

- **end** (*float*) – End point (between 0 and size, inclusive).
- **width** (*int*, *optional*) – Width of the bar, or None for maximum width. Defaults to None.
- **color** (*Union[Color, str]*, *optional*) – Color of the bar. Defaults to “default”.
- **bgcolor** (*Union[Color, str]*, *optional*) – Color of bar background. Defaults to “default”.

23.3 rich.color

class rich.color.Color(*name*, *type*, *number=None*, *triplet=None*)

Terminal color definition.

Parameters

- **name** (*str*)
- **type** (*ColorType*)
- **number** (*int* | *None*)
- **triplet** (*ColorTriplet* | *None*)

classmethod default()

Get a Color instance representing the default color.

Returns

Default color.

Return type

Color

downgrade(*system*)

Downgrade a color system to a system with fewer colors.

Parameters

system (*ColorSystem*)

Return type

Color

classmethod from_ansi(*number*)

Create a Color number from it's 8-bit ansi number.

Parameters

number (*int*) – A number between 0-255 inclusive.

Returns

A new Color instance.

Return type

Color

classmethod from_rgb(*red*, *green*, *blue*)

Create a truecolor from three color components in the range(0->255).

Parameters

- **red** (*float*) – Red component in range 0-255.
- **green** (*float*) – Green component in range 0-255.