NAME
>   XdbeDeallocateBackBufferName - frees a DBE buffer.

SYNOPSIS
>   #include <X11/extensions/Xdbe.h>
>
>   Status XdbeDeallocateBackBufferName(
>   Display   *dpy,
>   XdbeBackBuffer buffer)

DESCRIPTION
>   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.

ERRORS
>   BadBuffer
>>   The specified buffer is not associated with a window.

SEE ALSO
>   DBE, *XdbeAllocateBackBufferName(), XdbeBeginIdiom(), XdbeEndIdiom(), XdbeFreeVisualInfo(), Xd-*
>   *beGetBackBufferAttributes(), XdbeGetVisualInfo(), XdbeQueryExtension(), XdbeSwapBuffers().*