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Subject: CNC REBORN : Nod Rocket Launcher  
Posted by [Javaxcx](#) on Mon, 26 Jul 2004 19:06:53 GMT  
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I have a question: Why are the triggers so awkward? I understand there being two barrels, but if the hand grip on the top is any indication, then it would take two hands gripped at the grip itself just to fire both rockets simotaneously. And even if it doesn't fire simotaneously, unless you're switching hands when you fire, it would be terribly awkward to hold.

I think the model itself isn't half bad, for the sake of it being a model. But I suggest you take this criticism to heart and just tweak around with it a bit more.

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