```
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
                                                      {buttons:$position:$wheel:$}
                                                                                  theInterface.graphics=<%=a0%>;
                                                                                                                     <%=a0%> = active;
                                                                                                                                            <%=a0%> = cursor;
                                                                          3: wheel
                                                   1: buttons
                                                                2: position
                                                                                                                           {x:\$y:\$z:\$}
                                                             {x:\$y:\$}
                   <%=a0%>=theInterface.mouse.buttons;
<%=a0%>=theInterface.mouse.position.x;
                                            <%=a0%>=theInterface.mouse.position.y;
                                                                                        <%=a0%>=theInterface.mouse.wheel.x;
                                                                                                                                 <%=a0%>=theInterface.mouse.wheel.y;
                                                                                                                                                                           <%=a0%>=theInterface.mouse.wheel.z;
```