```
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
```

2: in   3: out   0: in   1: in

0: out   0: in   0: out   0: out

```
<%=a0%>=theArgs.mouse;        theInterface=<%=a0%>;        <%=a0%> = active;        <%=a0%> = cursor;
```