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## 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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