```
                              0: out
                                          1

<%=a0%>=theInterface.mouse.buttons;
                          0: out              0: out
                                  17
                              1: in    3: in 1: in
                            <%=a0%> = {};
                       <%=a0%>['buttons'] = <%=a1%>;
                       <%=a0%>['position'] = <%=a2%>;
                        <%=a0%>['wheel'] = <%=a3%>;
                              0: out
                                      18
                                                                        2
                              2: in

if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
                                        3: out   0: in 1: in
                                  19
                            0: in                    0: out

    theInterface.graphics=<%=a0%>;              <%=a0%> = cursor;
                                                        3
                              0: out
                            <%=a0%> = active;
                                  4

                              {x:$y:$z:$}
                                  5

                    <%=a0%>=theInterface.mouse.wheel.z;
                              0: out
                                  6
                              0: in

                                  7

                    <%=a0%>=theInterface.mouse.wheel.y;
                              0: out
                                  8
                              0: in

                                  9

                    <%=a0%>=theInterface.mouse.wheel.x;
                              0: out
                                  10
                              0: in

                                  11

                              {x:$y:$}
                                  12

                    <%=a0%>=theInterface.mouse.position.y;
                              0: out
                                  13
                              0: in

                                  14

  <%=a0%>=theInterface.mouse.position.x;
                              0: out
                                  15
                              0: in
16

```