



## GetLastImage

*(Information and examples taken from the DroidScript documentation)*

### Description

The **GetLastImage** method returns the last image control that was touched by the user. This can be useful when you want to use a single callback function for multiple images.

```
app.GetLastImage();
```

### Example

```
function OnStart()
{
    lay = app.CreateLayout( "Linear", "VCenter,FillXY" );

    img1 = app.CreateImage( "/Sys/Img/Hello.png" );
    img1.SetOnTouch( HandleImage );
    lay.AddChild( img1 );

    img2 = app.CreateImage( "/Sys/Img/Droid1.png" );
    img2.SetOnTouch( HandleImage );
    lay.AddChild( img2 );

    app.AddLayout( lay );
}

function HandleImage()
{
    var img = app.GetLastImage();
    img.Rotate( 180 );
}
```