**Added y0 and y1 variables to the render method.**

**package** sonar.gamestates.states.levels;

**public** **class** Level

{

**private** LM lm;

**private** LevelBuilder buildLevel;

**protected** Level(LevelBuilder buildLevel, LM lm)

{

**this**.buildLevel = buildLevel;

**this**.lm = lm;

}

**void** update()

{

}

**void** render(**int** xScroll, **int** yScroll, Screen screen)

{

screen.setOffset(xScroll, yScroll);

**int** x0 = xScroll >> 4; //divided by 16

**int** x1 = (xScroll + screen.getWidth() + 16) >> 4;

**int** y0 = yScroll >> 4;

**int** y1 = (yScroll + screen.getHeight() + 16) >> 4;

}

LM getLm(){**return** lm;}

LevelBuilder getBuildLevel(){**return** buildLevel;}

}