*bool*, *optional*) – Enable dim text. Defaults to None.
- **italic** (*bool*, *optional*) – Enable italic text. Defaults to None.
- **underline** (*bool*, *optional*) – Enable underlined text. Defaults to None.
- **blink** (*bool*, *optional*) – Enabled blinking text. Defaults to None.
- **blink2** (*bool*, *optional*) – Enable fast blinking text. Defaults to None.
- **reverse** (*bool*, *optional*) – Enabled reverse text. Defaults to None.
- **conceal** (*bool*, *optional*) – Enable concealed text. Defaults to None.
- **strike** (*bool*, *optional*) – Enable strikethrough text. Defaults to None.
- **underline2** (*bool*, *optional*) – Enable doubly underlined text. Defaults to None.