

Last area returns a pointer to the last or current enterable area (field or variable), in other words, the object that the cursor is in or just left.

You can use Last area to perform an action on a layout area without having to know which object is currently selected. Be sure to test that the object is the correct data type, using `type`, before performing an action on it. This command cannot be used with fields in included areas.

The following example is a script for a button. The script changes the data in the current object to uppercase. The object must be a text or string data type (type 0 or 24):

```
$p := Last area           ` Save the pointer to the last area
If ((Type ($p») = 0)|(Type($p») = 24)) ` If its a string or text area
    $p» := Uppercase ($p») ` Change the area to uppercase
End if
```

See also: `type`, `ppercase`