**Added the local movement array variable to the SonarBat class and also added the updateMovement method.**

**package** sonar.gamestates.states.levels.stages.entities.animations.mobs;

**public** **class** SonarBat **extends** Mob

{

SonarBat(MobBuilder buildMob){**super**(buildMob);}

**void** update()

{

**int** xa = 0, ya = 0;

**byte**[] movement = **new** **byte**[2];

playerControls(xa, ya, **false**);

updateMovement(xa, ya);

}

}