

**TProofProgressLog**

**fMain**  
**fText**  
**fClose**  
**fDialog**  
**fglsA**

**@~TProofProgressLog**  
**TProofProgressLog**  
**LoadBuffer**  
**AddBuffer**  
**LoadFile**  
**Clear**  
**Popup**  
**CloseWindow**  
**DoClose**  
**Class**  
**Class\_Name**  
**IsA**  
**ShowMembers**  
**Streamer**  
**StreamerNVirtual**