```
<%=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;
                         0: out
                                  <%=a0%> = {};
                             <%=a0%>['buttons'] = <%=a1%>;
                                                                     // We dont care about <%=a0%>, this is a fake receiver node // We dont care about <%=a0%>, this is a fake receiver node // We dont care about <%=a0%>, this is a fake receiver node
                            <%=a0%>['position'] = <%=a2%>;
    <%=a0%>['wheel'] = <%=a3%>;
<%=a0%>=theInterface.mouse.buttons;
                             if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
                                                               0: in 1: in
                                                0: in ___
                                 theInterface.graphics=<%=a0%>;
                                                          <%=a0%> = active;
```