**Imported the Keyboard class into the SonarBat class and also set new Keyboard to null in the update method.**

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

**import** sonar.gamestates.Keyboard;

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

{

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

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

{

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

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

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

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

**if**(!getPlayerInput()) setPlayerInput(**new** Keyboard(**null**));

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

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

setX(getX() + movement[0]);

setY(getY() + movement[1]);

updateAnimation(getMobDirection());

}

}