**Added the variable gameWindow so we can use it later down in the gamestates**

**package** sonar.gamestates;

**import** java.awt.Graphics;

**import** sonar.Game;

**public** **class** GSM

{

**private** Game game;

**private** **short**[] gameWindow;

**private** GameState currentState, pastState;

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

{

game = currentGame;

**this**.gameWindow = gameWindow;

setState(menuState);

}

**void** switchStates(GameState active, GameState passive)

{

**if**(pastState != **null**)

{

currentState = active;

pastState = passive;

}

}

//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**);

**if**(state == passwordState) currentState = **new** PasswordState(**new** SingleStateBuilder(), **this**);

**if**(state == starterStage) currentState = **new** StarterStage(**new** DualStateBuilder(), **this**);

**if**(currentState.getBuildState().stateType().equals("Dual")){pastState = **new** Inventory(**new** DualStateBuilder(), **this**);}

}

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

{

loadState(state);

}

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

{

currentState.update();

}

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

{

currentState.render(g);

}

GameState getCurrentState(){**return** currentState;}

GameState getPastState(){**return** pastState;}

}