DisposeScreenBuffer   Dispose of memory for offscreen buffer and color table

#include <QDOffscreen.h>   **Graphics Devices**

void   **DisposeScreenBuffer(** *offscreenPixMap* **)**;
PixMapHandle *offscreenPixMap* ;   PixMap to dispose of

             returns   none

DisposeScreenBufferis called by **DisposeGWorld**. It disposes of the
memory allocated for the offscreen buffer, the offscreen pixel map, and the
color table.