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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [R315r4z0r](#) on Tue, 30 Dec 2008 02:53:35 GMT

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I found a bug:

With the default HUD, when you aim the turret in any direction, the radar spins facing in the same direction you aim in.

However, with this new HUD, aiming in a direction doesn't spin the radar, only turning the vehicle does.

It was a pretty useful part of my gameplay to move the radar around willingly like that. It would be great if you could fix it.

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