**Added an if statement to check the getWalking method returns true in the update method of the SonarBat class and also added an else statement to reset the animation if it is false in the update 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];

**if**(getWalking()) getCurAnim().update();

**else** getCurAnim().reset();

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

updateMovement(movement[0], movement[1]);

}

}