
Subject: Re: Max to W3D Exporter!

Posted by [Sir Phoenixx](#) on Wed, 25 Jan 2006 20:14:18 GMT

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I'm pretty sure the intention was that basically it's \$75 for a mod team to use the tool, if the team happened to only consist of one person that would use it, then it would be \$75 per person. If the mod team consisted of like 5 people that would use it, then it's only \$15 per person. The more modelers and mappers a team has, the cheaper it would be per person.
