

`<%=a0%>=theArgs.mouse;`

*0: out*

*2: in*

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

*0: in*

*1: in*

*3: out*

*0: out*

*0: out*

*0: in*

`<%=a0%> = active;`

`<%=a0%> = cursor;`

`theInterface=<%=a0%>;`