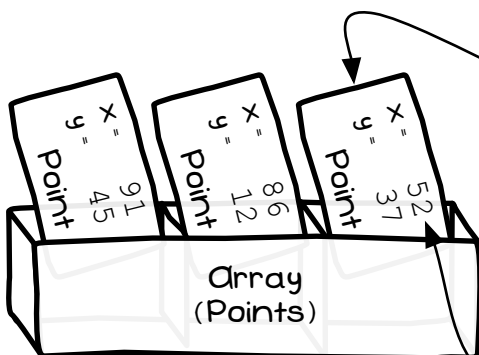


`mouse.x`

Is an Integer, it can be used
anywhere an Integer is required

`mouse`

Is a Point, it can be used
anywhere a Point is required



`points[2]`

Is a Point, it can be used
anywhere a Point is required

`points[2].x`

Is an Integer, it can be used
anywhere an Integer is required

`points`

Is an Array of 3 Points, it can
be used anywhere an array of
Points is required