**Removed the for loop and setting the pixels variable to the screen.pixels from the render method.**

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

**import** java.awt.Graphics;

**import** java.awt.image.BufferedImage;

**import** java.awt.image.DataBufferInt;

**import** sonar.Game;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.states.levels.stages.StarterStage1;

**import** sonar.gamestates.states.levels.stages.StarterStage2;

**import** sonar.gamestates.states.levels.stages.StarterStage3;

**import** sonar.gamestates.states.levels.stages.entities.SpriteManager;

**import** sonar.gamestates.states.levels.stages.entities.animations.tiles.TileManager;

**public** **class** LM

{

//LevelManager allows us to switch between different levels.

**private** Level currentLevel;

**private** SpriteManager smanage;

**private** TileManager tmanage;

**private** Screen screen;

**private** Game game;

**public** LM(String stageType, GSM gsm)

{

game = gsm.getGame();

smanage = **new** SpriteManager(stageType);

tmanage = **new** TileManager(smanage);

screen = **new** Screen(game.getWindowWidth(), game.getWindowHeight());

**if**(stageType.equals("Starter")){setLevel(LevelHolder.***starterStage1***);}

}

**private** **void** loadLevel(**int** level)

{

currentLevel = **null**;

**if**(level == LevelHolder.***starterStage1***) currentLevel = **new** StarterStage1(**new** DynamicLevelBuilder("/textures/stages/starter/Starter1.png"), **this**);

**if**(level == LevelHolder.***starterStage2***) currentLevel = **new** StarterStage2(**new** DynamicLevelBuilder("/textures/stages/starter/Starter2.png"), **this**);

**if**(level == LevelHolder.***starterStage3***) currentLevel = **new** StarterStage3(**new** DynamicLevelBuilder("/textures/stages/starter/Starter3.png"), **this**);

}

**void** setLevel(**int** level){loadLevel(level);}

**public** **void** update()

{

currentLevel.update();

}

**public** **void** render(Graphics g)

{

**int** xScroll = 0;///-screen.getWidth();

**int** yScroll = 0; //-screen.getHeight();

currentLevel.render(xScroll, yScroll, screen);

g.drawImage(image, 0, 0, game.getWidth(), game.getHeight(), **null**);

}

SpriteManager getSmanage(){**return** smanage;}

TileManager getTmanager(){**return** tmanage;}

}