

LeaveCriticalSection function

Releases ownership of the specified critical section object.

Syntax

C++

```
void WINAPI LeaveCriticalSection(  
    _Inout_ LPCRITICAL_SECTION lpCriticalSection  
);
```

Parameters

lpCriticalSection [in, out]
A pointer to the critical section object.

Return value

This function does not return a value.

Remarks

The threads of a single process can use a critical-section object for mutual-exclusion synchronization. The process is responsible for allocating the memory used by a critical-section object, which it can do by declaring a variable of type **CRITICAL_SECTION**. Before using a critical section, some thread of the process must call the [InitializeCriticalSection](#) or [InitializeCriticalSectionAndSpinCount](#) function to initialize the object.

A thread uses the [EnterCriticalSection](#) or [TryEnterCriticalSection](#) function to acquire ownership of a critical section object. To release its ownership, the thread must call **LeaveCriticalSection** once for each time that it entered the critical section.

If a thread calls **LeaveCriticalSection** when it does not have ownership of the specified critical section object, an error occurs that may cause another thread using [EnterCriticalSection](#) to wait indefinitely.

Any thread of the process can use the [DeleteCriticalSection](#) function to release the system resources that were allocated when the critical section object was initialized. After this function has been called, the critical section object can no longer be used for synchronization.

Windows Phone 8: This API is supported.

Windows Phone 8.1: This API is supported.

Examples

For an example that uses **LeaveCriticalSection**, see [Using Critical Section Objects](#).

Requirements

Minimum supported client	Windows XP [desktop apps Windows Store apps]
Minimum supported server	Windows Server 2003 [desktop apps Windows Store apps]
Header	WinBase.h on Windows XP, Windows Server 2003, Windows Vista, Windows 7, Windows Server 2008, and Windows Server 2008 R2 (include Windows.h); Synchapi.h on Windows 8 and Windows Server 2012

Library	Kernel32.lib
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DLL	Kernel32.dll
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See also

- [Critical Section Objects](#)
- [DeleteCriticalSection](#)
- [EnterCriticalSection](#)
- [InitializeCriticalSection](#)
- [InitializeCriticalSectionAndSpinCount](#)
- [Synchronization Functions](#)
- [TryEnterCriticalSection](#)

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