ibesScriptFinalize

Destroys a script object.

Syntax

```
function ibesScriptFinalize(AScript : THandle) : integer;
```

AScript is a valid handle to a scripter object created with the ibesScriptInit function. This function always returns 0 (zero).

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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Last update: **2023/05/22 09:26**