**Changed from the lm.getStage.getSmanage method call to the GameState.getSmanage method call in the update method and also changed from the screen.setOffset method call to the Screen.setOffset method call in the render method that is located in the Level class.**

**package** sonar.gamestates.states.levels;

**import** sonar.GameState;

**import** sonar.Screen;

**import** sonar.gamestates.states.levels.stages.entities.animations.mobs.MobManager;

**public** **class** Level

{

//Level retrieves all the tiles that build our level.

**private** **static** LM *lm*;

**private** **static** LevelBuilder *buildLevel*;

**private** **static** MobManager *mmanager*;

**final** **static** **void** createLevel(**final** LevelBuilder cBuild)

{

*buildLevel* = cBuild;

GameState.*setHeight*(*buildLevel*.getHeight());

GameState.*setWidth*(*buildLevel*.getWidth());

GameState.*setTiles*(*buildLevel*.getTiles());

}

**void** update()

{

**if**(*mmanager* == **null**) *mmanager* = **new** MobManager(GameState.*getSmanage*(), "StarterLevel1");

**else**

{

**if**(*mmanager*.starterMob.getLm() == **null**) *mmanager*.starterMob.setLm(*lm*);

*mmanager*.starterMob.update();

}

}

**void** render(**int** xScroll, **int** yScroll, Screen screen)

{

Screen.*setOffset*(xScroll, yScroll);

*lm*.*getStage*().drawTiles(xScroll, yScroll, screen);

**if**(*mmanager* != **null**) *mmanager*.starterMob.render(screen);

}

LM getLm(){**return** *lm*;}

LevelBuilder getBuildLevel(){**return** *buildLevel*;}

**public** MobManager getMmanager(){**return** *mmanager*;}

}