

ibesScriptSetCallback

Sets a specified callback function for a script object.

Syntax

```
function ibesScriptSetCallback(AScript : THandle; AFunctionID : integer;  
AFunc : pointer) : integer;
```

AScript is a valid handle to a scripter object created with the `ibesScriptInit` function. AFunctionID is an identifier of a callback function, see `IBEScriptIntf.pas` and the demo application for a list of supported callback functions and their identifiers. AFunc is a pointer to a callback function.

This function returns 0 (zero) if it succeeds, otherwise it returns a non-zero value.

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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