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Subject: Re: Max to W3D Exporter!

Posted by [Dan](#) on Wed, 25 Jan 2006 11:19:39 GMT

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How many people have purchased the plugin thus far? I really doubt you'll get many people buy it to be honest. There just aren't really enough people creating stuff for renegade, and most people probably still use GMax. Plus, I doubt people would pay for a plugin for 3DS Max, just for an outdated engine with a diminishing player base for such a high price. Why did you make the price a minimum of \$75?

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