

S.NO	CONTENT MANAGEMENT SOFTWARE FEATURES	COMPLIANCE
1	The system should provide a consistent and easy to use solution with web based graphical user interface	
2	Cloud Based Solution: Sever to be hosted on the cloud and hence there is no downtime or limit on the no. of players on the network. Dedicated server on the cloud.	
3	Multi-Level Role based user access : Administrator will have all the rights and he can create users/user groups and assign rights, user access can be provided for a player, group of players or each module like playlist creation, layout management, reports etc.	
4	Maker Checker: Different roles for content creator and content approver required. No content can be pushed without approvers consent	
5	Secured Content Download through HTTPS (443 Port) only. (No Unsecured/Unencrypted communication like FTP, Allowed	
6	Easy and intuitive interface for scheduling content on as per time, date, display, drag and drop templates, etc.	
7	Divide your screen the way you want in to as many regions as required & populate images, videos, flash, etc. in these regions using drag-and-drop interface	
8	Integration with Queue Management System possible without any modification in the current existing software- Additional Feature	
9	Group displays and schedule same content at once to all the displays in the group	
10	Show content in horizontal/vertical formats in any required aspect ratio and resolution.	
11	Supports content push from server & well as pull from the media player.	
12	Drag and Drop feature to create a playlist, modify the position of the files in the playlist.	
13	Content Support: Supports playback of most media formats as follows: o Video Formats: wmv, avi, mpg, mpeg, flv, mov, mp4, mkv, vob, 3gpo Image Formats: jpg, bmp, png, gif, tiff, tifo Flash Format: swfo Text: Show static as well as scrolling text (Tickers)o Adobe: pdf	
14	Integrations with Social Media Feeds like Facebook, Instagram, Bank's APIs, Streaming Services like Cricket or News Feeds, Live Video Streaming like YouTube Live, Facebook Live etc.	
15	Dynamic Data: Playback available for the following dynamic data Webcasting: Show feed of live events received via a streaming servers Embedded HTML Feed from microblog (Twitter) o Feed from any Webcam of RSS (Really Simple Syndication) Feed: Changeable interval based updating of RSS Feed	
16	Over the air Software and OS updates	
17	Centrally turn ON/OFF Displays (Can be scheduled or on demand through commands	
18	Centrally turn ON/OFF USB Ports / HDMI Ports / other Ports (Can be scheduled or on demand through commands)	



19	Smart Content Download : Schedule time to download content as per bank guidelines, distribute bandwidth equally amongst connected displays for better bandwidth utilisation, Resume downloads in case of connectivity issues	
20	Smart Delete of content: Smart delete function deletes content which is not in use from media players. However, all the deleted files will be available for downloading.	
21	Inbuilt Media player	
22	CMS should throw dashboard notifications and send emails in case of:	
A	Display Offline in working hours	
B	Media Player Offline in working hours	
C	Content Not Downloaded for more than 24 Hours	
D	Server overload	
E	Hard disk space running out	
23	Default display in case of content not available	

S.No	Content Management Service	COMPLIANCE
1	Upload Content by vendor which is received from Indian Bank Team.	
2	Create Layouts and Customize them as per Indian Bank's Requirements	
3	Schedule the layouts as directed by the Indian Bank Team	
4	Check Application Server.	
5	Check MYSQL Size (Log Files backup weekly once).	
6	Send Mail to Disconnected branches of Indian Bank.	
7	Send connected and disconnected branches list to Reporting Personals	
8	Provide Support to Indian Bank - Attend all Support Related calls from Indian Bank Branches	
9	Check version updated media players and add displays to display profile	
10	Send daily report to Dedicated Officials.	
11	Create summary of all status on a Monthly Basis.	
12	Provide 5G Data dongle with Data Plan for each screen and connect screen to server (Dongle should draw power from the screen's USB port, additional AC power source for dongles will not be provided)	

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