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