

---

# **urwid\_timed\_progress Documentation**

***Release 1.1.1***

**Michael Keirnan**

February 22, 2016



<b>1</b>	<b>Indices and tables</b>	<b>3</b>
----------	---------------------------	----------



**class** `urwid_timed_progress.TimedProgressBar` (*normal*, *complete*, *done=100*, *satt=None*,  
*units=''*, *label='Progress'*, *label\_width=15*)

Progress bar with label, progress rate, and time remaining displays

`TimedProgressBar` keeps track of when progress started and computes the *rate* of progress and estimated *remaining\_time* as *current* progress is updated with the `add_progress()` method.

A timed progress bar starts with a current value of 0.

#### Parameters

- **normal** – display attribute for incomplete part of progress bar
- **complete** – display attribute for complete part of progress bar
- **done** – progress amount at 100%
- **satt** – display attribute for smoothed part of bar where the foreground of *satt* corresponds to the normal part and the background corresponds to the complete part. If *satt* is `None` then no smoothing will be done.
- **units** (*str or list of tuples*) – units to use. If a string, the units value is taken as a label and is used as is. *units* can also be a list of tuples such as:

```
[
    ('KB', 1000),
    ('MB', 1000000),
    ('GB', 1000000000)
]
```

With a list of tuples, the timed progress bar selects the most reasonable unit to use for current, done, and rate. 3 KB is more reasonable than .003 MB and 3MB is more reasonable than 3000KB.

Values greater than 1 and less than 1000 are preferred over fractions. So 400 KB is considered more reasonable than .4 MB.

- **label** – label shown to the left of the progress bar
- **label\_width** – fixed width of *label*. Can be used to align stacked progress bars. Set *label\_width* to 0 and *label* to the empty string to omit the label.

**add\_progress** (*delta*, *done=None*)

Add to the current progress amount

Add *delta* to the current progress amount. This also updates *rate* and *remaining\_time*.

The *current* progress is never less than 0 or greater than *done*.

#### Parameters

- **delta** – amount to add, may be negative
- **done** – new value to use for done

**current**

current progress amount

**done**

progress amount when complete

**elapsed**

time in seconds since the progress bar timer was last started

**rate**

progress rate

**remaining\_time**

remaining time (as a timedelta) until complete at current rate

**reset ()**

Set *current* and restart the progress bar timer.

---

## Indices and tables

---

- `genindex`
- `modindex`
- `search`





## A

`add_progress()` (`urwid_timed_progress.TimedProgressBar` method), 1

## C

`current` (`urwid_timed_progress.TimedProgressBar` attribute), 1

## D

`done` (`urwid_timed_progress.TimedProgressBar` attribute), 1

## E

`elapsed` (`urwid_timed_progress.TimedProgressBar` attribute), 1

## R

`rate` (`urwid_timed_progress.TimedProgressBar` attribute), 1

`remaining_time` (`urwid_timed_progress.TimedProgressBar` attribute), 2

`reset()` (`urwid_timed_progress.TimedProgressBar` method), 2

## T

`TimedProgressBar` (class in `urwid_timed_progress`), 1