**Added the resetSmanage method into the start if statement and also changed the render method to have the parameters screen, xScroll, yScroll, and g.**

**package** sonar.gamestates.states;

**import** java.awt.Graphics;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.StateBuilder;

**import** sonar.gamestates.states.levels.LM;

**import** sonar.gamestates.states.levels.Screen;

**public** **class** StarterStage **extends** GameState

{

//This is where the player first starts.

**private** LM lm;

**public** StarterStage(StateBuilder buildState, String path, String identity, GSM gsm)

{

**super**(buildState, path, identity, gsm);

lm = **new** LM("Starter", gsm);

}

**protected** **void** update()

{

**if**(getKey() == **null**) initKey();

getKey().update();

lm.update();

**if**(getKey().start)

{

resetKeyboard();

resetSmanage();

getGsm().switchStates(getGsm().getPastState(), getGsm().getCurrentState());

System.***out***.println("Entered the Inventory!");

}

}

**protected** **void** render(**int** xScroll, **int** yScroll, Screen screen, Graphics g)

{

lm.render(g);

}

}