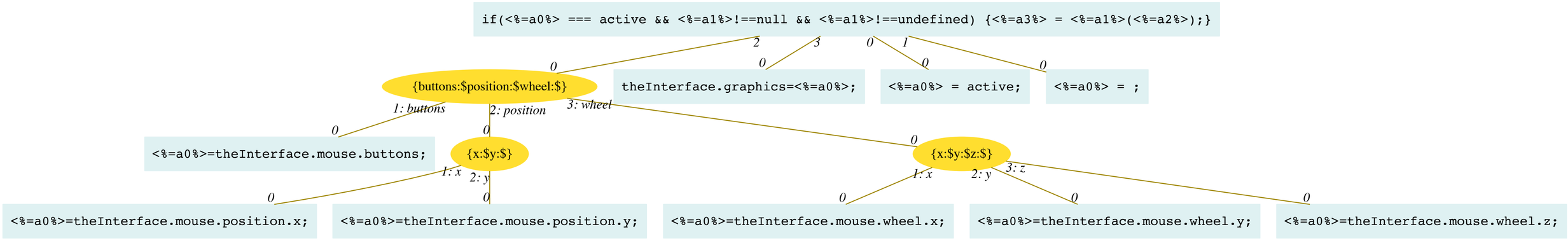
if(<%=a0%> === active && <%=a1%>!==null && <%=a1%>!==undefined) {<%=a3%> = <%=a1%>(<%=a2%>);}
2
3
0
1
0
0
0
0
{buttons:$position:$wheel:$}
theInterface.graphics=<%=a0%>;
<%=a0%> = active;
<%=a0%> = ;
1: buttons
2: position
3: wheel
0
0
0
<%=a0%>=theInterface.mouse.buttons;
{x:$y:$}
{x:$y:$z:$}
1: x
2: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