

BS2_ReleaseContext 1

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[SDK API](#) > [BS2_ReleaseContext](#)

BS2_ReleaseContext

BS2_AllocateContext() Context . NULL

Context

```
#include "BS_API.h"

void BS2_ReleaseContext(void* context);
```

- [In] *context* : Context

Void

[BS2_AllocateContext](#)

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