Courtroom Technology Upgrades at the Greenville County Circuit Court Courthouse

Audio Visual Upgrade

- Monitors
- Digital sound system and wireless microphones
- 4 courtroom cameras for use during virtual hearings or for court participants appearing virtually during live court sessions
- Document display camera for presentation of paper documents on courtroom displays
- HDMI video connections, including adapters, for presenting audio and video from laptops, smartphones and tablets
- Simple device connectivity for attorneys. Just in plug your HDMI capable electronic device via the HDMI cable on the attorney bench and you are ready to present at the presiding judge's discretion
- Judge controls the system Judge has full/override control of the system at all times
 - Ability of judge to preview video and documents at the bench before presenting to everyone in the courtroom
 - Judge can control the volume of courtroom mics

The Layout

Judges' Bench

- 1 split-view monitor for courtroom cameras.
- 1 HDMI input cable for judge's laptop (optional)
- 1 control panel
- 1 monitor for judge's review of attorney HDMI and doc cam inputs
- 1 desktop computer for coordinating WebEx/Zoom virtual hearings

Attorneys' Tables

- 1 touch panel
- 1 monitor
- 1 document camera
- 1 HDMI input cable with adapters

Jury Box

• 2 TV monitors facing towards the jury

Additional

- 1 witness stand monitor
- 1 TV monitor behind witness stand
- 2 TV monitors located next to each attorney table
- Microphones located throughout the courtroom at the following locations:
 - o Judge
 - o Witness
 - o Attorney Left
 - o Attorney Left Wireless
 - o Attorney Right
 - Attorney Right Wireless
 - o Lectern
- Brand new Wi-Fi for better coverage and strength.
- Brand new wireless lapel microphone system

Judges have universal control over the video and audio of the courtroom. They have the ability to mute specific microphones, mute all microphones, turn off or on specific monitors, control what is shown on the monitors, and many other features.