

**TXInputBuffer**

**fMsgQue**  
**fMutex**  
**fSyncobjRepo**

**@~TXInputBuffer**  
**GetSyncObjOrMakeOne**  
**MsgForStreamidCnt**  
**TXInputBuffer**  
**IsMexEmpty**  
**IsSemEmpty**  
**MexSize**  
**PutMsg**  
**SemSize**  
**GetMsg**  
**RetrieveMsg**