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BS2_ReleaseObject

NULL

```
#include "BS_API.h"

void BS2_ReleaseObject(void* object);
```

- [In] *object* :

Void

[BS2_GetDevices](#)
[BS2_GetLog](#)
[BS2_GetFilteredLog](#)
[BS2_GetUserList](#)

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Last update: **2016/02/02 14:04**