**Changed from the LM.getStage.getKey method call to the getLm.getStage.getKey method call in the update method that is located in the SonarBat class and also removed the import from the LM class 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());

}

}