



Indian Institute of Technology Hyderabad
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Date: 10 May 2018

CORRIGENDUM – 1

1. It is notified to all concerned parties that with reference to our Tender No. IITH/5(7)/PSONKAR/2018/T005 dated 18.04.2018 for the supply of "FORCE FEEDBACK DEVICE", the following changes are being made w.r.t. the Tender: -

(i) **Due Date & Time for Submission of Tenders is as below: -**

S.No.	Description	EXISTING	AMENDED AS
(a)	Last Date & Time for submission of Tender	10 May 2018 by 03.00 pm	25 May 2018 by 03.00 pm
(b)	Date & Time of Tender Opening	10 May 2018 by 03.30 pm	25 May 2018 by 03.30 pm

(ii) **Revised Specifications** enclosed as per **Annexure -1 (4 pages)**.

2. All other terms and conditions of the tender remain unchanged. Bidders, who have already submitted their bids prior to issue of this corrigendum, may opt to quote afresh also. In case more than one bid is received from one firm, the bid which is received latest, before the extended Due Date shall be considered for all purposes.

Yours faithfully,


(V VENKAT RAO)
Joint Registrar
IIT Hyderabad

Sl.	Page/ Point	Current Specification	Revised Specification
1.	Page 9		Manufacturers Authorisation Form (MAF) The tenderer shall submit a valid Manufacturer's Authorisation Form authorising them to bid the OEM's product for this tender.
2.	Page 11, Specification of Force feedback device	Solid Works implementation of physically based Simulation Software Library - Quantity: 1 Unit. A implementation of Physically Based Simulation software Library above as plug-in for the CAD software Solidworks with following features.	i. Implimentation of physically based simulation software library on Any of commercial CAD software
3.	Page 11, Data Glove	Dataglove- Quantity: 1 Unit Dataglove for finger movements in VR environments as per following specs.: <ul style="list-style-type: none"> • Hand: Right Hand • Number of sensors: 22 • Sensor resolution: <1 degree • Sensor repeatability: 3 degrees (average standard deviation between wearings) • Sensor linearity: maximum 0.6% standard deviation nonlinearity over full joint range • Sensor data rate: Up to 100 records/sec (SD card); up to 120 records/sec (USB and Wi-Fi) • Operating system and hosts: Windows XP 32-bit and Vista • Wireless technology: 802.11g • Wi-Fi Battery duration: 2 	Dataglove- Quantity: 1 Unit Dataglove for finger movements in VR environments as per following specs.: <ul style="list-style-type: none"> • Hand: Right Hand • Number of sensors: 22 • Sensor resolution: <1 degree • Sensor repeatability: 3 degrees (average standard deviation between wearings) • Sensor linearity: maximum 0.6% standard deviation nonlinearity over full joint range • Sensor data rate: Up to 100 records/sec (SD card); up to 120 records/sec (USB and Wi-Fi) • Operating system and hosts: Windows 7 or later • Wireless technology: 802.11g • Wi-Fi Battery duration: 2 hours • Battery charger: External • Operating range: 100+ feet radius from Wi-Fi source

		<p>hours</p> <ul style="list-style-type: none"> • Battery charger: External • Operating range: 100+ feet radius from Wi-Fi source (optimal environment) • Interface: 802.11g Wi-Fi, USB, micro SD card • Hand SDK for adding hand-motion capture, hand-interaction, and force feedback to simulation applications. • Plate effector (l:10mm; L:200mm) • Tube effector (∅:25mm; L:250mm) • Software SDK 	<p>(optimal environment)</p> <ul style="list-style-type: none"> • Interface: 802.11g Wi-Fi, USB, micro SD card • Hand SDK for adding hand-motion capture, hand-interaction, and force feedback to simulation applications. • Plate effector (l:10mm; L:200mm) • Tube effector (∅:25mm; L:250mm) • Software SDK, plug-in for Unreal engine, Unity
4.	Page 11, B. Electromagnetic 3D motion tracker	<p>Electromagnetic 3D Motion Tracker- Quantity: 1 Set Electromagnetic Technology Based 3D Motion Tracker for 6DOF Motion tracking of hands/Head or other body parts:</p> <ul style="list-style-type: none"> • System: Semi-wireless. Data transmission to PC/Laptop should be via wireless link. • 6DOF Sensors: 4 • Compatible Handheld interaction devices: 2 with embedded, compatible 6DOF sensor and 4 user programmable buttons. • Tracking range: ~ 4 feet radius spherical • UPDATE RATE 120Hz per sensor, simultaneous sampling • INTERFACE Proprietary RF link; 2.4 GHz frequency-hopping architecture; USB 	<ul style="list-style-type: none"> • 3D motion trackers <p>Set of 6DOF motion tracking hardware for tracking any body parts or real world objects.</p> <ul style="list-style-type: none"> • Wireless and seamless connection between the attached object and the VR engine • Compact, flexible and easy to attach with mounting mechanisms • Support to track real world objects and integrate them into the virtual scene • Compatible Handheld interaction devices: 2 with embedded, compatible 6DOF sensor and 4 user programmable buttons. • Tracking range: ~ 4 feet radius spherical • UPDATE RATE 120Hz per sensor, simultaneous sampling

