**Added an if statement to render the current weapon only if it is not null.**

**package** sonar.gamestates.states;

**import** sonar.gamestates.GSM;

**import** sonar.gamestates.GameState;

**import** sonar.gamestates.Screen;

**import** sonar.gamestates.StateBuilder;

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

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

**import** sonar.gamestates.states.levels.stages.entities.animations.weapons.WeaponManager;

**public** **class** Inventory **extends** GameState

{

//A class that will hold all energy for the player.

**private** WeaponManager wmanage;

**public** Inventory(StateBuilder buildState, String path, String identity, GSM gsm){**super**(buildState, path, identity, gsm);}

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

{

**if**(getKey() == **null**)

{

initKey();

setSmanage(**new** SpriteManager(getIdentity()));

setTmanage(**new** TileManager(getSmanage()));

wmanage = **new** WeaponManager(getSmanage());

}

getKey().update();

**if**(getKey().a)

{

resetKeyboard();

resetSmanage();

resetTmanage();

wmanage = **null**;

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

System.***out***.println("Entered StarterStage!");

}

}

**void** renderWeapons(Screen screen)

{

**if**(wmanage != **null**)

{

**for**(**int** i = 0; i < wmanage.weapons.length; i++)

{

**if**(wmanage.weapons[i] != **null**) wmanage.weapons[i].render(screen);

}

}

}

}