

Return type`ConsoleRenderable` | `RichCast` | `str`**class** `rich.progress.ProgressSample(timestamp, completed)`

Sample of progress for a given time.

Parameters

- **timestamp** (*float*)
- **completed** (*float*)

completed: *float*

Number of steps completed.

timestamp: *float*

Timestamp of sample.

class `rich.progress.RenderableColumn(renderable="", *, table_column=None)`

A column to insert an arbitrary column.

Parameters

- **renderable** (*RenderableType*, *optional*) – Any renderable. Defaults to empty string.
- **table_column** (*Optional* [`Column`])

render(*task*)

Should return a renderable object.

Parameters**task** (`Task`)**Return type**`ConsoleRenderable` | `RichCast` | `str`**class** `rich.progress.SpinnerColumn(spinner_name='dots', style='progress.spinner', speed=1.0, finished_text='', table_column=None)`

A column with a ‘spinner’ animation.

Parameters

- **spinner_name** (*str*, *optional*) – Name of spinner animation. Defaults to “dots”.
- **style** (*StyleType*, *optional*) – Style of spinner. Defaults to “progress.spinner”.
- **speed** (*float*, *optional*) – Speed factor of spinner. Defaults to 1.0.
- **finished_text** (*TextType*, *optional*) – Text used when task is finished. Defaults to “.”.
- **table_column** (*Optional* [`Column`])

render(*task*)

Should return a renderable object.

Parameters**task** (`Task`)**Return type**`ConsoleRenderable` | `RichCast` | `str`