



# MAP LICENSES & K FACTORS

INDIVIDUAL PC USER LICENSES K FACTORS	K Factor
From 1 to 3 Users	1.00
From 4 to 8 Users	1.25
From 9 to 13 Users	1.35
From 14 to 20 Users	1.55
From 21 to 50 Users	1.80
Corporate Level	Please call
OEM	Please call
Reseller Program	Please call

SERVER LICENSES K FACTORS	K Factor
Single <b>Internet</b> Server with unlimited number of users	2.20
Single <b>Intranet</b> Server with unlimited number of users	1.75
For a different Server License configuration	Please call
<i>All Server Licenses require foot print warning notice as: Copyright Geobis International www.geobis.com</i>	

MAP TYPES K FACTORS	K Factor
Standard Layers Map	1.00
Standard Layers Map + Intersection Nodes	1.25
Standard Layers Map + Intersection Nodes + Road Average Speed + Road Type	1.35
Standard Layers Map + Intersection Nodes + Road Average Speed + Road Type + Road Directions	2.35
2D Clutter	Please call
3D Contour Lines	Please call
3D Buiding Foot Prints	Please call
3D Scenarios and Buiding Views	Please call
<b>Socio Geo Demographics</b>	Please call
<b>Customer Expenditures</b>	Please call
<b>Buying Power</b>	Please call

**Note:** Maps or Data for **Third Party Services** have special restrictions and additional k Factors please call

Standard Layers
<b>Standard City Layers:</b> Roads, Road Names, POIs, City Limit, Parks, Basic hydrology and City Limit
<b>Standard Country Layers :</b> Country Limit, State & Municipality Administrative Limits, Rivers, Lakes, Highways, POIs, Main Populated Places and City Milky Marks
Other Layers are available please contact us for detailed list

Licenses Upgrades	Percentage
Upgrading any maps before the second year of the PO	35%
Upgrading any maps after the 3rd year of the PO	100%

Examples :
A. 10 Users License for Standard Layers Map= price list * 1.35
B. 18 Users License for Standard Layers Map + Intersection Nodes + Road Average Speed + Road Type + Road Directions = price list * 1.35 * 2.35
C. Single <b>Internet Server</b> License for Standard Layers Map + Intersection Nodes = Price list * 2.2 * 1.25