

```
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;