

ITB No.10/2006

Supply and Delivery of Multimedia Environment Installations for Wide-Span Conference Room and Provision of Related Installation and Maintenance Services to the OSCE Secretariat

Date: June 07, 2006

CLARIFICATIONS

In accordance with Clause 5 of Section I "Instructions to Bidders" the OSCE would like to respond to the received requests for clarifications.

Question 1:

Potential bidder asked about the sizes of the Projection Screens.

Answer to Question 1:

The size of the projection screens are 420(W) x 480(H) cm.

Question 2:

Potential bidder asked how the Projectors should be mounted and how many wall mounts should be prepared.

Answer to Question 2:

The projectors should be mounted with brackets fixed on a pole right under the ceiling. There are only 2 wall-mounted plates to prepare (see picture below).

Question 3:

Potential bidder asked where the Switcher will be housed.

Answer to Question 3:

The switcher can be installed next to the place of the panel that controls the beamer and the screens (See the picture below).

Question 4:

Potential bidder asked where the 2 Wall Input Plates are to be mounted.

Answer to Question 4:

See the picture below.

Question 5:

Potential bidder asked about the cable route.

Answer to Question 5:

Cables can be fixed in an existing floor cable channel and in the partly existing cable channels in the ceiling.

Question 6:

Potential bidder asked if there is an existing audio.

Answer to Question 6:

Yes.

Question 7:

Potential bidder asked if the Mobile Rack 19 is a new requirement?

Answer to Question 7:

Yes, it is a new requirement and should be in the bidder's offer.

Question 8:

Potential bidder asked what is the required resolution of the projectors.

Answer to Question 8:

The required resolution should be 1024 x 768.

Question 9:

Potential bidder asked if we have control of the ambient lighting in the room.

Answer to Question 9:

There is lighting control in the room already. It is not required to implement this into the IT system.

