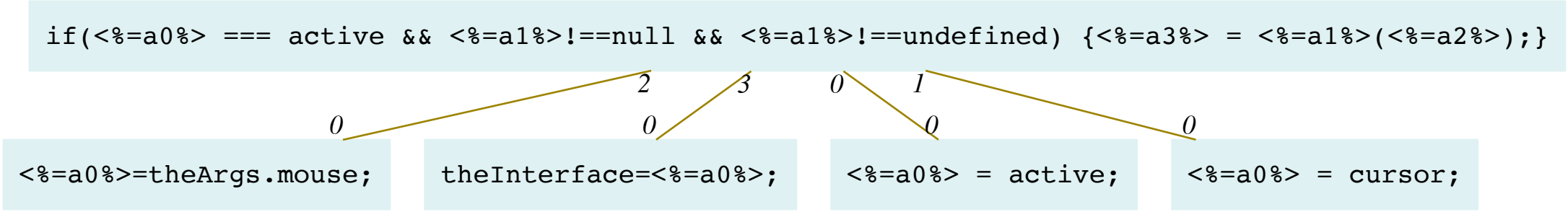
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
2
3
0
1
0
0
0
0
<%=a0%>=theArgs.mouse;
theInterface=<%=a0%>;
<%=a0%> = active;
<%=a0%> = cursor;