

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**

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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**

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