**Changed the getPlayerInput if statement from != to null to == null in the SonarBat class and also removed the import Keyboard statement since it is no longer needed in the SonarBat class.**

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

**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() == **null**) setPlayerInput(getLm().getStage().getKey());

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

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

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

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

updateAnimation(getMobDirection());

}

}