**Imported the LM package into the SonarBat class and also changed from the getLm.getStage.getKey method call to the LM.getStage.getKey method call in the setPlayerInput method that is located in the SonarBat class.**

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

**import** sonar.gamestates.states.levels.LM;

**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(LM.*getStage*().getKey());

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

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

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

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

updateAnimation(getMobDirection());

}

}