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