

TScriptIBEBlockGetInputParamsFunc

Syntax

```
TScriptIBEBlockGetInputParamsFunc = function(ABlockName : PAnsiChar) :  
PAnsiChar; stdcall;
```

This callback function is fired before the execution of the block and allows you to set values of block input parameters. The user application should return a string which contains JSON data as in the example below:

```
{  
  "input": {  
    "byname": true,  
    "items": [  
      {  
        "name": "FirstParam",  
        "value": 321  
      },  
      {  
        "name": "SecondArrayParam",  
        "value": [  
          123.321,  
          123.321  
        ]  
      },  
      {  
        "name": "ThirdParam",  
        "value": true  
      }  
    ]  
  }  
}
```

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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