```
<%=a0%> = {};
<%=a0%>['x'] = <%=a1%>;
<%=a0%>['y'] = <%=a2%>;
```

```
<%=a0%> = {};
<%=a0%>['x'] = <%=a1%>;
<%=a0%>['y'] = <%=a2%>;
<%=a0%>['z'] = <%=a3%>;
```

1: in   *2: in*   *0: out*   *0: out*   *3: in*   *1: in*   *2: in*

0: out   *2: in*   *3: in*   *0: out*

```
<%=a0%>=theInterface.mouse.position.x;
```

```
<%=a0%>=theInterface.mouse.position.y;
```

```
<%=a0%> = {};
<%=a0%>['buttons'] = <%=a1%>;
<%=a0%>['position'] = <%=a2%>;
<%=a0%>['wheel'] = <%=a3%>;
```

```
<%=a0%>=theInterface.mouse.wheel.x;
```

```
<%=a0%>=theInterface.mouse.wheel.y;
```

```
<%=a0%>=theInterface.mouse.wheel.z;
```

1: in   *0: out*   *2: in*

0: out

```
<%=a0%>=theInterface.mouse.buttons;
```

```
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
```

3: out   *0: in*   *1: in*

0: in   *0: out*   *0: out*

```
theInterface.graphics=<%=a0%>;
```

```
<%=a0%> = active;
```

```
<%=a0%> = cursor;
```