**Set currentState to null whenever we change states before going to the next one.**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**import** sonar.Game;

**public** **class** GSM

{

**private** Game game;

**private** GameState currentState;

**public** GSM(**short**[] gameWindow, Game currentGame)

{

game = currentGame;

}

//A gsm is in charge of loading and setting states

**private** **void** loadState(**int** state)

{

currentState = **null**;

**if**(state == menuState) currentState = **new** MenuState(**new** SingleStateBuilder(), **this**);

}

**void** setState(**int** state)

{

loadState(state);

}

**public** **void** update()

{

}

**public** **void** render(Graphics g)

{

}

}