

Table of Contents

BS2_ReleaseContext	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

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

BS2_ReleaseContext

Releases the context allocated from the `BS2_AllocateContext()` function. If the pointer value is NULL, it doesn't do any action.

NOTE

Use this if the context is not used anymore.

Declaration

```
#include "BS_API.h"

void BS2_ReleaseContext(void* context);
```

Parameter

- [In] *context* : Context

Return Value

Void

See Also

[BS2_AllocateContext](#)

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