

- **finished\_style** (*StyleType, optional*) – Style for a finished bar. Defaults to “bar.finished”.
- **pulse\_style** (*StyleType, optional*) – Style for pulsing bars. Defaults to “bar.pulse”.
- **animation\_time** (*Optional[float], optional*) – Time in seconds to use for animation, or None to use system time.

**property percentage\_completed:** `float | None`

Calculate percentage complete.

**update**(*completed, total=None*)

Update progress with new values.

#### Parameters

- **completed** (*float*) – Number of steps completed.
- **total** (*float, optional*) – Total number of steps, or None to not change. Defaults to None.

#### Return type

None

## 23.20 rich.progress

```
class rich.progress.BarColumn(bar_width=40, style='bar.back', complete_style='bar.complete',
                             finished_style='bar.finished', pulse_style='bar.pulse', table_column=None)
```

Renders a visual progress bar.

#### Parameters

- **bar\_width** (*Optional[int], optional*) – Width of bar or None for full width. Defaults to 40.
- **style** (*StyleType, optional*) – Style for the bar background. Defaults to “bar.back”.
- **complete\_style** (*StyleType, optional*) – Style for the completed bar. Defaults to “bar.complete”.
- **finished\_style** (*StyleType, optional*) – Style for a finished bar. Defaults to “bar.finished”.
- **pulse\_style** (*StyleType, optional*) – Style for pulsing bars. Defaults to “bar.pulse”.
- **table\_column** (*Optional[Column]*)

**render**(*task*)

Gets a progress bar widget for a task.

#### Parameters

**task** (*Task*)

#### Return type

`ProgressBar`

```
class rich.progress.DownloadColumn(binary_units=False, table_column=None)
```

Renders file size downloaded and total, e.g. ‘0.5/2.3 GB’.

#### Parameters

- **binary\_units** (*bool, optional*) – Use binary units, KiB, MiB etc. Defaults to False.