TScriptIBEBlockUserCallbackFunc

Syntax

```
TScriptIBEBlockUserCallbackFunc = function(ABlockName, AUserData :
PAnsiChar) : PAnsiChar; stdcall;
```

This function is intended for communication between IBEBlock and the user application. It is fired when the @IBEScript.DoUserCallback function is executed. Call it to pass data from a block and get a response if necessary:

```
sResponse = @IBEScript.DoUserCallback('Should I do that?');
if (sResponse = 'YES') then
  ...
else
  ...;
```

See the IBEScriptintf.pas and the demo application for more details.

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.