ibesScriptSetConnection

Sets an external connection for a script object.

Syntax

```
 function ibesScriptSetConnection(AScript : THandle; AConnection : THandle)
: integer;
```

AScript is a valid handle to a scripter object created with the ibesScriptInit function. AConnection is a valid handle to a connection object created with the ibesConnectionInit function.

You don't need to set a connection if your script establishes it by itself or doesn't need any connection at all.

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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