**Added an if statement to see if we are out of the bounds of the map and also imported the Tile class into Level.**

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

**import** sonar.gamestates.states.levels.stages.entities.animations.tiles.Tile;

**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);

**int** x0 = xScroll >> 4; //divided by 16

**int** x1 = (xScroll + screen.getWidth() + 16) >> 4;

**int** y0 = yScroll >> 4;

**int** y1 = (yScroll + screen.getHeight() + 16) >> 4;

drawLevel(x0, x1, y0, y1, screen);

}

**private** **void** drawLevel(**int** x0, **int** x1, **int** y0, **int** y1, Screen screen)

{

**for**(**int** y = y0; y < y1; y++)

{

**for**(**int** x = x0; x < x1; x++)

{

getTile(x, y).render(x, y, screen);

}

}

}

Tile getTile(**int** x, **int** y)

{

**if**(x < 0 || y < 0 || x >= buildLevel.getWidth() || y >= buildLevel.getHeight())

{

}

}

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

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

}