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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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