MOTIONROCKET

Launchpad System Specification, RFP Spec Definitions

To Whom It May Concern:

The intention of this document is to clarify the capability of MotionRocket Launchpad and to assist in defining the minimum bid specifications required for video scoreboard Request for Proposal bid documents.
All values are based on base system configuration.

System Hardware:

Chassis:
⚴ Software should be delivered in a rack mountable computer enclosure not to exceed 4RU in height. Mounting rails should be included.

Power Consumption:
⚴ System should not draw more than 250W at 120VAC during normal operation.

Noise Levels:
⚴ System should not produce more than 65db at 3 feet when sampled from the front.

Power Supply:
⚴ Power Supply should be professional quality and feature a MTBF of at least 100,000 hours. At nominal load power supply should offer 90% power efficiency.
Optionally, system should allow selection of fully redundant power supply.

Ports:
⚴ System should have at least Qty 2, RS232 I/O ports.

Operating System Requirements:
⚴ Windows 7 Professional or Windows Embedded 64.

⚴ Minimum of 4GB RAM.

⚴ Minimum of 900GB HDD capacity configured as a 4 disk RAID 10.
Drives should be housed with front serviceable RAID cage with drive health indicators.

Live Video Support:

- ⚞ System input and output should support 10-bit SD/HD SDI.

- ⚞ Blackburst Sync in SD, 720p50, 720p59.94, 1080i50 and 1080i59.94 formats or Tri-Sync in any HD format.

- ⚞ SMPTE 259M, SMPTE 292M, SMPTE 296M Compliance.

- ⚞ 4:2:2 Video Sampling.

- ⚞ 10-bit Color Precision.

- ⚞ REC 601 and REC 709 Color Space.

- ⚞ Auto synchronization to input video format.

Software Requirements:

- ⚞ One occurrence of the software should be able to drive full matrix LED Displays as well as fascia ribbon displays.

- ⚞ Software should support unlimited number of media buttons and allow user to dynamically unload and load new collections of media items without stopping current media or switching between different modes.

- ⚞ System should be able to render Live video, Clips, Graphics and Virtual scoring data on SD or HD SDI, DVI, or a combination of both. SDI output should support separate key and fill SDI outputs.

- ⚞ Software should be able to drive any compatible LED screens, LCD Monitors or Video Switchers from any manufacturer with no limiting proprietary technologies.

- ⚞ Software should provide native support for multiple video codecs and image formats.
  At a minimum these should include:
  Video: MPG1, WMV, Uncompressed AVI, MOV (MPG4), MOV (H.264) and Lagarith. Video alpha transparency should be preserved if transparency is supported by codec.
  Images: JPG, BMP, PNG with alpha transparency supported.
  Software should **NOT** require transcoding or outside conversion prior to importing clips.

- ⚞ System should allow manual editing of dynamic text data fields from any web browser enabled device over Ethernet via local area network or internet if desired. Changes to the data variables should not require operator to perform any action and values should change automatically.

- ⚞ Software should support external control from third party devices and or software over TCP/IP.
- ⚞ Software should support remote buttons allowing content to be triggered from one system to another.

- ⚞ Software should support automatic triggering of any media on any desired surface in the event of a fire alarm.

- ⚞ Software should support proof of play reporting of clips. Playback reports should be able to be generated from the main server or ANY Windows PC with network connectivity to server.

Proof of play report should allow for "Events" to be defined during playback. "Events" are used as markers to encapsulate periods of time for which reports are generated. A report should be able to be generated for any Event and for any media item at any point.

⚞ Software should support multiple "Profiles" allowing easy transition from one configuration to another. Allowing multi-use venues to easily switch between sports.

⚞ Software should allow creation of multiple playback canvas areas. Canvas areas should be stackable in 3D Z-Order and support transparency through stacked layers.
Canvas areas should within themselves, support Live video, and three distinctly controllable layers for asynchronous playback of content.

⚞ Software should support at least 2 Real-time data feeds over RS232, RS485 and TCP-IP. Support should be provided for any scoreboard manufacturers and other sources. At a minimum, this should include OES Scoreboard, Daktronics, Fairplay and Spectrum Scoreboards. Statistics from StatCrew as well as any User-Defined XML data source. New data sources should be able to be changed with little effort by user.

⚞ Software should support Text messaging campaigns and be able to provide anecdotal accounts of more than one event where the system was used successfully to display text messages.

⚞ Software should support RSS Based Out of Town scores from TheSportsNetwork.com