//Put at top of userclient

boolean musicOff = false;

public void menu(){

Image menu = Toolkit.getDefaultToolkit().getImage("menuScreen.png");

Image howToPlay = Toolkit.getDefaultToolkit().getImage("instructions.png");

Image settingsScreen = Toolkit.getDefaultToolkit().getImage("settings.png");

graphicsConsole.drawImage(menu,0,0);

char inputChar;

do{

inputChar = graphicsConsole.getKeyChar();

if (inputChar == 'b'){

graphicsConsole.drawImage(menu,0,0);

}else if (inputChar == '1'){

}else if (inputChar == '2'){

graphicsConsole.drawImage(howToPlay,0,0);

}else if (inputChar == '3'){

graphicsConsole.drawImage(settingsScreen,0,0);

while(true){

inputChar = graphicsConsole.getKeyChar();

if (inputChar == 'b'){

break;

}else if (inputChar == 'q'){

musicOff = !musicOff;

try{

Thread.sleep(200);

}catch(Exception e){System.out.println("Failed to sleep during runGame()");}

System.out.println(musicOff);

}

}

}else if (inputChar == '4'){

System.exit(0);

}

}while(inputChar != '1');

}

//Put at start of runGame()

if (musicOff = false){

music("soundtrack.wav");

}