
Subject: CNC REBORN : WEAPON UPDATE
Posted by [_ToXiN_](#) on Tue, 13 Jul 2004 16:01:12 GMT
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Eh...

They are Okayish.

Now for the comments.

Untextured ones.

The Recon bike should have a back tire that is the SAME width as the front one, the rocket launcher pods should have THREE places for rockets, each.

as seen

http://www.cnc-source.com/gallery/details.php?image_id=161&s=7cf3bba0dc572a814f70f9b49f51a59d

there.

also the front should be more sharp, right now it is round and blunt.

Cyborg Reaper looks sweet.

The Heavy Sniper rifle needs work done on it, the scope looks like something out of a kiddie movie, the gun itself deserves some kind of covering on it since it looks soooo 00'. Oh and the end of the barrel looks stupid.

I'm also guessing it's Semi-Automatic, but what ... Wait ... rather WHERE! Is the pullback, you know the thing you pull back to load the first bullet on a clip? Exactly.

Needs one of those.

The butt looks stupid, make it a bit bigger at the end and not have that dumbass metal thing sticking out since that's a high powered big caliber rifle, I don't want some piece of metal jabbing me in the shoulder each time I fire it.

SPAS-12 Semi-Automatic Shotgun looks sweet ... but ...

THE FUCK IS A 90'S SHOTGUN DOING IN TS!?!?!?! Redo it to something more modern.

Elite Cadre Gun looks shitty.

The handle is too wide, the back is too pointy, and it needs a much longer clip because judging by barrel size, that clip would hold about 10 bullets.

The Railgun is okay ... but most parts of it look like they belong on a supersoaker.

Tech gun looks okay.

Titan needs to be totally redone as said in the thread.

The Medic should have a futuristic box that he carries around, just a 3rd person box and he aims at people and fires, A gun that heals looks stupid.

The Chem/Flame whatever the hell it is called...

...It's dumb and unrealistic.

Course' we can light tiberium on fire, no problem there.

But the problems are.

*One canister

*Should have two barrels (maybe)

*Should have a second handle, a second trigger on that.

See since there is only one canister that means there is onyl tiberium, so where does the pilot light come from?

Now I persoanlly think you should redesign the fucker.

Put two cansiters side by side, a pilot light with seperate smaller canister (And a barrel that ain't that thick) and two barrels, one for flames and one for tiberium. they are shot out and the pilot light lights both on fire, simple.

And it would be more 'realistic'.

Fix those things and I may consider liking the models.
