Table of Contents

SDK API > BS2_ReleaseObject

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