<%=a0%> = {};
<%=a0%>['x'] = <%=a1%>;
<%=a0%>['y'] = <%=a2%>;

<%=a0%> = {};
<%=a0%>['x'] = <%=a1%>;
<%=a0%>['y'] = <%=a2%>;
<%=a0%>['z'] = <%=a3%>;

<%=a0%>=theInterface.mouse.position.x;

<%=a0%>=theInterface.mouse.position.y;

<%=a0%> = {};
<%=a0%>['buttons'] = <%=a1%>;
<%=a0%>['position'] = <%=a2%>;
<%=a0%>['wheel'] = <%=a3%>;

<%=a0%>=theInterface.mouse.wheel.x;

<%=a0%>=theInterface.mouse.wheel.y;

<%=a0%>=theInterface.mouse.wheel.z;

<%=a0%>=theInterface.mouse.buttons;

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

theInterface.graphics=<%=a0%>;

<%=a0%> = active;

<%=a0%> = cursor;