S.No	Section No.	Page No.	Point No.	Content of RFP requiring Clarification	Points of clarification required	Response
1	3.1.1.2	50	2	Media Player Specification	HDMI CEC (consumer electronic control) is the technology used to control displays from a central location. Using CEC one can turn off/on display, check status, change brightness etc. This function is very important to monitor health of th display connected and also to centrally turn on/off displays there by saving energy and conserving environment We request media player should have HDMI 2.0 with CEC port https://en.wikipedia.org/wiki/Consumer_Electronics_Control	The bidder may, at minimum, design a solution that meets the scope of work and is compliant to the requirements and SLAs mentioned in the RFP.
2	3.1.1.2	50	2	Media Player Specification	Media player should have 10/100/1000 ethernet port for fast network connectivity	The bidder may, at minimum, design a solution that meets the scope of work and is compliant to the requirements and SLAs mentioned in the RFP.
3		96	eligibility Criteria	The completed work should not be more than 3 year	Can ongoing projects which are commissioned three years prior but currently under AMC and active usage can be included as proof of work done ?	Yes, provided it should meet the RFP requirements. Refer Corrigendum-3. Point 6
4	9	38/39	1.1	Solution is able to capture and display : a. scheduled arrival/ departure times of the trains, late running position and expected arrival/departure b. platform and coach information c. multi-lingual real-time information on every platform d. contextual passenger information	Need more details on contextual passenger information. What kind of information it consists of? It is very important to clearly define the scope so that there are no ambiguities later	The contextual passenger information pertains to information which are relevant to the passenger present at a particulare area in the station(on-boarding in/off-boarding from a perticular train.

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5	9	39	1.15	Solution should be able to support Content Syndication of third party content using Cable Labs ADI(Asset Distribution Interface) specification	The Cable Labs ADI specifications provide guidance to content providers for the distribution of content assets to cable operators. Also, it describes metadata structures that can be used by both content providers and cable operators to manage content assets through addressing Video on Demand component systems in the backend of the cable network. In general these standard are for cable operators and advertisers to advertise on cable network. RDN is not based on cable network backbone of VSAT and coexial cable. RDN is based on TCP-IP backbone of fibre connectivity; this is vastly different from broadcast platforms. Fort TCP-IP based RDN network digital signage standards will be applicable and not cable TV standards. If we apply cable TV standards then we will need heavy headend servers / equipment for playout at every station. Also, we will loose the ability to individually play distinct content on every screen of the station. Cable Labs ADI standard is made for Cable network (broadcast) where multiple screens are playing same content. However, we loose ability to show different content on different digital signage screens as per point no. 2.10 (Page no. 42)	The proposed CDP solution must have the capability to meet this requirement
6	9	40	1.20	Solution should be able to treat each display as a TV channel	Does this imply that we should be able to play distinct as well as same content on every display of the platform / station / region etc ? If the answer is Yes then RDN is digital signage network and not a cable TV network where only predefined channels can be played back on displays. We envision all RDN displays should be individually addressable and they all can play independent content / channel	Solution should be able to control each screen and hence show a set of content on any specific screen. Each screen should be indiviually addressable.
7	9	40	1.24	Solution should be able to support various non-Railway real time feeds	What kind of feeds are you looking for? Give more details on it.	The proposed CDP solution must have the capability to meet this requirement

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8	9	40	1.28	Solution should have the capability of dissemination of content within 5 sec	Content pushing in real time is not possible because: 1. Size of content 2. Bandwidth availability 3. No of displays on which content needs to be played Content dessimation is possible in 5 seconds if displays are playing standard channel either in streaming or cable network. Streaming across so many displays is not feasible using TCP-IP and cable network needs VSAT / co-axial cable connectivity. Moreover in cable network we loose capability to play distinct content on every display. Also, content needs to be uploaded in advance for the approval as content needs to be checked if it follows guidelines for public consumption on RDN The RFP document says solution should be store and play (Page no. 32 - Section 4, Page no.42 - point 1.41) How can we disseminate the content in 5 sec on multiple screens? This point needs to be removed	As per RFP
9	9	41	1.34	Should support rule based information dissemination (e.g. at the arrival of some specific train/ time of day etc.)	What are these rules? How to know the train is arrived on platform?	As per RFP
10	9	42	2.1	Solution should have capability of multiple levels of redundancy a Statefulness b Remote boosting	Please elaborate Remote Boosting?	Remotely manageable
11	9	42	2.5	Solution should have auto discovery capability	Please elaborate auto discovery capability?	It is a standard feature for devices in a network
12	9	42	2.10	Solution should have capability to book an ad campaign by individual or any logical group of screens	Is there a case where all different screens of station will play all different content.	Yes, it can be.
13	9	44	3.13	Display nodes should be able to buffer display content of some hours prior to the broadcast for improved network performance	Do we need store and play or buffer streaming content ? Both are very different architectures. DOOH normally follows store and play architecture	Proposed architectured should meet the RFP requirement and adhere to SLAs
14	9	44	3.3	Solution must support frame accurate insertion of video ads per display in sync with the video stream	This technology is used in cable network and video on demand architecture which contradicts with store and play concept of digital signage. This points needs to be removed	The proposed CDP solution must have the capability to meet this requirement
15	9	44	3.8	Solution should have capability to insert video ads in pre roll, mid roll and post roll mechanisms	This technology is used in cable network and video on demand architecture which contradicts with store and play concept of digital signage. This points needs to be removed	The proposed CDP solution must have the capability to meet this requirement

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16	9	44	3.9	Solution should have capability to insert video ads based on Cue tones/SCTE-35 markers/GPIO triggers provided by TV broadcasters	Cue Tones - are signals that are embedded within media or sent along with the media that indicate an action or event is about to happen. Cue tones can be simple event signals or they can contain additional information about the event that is about to occur. An example of a cue tone is a signal in a television program that indicates that a time period for a commercial will occur and how long the time period will last. As described cue tones are provided by headend equipment during playback of a channel. In theory we will need as many channels as number of displays to be able to play different content on each of them. This practically impossible to accomplish. Again cable network concepts contradicts with store and play concept of digital signage. This points needs to be removed	The proposed CDP solution must have the capability to meet this requirement
17	9	45	5.2	Solution should have capability to create logical groupings based on dynamic data	What knid of dynamic data? Please elaborate with a use case. If irrelavent then please remove as embiguity escalates the cost	The proposed CDP solution must have the capability to meet this requirement
18	9	44	3.1	Solution should be compliant with best practices of open RTB when required	In traditional online RTB, bids are placed and the winning ad is served instantly to the available ad slot. However, in the DOOH industry, there is a slight delay between the final bid and the ad actually being served to selected screens. This is due to delays caused due to network bandwidth and large file sizes. Given that content playback occurs some time after the bid, network operators are also given the chance to ensure ads comply with local laws and regulations as well as network quality policies. This is a very important factor in the industry, as an inappropriate ad playing in a high-visibility area hence real time bid in DOOH might not mean "real" time playback Delay will be directly proportional to size of the video and inversely proportional to available bandwidth. 5 second playback duration is not practical for new content	As per RFP
19	4	32		4.2.1. In case there is disruption of internet service, the auction engine should support downloading of Ads to edge device/screen ahead of time and serving them. 4.2.2. In case the internet is slow, advertisements should be downloaded to edge device/screen but the advertisement selection should be based on real time contexts at that time so that revenue is optimized.	How to download the content in real time on multiple screens if network is slow or their is disruption of internet service ? Also download of content will happen in all cases or selectively when network is slow ? DOOH works on store and play concept where data is always downloaded and then playback happens on scheduled time	As per RFP

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20	9	39-44	1.12, 1.14, 1.15, 1.18, 1.20, 1.23, 1.28, 1.41, 2.1, 2.18, 2.32, 3.4, 3.9, 3.11,	These are conflicting technical parameters. It is clear from majority of the specs that solution to be deployed will be store and play as bandwidth required for streaming is just too anormous. However some of the specs like 1.14, 1.15, 1.28, 2.18, 3.4, 3.9 amd 3.11 make a case for streaming / broadcast content. It is impossible to have content downloaded for playback at so many locations in 5 seconds (1.28) as bandwidth is not enough to distribute the content over TCP/IP network in 5 seconds. This will force broadcast VSAT based contentent delivery Standards like cable LABS ADI, caps alert, sct-35, GPIO trigger are all broadcast standards and need headend based broadcast content delivery network to implement	Tender becomes over specified due to these conflicting specs. It should be left to the bidder to come up with the additional capabilities as and when required to meet the revenue expectations. Basic parameters of store and play and integration with Railway systems should be specified so that passengers gets right railway data at right time. Streaming is not feasable as bandwidth requirement would be too high for the same Please note officials who will interpret this tender will be different from officials who have made this tender. tender duration is for 10 years, it is very difficult to predict which official will interpret specifications in what manner. Hence specifications that are not requird should be removed and design should be made as simple as possible. This introduces a big financial and operational risk for the tender making 100% compliance to all parameters difficult for any bidder leading to descrition and interpretation ambiguity	Proposed architectured should meet the RFP requirement and adhere to SLAs