
Subject: Re: Radar Map HUDs

Posted by [crazfulla](#) on Sun, 16 Dec 2007 15:26:53 GMT

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Slave wrote on Fri, 14 December 2007 12:40Updated version of hourglass' radarmap.
Changes are obvious.

Depending on the uselessness of what I'm doing, I might do the same for other maps.

And Blacky, it's more of a cat really.

Toggle Spoiler

could you do some for the CP maps?
