

**NAME**

`XdbeBeginIdiom` - marks the beginning of a DBE idiom sequence.

**SYNOPSIS**

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

```
Status XdbeBeginIdiom(  
    Display *dpy)
```

**DESCRIPTION**

This function marks the beginning of an idiom sequence.

**SEE ALSO**

`DBE`, `XdbeAllocateBackBufferName()`, `XdbeDeallocateBackBufferName()`, `XdbeEndIdiom()`,  
`XdbeFreeVisualInfo()`, `XdbeGetBackBufferAttributes()`, `XdbeGetVisualInfo()`,  
`XdbeQueryExtension()`, `XdbeSwapBuffers()`.