

## u2d\_msa\_sdk Module

### **.userprogress**

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### Attributes

**\_\_version\_\_** module-attribute

```
__version__ = '0.0.8'
```

### Classes

## MSAUserProgress

#### Attributes

**user\_progress** instance-attribute

```
user_progress = {}
```

#### Functions

**\_\_init\_\_**

```
__init__() -> None
```

**addToProgress** async

```
addToProgress(event: str, message: Dict)
```

**resetProgress**

```
resetProgress(event: str, message: Dict)
```

## Functions

### getMSAUserProgress cached

```
getMSAUserProgress() -> MSAUserProgress
```

This function returns a cached instance of the MSAUserProgress object.



#### Note



Caching is used to prevent re-reading the environment every time the MSAUserProgress is used.

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