ibesScriptInit

Creates and initializes a scripter instance.

Syntax

```
function ibesScriptInit : THandle;
```

This function has no arguments and returns the handle of a script object.

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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