

# Table of Contents

<b>BS2_ReleaseObject</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[SDK API](#) > [BS2\\_ReleaseObject](#)

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## BS2\_ReleaseObject

Returns the dynamically allocated memory to the system. If the pointer value is NULL, it doesn't do any action.

### Declaration

```
#include "BS_API.h"

void BS2_ReleaseObject(void* object);
```

### Parameter

- [In] *object* : Dynamically allocated memory address

### Return Value

Void

### See Also

[BS2\\_GetDevices](#)  
[BS2\\_GetLog](#)  
[BS2\\_GetFilteredLog](#)  
[BS2\\_GetUserList](#)

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