**Added xScroll, yScroll, and screen to the render method and also set the screen offsets to the xScroll and yScroll variables.**

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

**public** **class** Level

{

**private** LM lm;

**private** LevelBuilder buildLevel;

**protected** Level(LevelBuilder buildLevel, LM lm)

{

**this**.buildLevel = buildLevel;

**this**.lm = lm;

}

**void** update()

{

}

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

{

screen.setOffset(xScroll, yScroll);

}

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

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

}