

ibesScriptExecuteText

Executes a script from a specified string.

Syntax

```
function ibesScriptExecuteText(AScript : THandle; AScriptText : PAnsiChar;  
AOptions : PAnsiChar) : integer;
```

AScript is a valid handle to a scripter object created with the `ibesScriptInit` function. AScriptText is a string with script source. AOptions argument is reserved for future use.

All IBEScript.dll interface & callback functions 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.

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