

XdbeDeallocateBackBufferName - frees a DBE buffer.

```
#include <X11/extensions/Xdbe.h>
```

```
Status XdbeDeallocateBackBufferName(  
    Display *dpy,  
    XdbeBackBuffer buffer)
```

This function frees a drawable ID, buffer, that was obtained via XdbeAllocateBackBufferName(). The buffer must be a valid name for the back buffer of a window, or a protocol error results.

BadBuffer

The specified buffer is not associated with a window.

DBE, *XdbeAllocateBackBufferName()*, *XdbeBeginIdiom()*, *XdbeEndIdiom()*, *XdbeFreeVisualInfo()*, *XdbeGetBackBufferAttributes()*, *XdbeGetVisualInfo()*, *XdbeQueryExtension()*, *XdbeSwapBuffers()*.