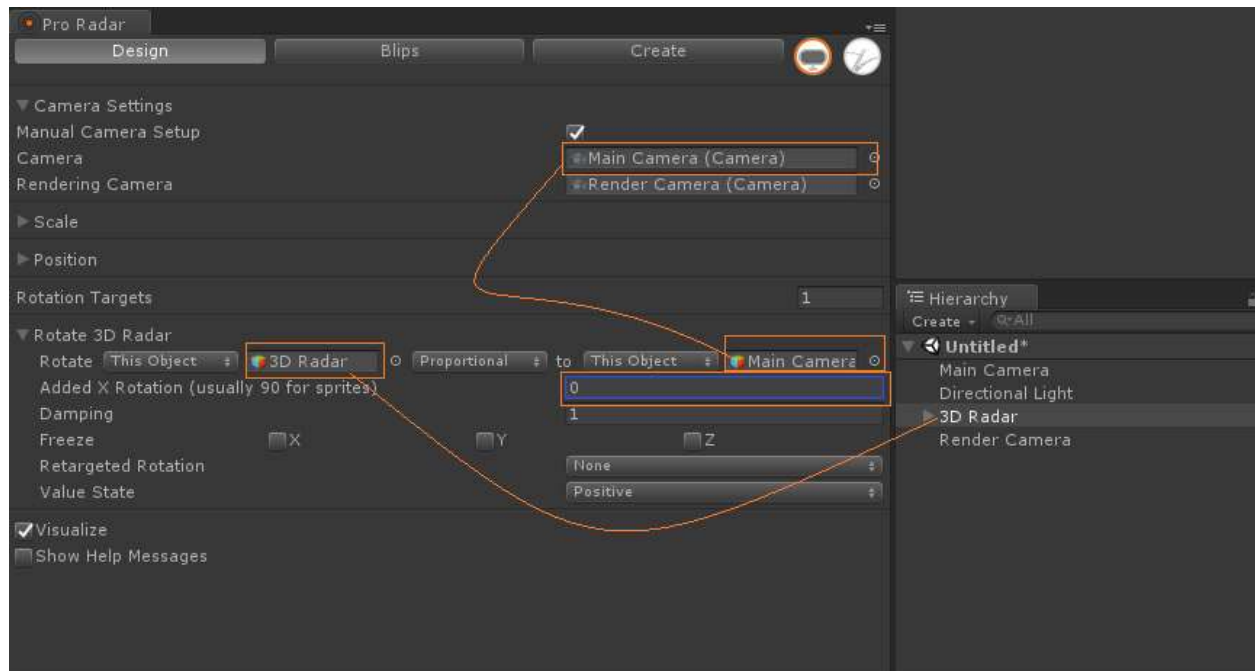Make Radar Rotate with Render Camera or whatever camera is your working camera

Make Radar always be parallel to the worlds Y Plane. Like a compass.