**Imported SpriteManager into the TileManager and also set voidTile to contain the voidSprite.**

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

**import** sonar.gamestates.states.levels.stages.entities.SpriteManager;

**class** TileManager

{

**public** Tile voidTile, grass;

TileManager(SpriteManager manage)

{

voidTile = **new** Tile(**new** VoidTileBuilder(**new** StaticAnimation(manage.voidSprite)));

}

}