IBEScript.dll interface & Callback functions

New interface functions were implemented in IBExpert version 2020.09.21 to allow user applications to communicate with IBEBlocks:

1. Set IBEBlock parameters from user application.
2. Get IBEBlock output values.
3. Perform user callback in any place of IBEBlock code passing data from within a block and returning user data back to a block.

All functions described above provide ABlockName argument which contains the name of the block if execution of that block was initiated as below:

```
EXECUTE IBEBLOCK MYBLOCK ...
```

If block name is missing ABlockName parameter will contain an empty string.

Function	Description
ibesScriptInit	Creates and initializes a scripter instance.
ibesScriptFinalize	Destroys a script object.
ibesScriptSetConnection	Sets an external connection for a script object.
ibesScriptSetCallback	Sets a specified callback function for a script object.
ibesScriptExecuteText	Executes a script from a specified string.
ibesScriptExecuteFile	Executes a script from a specified file.
ibesConnectionInit	Connects to a database with specified connection parameters.
ibesConnectionFinalize	Performs a disconnect for the specified connection object and destroys the specified connection object.
TScriptIBEBlockGetInputParamsFunc	Similar to the old TBlockProgressFunc but also provides the block name for named blocks.
TScriptIBEBlockSuspendFunc	This callback function is fired when SUSPEND is executed within a block.
TScriptIBEBlockProgressFunc	This callback function is fired before the execution of the block and allows you to set values of block input parameters.
TScriptIBEBlockUserCallbackFunc	This function is intended for communication between IBEBlock and the user application.

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