

The selected vendor will carry out the following tasks, and any others needed, to provide the following functional deliverables which will be demonstrated by the selected vendor to the Judicial Council's Project Manager and the Porterville Courthouse Facilities Manager prior to acceptance of the work.

Porterville Typical Courtroom Performance Specification

This specification covers eight courtrooms as follows: D15 and D16 on the first floor, D17, D18 and D19 on the second floor and D21, D22 and D23 on the third floor. The added capabilities of courtroom D20 are listed separately. Confirm that the touch panel can be plugged into either the judge's or clerk's location.

Courtroom microphones

1. Press the touch panel to wake it, and press the state seal to turn the system on. The touch panel should show a screen with The **Simplified Audio Video** page shown. Press the **Room** button and note the lamp hours for future reference. Return to the Audio/Video page.
2. The Left and Right Counsel, Clerk, Judge and Witness microphones should be ON by default, and all other microphones should be OFF.
3. Press the **Setup** button, enter the password and press the **Change Mute Function** button. Press all the microphone buttons to select **Mute Stays Where Selected**, which selects the toggle mute function.
4. Test each of the microphones in turn, making sure that using a microphone in the well is not reproduce in the well loudspeakers and using a microphone at the bench (clerk, Judge or Witness) is not reproduced in the bench loudspeakers. Connect the lectern microphone (between the Counsel tables) and test it as well. This tests that the audio system is set up for a mix-minus configuration.
5. Press the **Go to Advanced** button, and test all the spare microphone locations by moving microphones to these locations, except for the **Holding Cell** microphones. The **Holding Cell** microphones will be tested later. Return the microphones to their primary locations when this test is complete.
6. With the Advanced Audio page visible, switch to another page (i.e. Audio Conf) and switch back to the Audio page. The page should default back to the Simplified Audio-Video page.
7. Test the touch panel microphone volume control, and verify that it has adequate volume when at maximum but not high enough to cause feedback. Verify that, if the bar graph is in the middle, the volume is about at half.
8. Confirm that the mute button on all the microphones lights the green LED on the base when the microphone is active and alternates between mute and active (ON). This applies only to the **Counsel, Clerk** and **Judge** microphones. Verify that the mute status of each microphone is synchronized between the green LED on the microphone base and the icon on the touch panel.

9. Verify that, if viewed from the bench, that the graphical left-right orientation of the touch panel microphone icons agrees with the physical arrangement of the courtroom. This applies to the counsel microphones and the clerk/witness microphones.
10. Verify that, if the microphone is muted on the touch panel, that it cannot be un-muted at the microphone base. In other words, the control system over-rides the mute button on the base.
11. Test that the assistive listening Infrared headsets, when set to channel 1, have adequate volume and reproduce the same audio as the ceiling loudspeakers. Verify that they are not affected by the touch panel volume control.
12. Test that the wireless microphone volume is about at the same level as the wired microphones, and that it works throughout the courtroom without dropouts. The **Routed to Speakers** button should be selected.
13. Select the **Routed to Headset Ch 3** function, and set the assistive listening receiver to channel 3. Confirm that the wireless microphone is only heard in the headsets.
14. Press the **Side Bar** button. Pink noise should be heard through all loudspeakers except those over the bench. The volume should be controllable through the pop-out volume control. Verify that, if the bar graph is in the middle, the volume is about at half. All audio, including all microphones except the judge, are muted. The Judge's microphone shall be routed to the Court reporter and to the clerk's recording feed. Confirm that the same function should be enabled and indicated on the Judge's button panel, by lighting the adjacent LED.

Holding Cells audio

1. Holding cells between pairs of courtrooms can hold inmates associated with either courtroom. The following are the pairs of courtrooms:
Departments D15 and D16
Departments D18 and D19
Departments D20 and D21
Departments D22 and D23
Press the **Holding Cell** buttons for microphone and speaker in the first courtroom in the list above. Verify that audio is sent and received from the appropriate holding cell at adequate volume.
2. While this condition is enabled in the first courtroom, go to the second courtroom and attempt to do the same thing. See that a warning screen appears on the touch panel in the second courtroom saying that the holding cell is in use by the adjacent courtroom.
3. Repeat the test steps 1 and 2, reversing the first and second courtrooms.

Teleconference system

1. Press the **Teleconf** button. The projection screen should stay up and the projector should stay off.

2. Have someone to call on a land line telephone. It must be a land line telephone in order to properly test the function of the echo-cancel system. The person could be within the same building.
3. Press the **Answer** button; a dial tone should be heard in the room. The volume control should adjust the volume, and the **Mute** button below the volume control should work. Press the **Hangup** button to disconnect the phone.
4. Enter a number using the keypad, and verify that the number is displayed above the keypad. Confirm that the **Clear All** and **Backspace** buttons work as expected. Press the Call button to place the call.
5. Confirm with the caller that they do not hear their own voice coming back to them as an echo. An incorrectly configured echo-cancelling function cannot be determined within the conference room; its proper function must be verified by the called party.
6. Have both parties to the call count to 10 simultaneously. Confirm that both parties can hear the other person while they are speaking. This confirms full duplex operation.
7. Confirm that the **Mute Mic** button works by counting to 10 and pressing the button twice in the middle to confirm that the other party does not hear the entire countdown.
8. Press the headphone Ch2 button and verify that the caller's voice now only comes through the assistive listening receiver channel 2.
9. Verify that the speed dial capability allows saving and recalled stored phone numbers.

Videoconference in Division 20 courtroom

Perform a videoconference in the Division 20 courtroom. This can be done with a Polycom test site, or with the portable videoconference system in the courthouse. Test that the video mute and microphone mute functions work correctly and are indicated on the videoconference screen. Confirm that all three cameras work correctly and that presets can be set and recalled. Test that far end camera control functions, if the far end allows it.

Audio Outputs

1. Connect the court's FTR (For The Record) audio recorder to the first four recording outputs at the clerk's location. Verify that the channels are assigned as follows:
 1. Judge and Clerk (with sidebar at the discretion of the court)
 2. Witness, telephone line 2 receive
 3. Left Counsel, wireless microphone, telephone receive, videoconference receive in D20
 4. Right Counsel, lectern
2. Verify that all audio is output at the court reporter floor box.

Evidence Presentation

1. Press the **Audio/Video** button, then press the **Left Counsel** button. The Left Counsel icon should say **Selected**, the warmup progress bar should start, the projection screen should drop and the projector should turn on.

2. Connect a laptop to the Left Counsel location, and observe the image on the projection screen. It must be in focus and fill the screen from edge to edge. Use both the VGA and HDMI connection.
3. Play audio on the laptop, it should be heard within the room, and the volume bar graph should adjust the volume. The audible volume should be about half when the bar graph is about half.
4. Repeat steps 1 through 3 at the **Right Counsel, Lectern, Clerk and Judge's Laptop** inputs.
5. Confirm that the separate **Mute Video** and **Mute Audio** button on each page mutes all video and audio sources. Confirm that the Mute button on the Judge's button panel mutes both video and audio simultaneously.
6. The **Gallery Monitor Power** should be on by default. Press the **Room** Button. Connect an external monitor with HDMI inputs to the two wall mounted Gallery Monitor interfaces at the rear of the courtroom, and test that these feeds work correctly and are controlled by the **Gallery Monitor Power** button.

Room Page

1. Test that the **Projector Power** and projector **Blank** functions operator correctly. Test the manual **Projection Screen** controls.
2. Test that the Sun Shades and Blackout Shades buttons operator correctly.
3. Test that the **Lights** button select lighting preset scenes. The lighting levels for each scene has been set by others. Test that the **Dimmer** controls change the light level in any of the scenes.
4. Test the audio feed from courtroom Department 20 to the Mediation/Workshop Room 143. It must be enabled in both Department 20 and the Mediation/Workshop Room 143.

Shutdown Sequence

1. With the projector ON, press the **Power** button, and confirm that pressing the **Cancel and Return** button returns to the previous screen. Again, press the **Power** button, then **Turn System OFF** and confirm that the County Seal is shown, the projector turns off and the screen retracts into the ceiling.

Porterville Mediation/Workshop Performance Specification: Room 143/143A

This is a divisible room, and, with the deployable wall open (rooms combined), the room acts on one space, with the touch panels tracking each other. With the deployable wall closed (rooms separate), each room works independently. Before starting these tests, make sure that the assistive listening receiver batteries are charged.

Combined/Separate Function: Room 143

1. Press the touch panel in room 143 to wake it, and press the state seal to turn the system on. The touch panel should show as screen with a row of buttons across the top, volume control on the right and the remainder of the screen empty.
2. Move the wall to interrupt the partition sensor, and verify that the **Rooms Combined** and **Rooms Separate** buttons depress alternately when the wall is opened and closed in both rooms 143 and 143A. The **Rooms Combined** buttons should depress when the wall is open, and the **Rooms Separate** buttons should depress when the wall is closed. Note that pressing either button momentarily in either room will over-ride the partition sensor. With the rooms combined, press the **Room** button and note the lamp hours for future reference.

Rooms Separate

1. With the rooms separate, in room 143, press the **Video Sources** button. A representation of the table should be shown, with two **Laptop** buttons. Connect a Laptop to one of the table boxes, and press the appropriate button. Test both VGA/Audio and HDMI connections. The projection screen should lower, the projector should turn on with a progress bar graph on the touch panel during the warmup. When the projector is warmed up, the laptop image should be visible of the screen, and the image should fill the screen from edge to edge and in focus.
2. Verify that the projector in room 143A remains off, and the projection screen remains up.
3. Play audio on the laptop, it should be heard within the room, and the volume bar graph should adjust the volume. The audible volume should be about half when the bar graph is about half.
4. Confirm that the assistive listening system audio is heard throughout room 143 and is not affected by the touch panel volume control.
5. Verify that audio is not hear in room 143A, both through the ceiling loudspeakers and the assistive listening system.
6. Repeat steps 3 through 6 above using the other room 143 laptop input.
7. Press the **Room** button and press the **Projector OFF** button in room 143.
8. Repeat steps 1 through 6, reversing rooms 143 and 143A.

Rooms Combined

1. With the rooms combined, press the **Video Sources** button on the touch panel in room 143. Connect a Laptop to one of the table boxes in room 143, and press the appropriate button. Only the projector and screen should energize in room 143. Press the **Room** button, and turn the projector on in room 143A.

2. Connect a laptop to one of the table boxes, and observe that the image is viewable in both rooms 143 and 143A.
3. Play audio on the laptop, it should be heard in both rooms 143 and 143A and the volume bar graphs on the touch panels in both rooms should be synchronized. Either room can be used to adjust the volume.
4. Confirm that the assistive listening system audio is heard throughout both rooms and is not affected by the touch panel volume control.
5. Repeat steps 1 through 4 above using the other room 143 laptop input.
6. Press the **Room** button, and co and press the **Projector OFF** buttons for both projectors.
9. Repeat steps 1 through 6, reversing rooms 143 and 143A.

Room Page

1. Press the **Room** Button. Check to see if the lamp hours has incremented, or at least shows a reasonable number.
2. Confirm that the proper projector buttons are highlighted to indicate the status of the projector, and that they can manually turn the projector on and off. When the projector is cooling, verify that the cooling bar graph is shown on all screens.
3. Check that the UP-Down manual screen buttons work.

System Power

1. Press the **Power** button, and confirm that the **Cancel and Return** button returns the touch panel to its previous state.
2. With the rooms separate, confirm that the **Turn System OFF** button turns off the projector and raises the projection screen only in the affected room, and turns off the projectors and raises the screens in both rooms when the rooms are combined.

Porterville Jury Assembly Performance Specification

Two people should be available to do these tests. The two touch panels, one wall mounted in the staff area and one at the reception counter. They track each other, and work identically. The abbreviation TP refers to either touch panel. In performing these tests, move back and forth between the two locations to make sure that both perform identically. Before starting these tests, make sure that the assistive listening receiver batteries are charged.

A. System initialization

1. Press the touch panel to wake it, and press the state seal to turn the system on. The touch panel should show a screen with **Waiting Area**, **Quiet Room**, and **Power**, with **TV**, **Blu-ray**, **Laptop** and **IS OFF** buttons below. Only the **Waiting Area** and **IS OFF** buttons should be

selected. There should be three volume controls to the right for **Waiting Area, Quiet Room** and **Microphones**. The area below the three buttons should say "All displays in the main waiting area are off".

2. Confirm that all monitors in both the Waiting Area and Quiet Room are off.

B. Microphones

1. Test that each of the three microphones in the staff area and one at the reception counter are heard through all loudspeakers in both the Waiting Area and Quiet Room.
2. Test that the TP volume controls the volume, and that the audible volume is about half when the bar graph is about half.
3. Test that the **Mute** button mutes all the microphones.

C. Televisions

1. Press the **TV** button, all the monitors in the Waiting Area should turn on, and those in the Quiet Room should remain off.
2. With the **Waiting Area** and **TV** buttons highlighted, test that all the TV control buttons change the TV signal, including direct entry channel buttons, specific channel buttons, channel up/down etc.
3. Confirm that the Waiting Area bar graph adjusts the volume in the Waiting Area, the audible volume is about half when the bar graph is about half and confirm that no TV sound is heard in the quiet room.
4. Confirm that the assistive listening system audio is heard throughout the Waiting Area and is not affected by the touch panel volume control.
5. Press the **Quiet Room** and then the **TV** Buttons, all monitors in the Quiet Room should turn on, and those in the Waiting Area should remain on.
6. Again, test all the TV control buttons, and make sure that these buttons only control monitors in the Quiet Room.
7. Confirm that the Quiet Room bar graph adjusts the volume in the Quiet Room, the audible volume is about half when the bar graph is about half and confirm that appropriate sound is in both rooms.
8. Move between the two spaces, and confirm that the assistive listening system audio is heard only in the appropriate room and is not affected by the touch panel volume control.
9. Confirm that the Mute buttons only mutes audio the appropriate room.
10. Speak into one of the microphones, and confirm that the TV sound is reduced so as not to conflict with the paging audio, and goes back up in volume when you stop talking.

D. Blu-ray

1. Press the **Waiting Area** button, then **Blu-ray**. Play a DVD in the reception counter player. Confirm that the Blu-ray is viewed and heard only in the Waiting Area, and that the Waiting Area bar graph adjusts the volume in this area.
2. Press the **Quiet Room** button, then **Blu-ray**. Confirm that the Blu-ray is viewed and heard also in the Quiet room.
3. Speak into one of the microphones, and confirm that the Blu-ray sound is reduced so as not to conflict with the paging audio, and resumes the previous level when you stop talking.

E. Laptop Connection

1. With the Blu-ray still playing in the quiet room, press the **Waiting Area** button, and then **Laptop**.
2. Connect a laptop computer to the floor box, both with VGA/audio and HDMI connections, in the main Waiting Area and observe the computer image on the monitors, and hear audio from the laptop through the loudspeakers.
3. Confirm that audio from the laptop computer is heard only in the Waiting Area, and the Blu-ray is playing in the Quiet Room.

F. System Power

1. Play TV in both spaces. Confirm that the **IS ON** buttons turn off the monitors and sound in the appropriate rooms, and selecting a source turns the appropriate monitors and sound back on.
2. With the monitors in both rooms on, press the power button, then the **ALL OFF** button. All monitors should turn off, along with the sound.

Porterville Conference Room Performance Specification

Teleconference

15. Press the touch panel to wake it, and press the state seal to turn the system on. The touch panel (on the wall by the entrance) should show a screen with **Video Sources**, **Teleconf**, **Room** and **Power** buttons, with a volume control to the right. Press the **Room** button and note the lamp hours for future reference.
16. Press the **Teleconf** button. The projection screen should stay up and the projector should stay off.
17. Have someone to call on a land line telephone. It must be a land line telephone in order to properly test the function of the echo-cancel system. The person could be within the same building.

18. Press the **Answer** button; a dial tone should be heard in the room. The volume control should adjust the volume, and the **Mute** button should work. Press the **Hangup** button to disconnect the phone.
19. Enter a number using the keypad. Confirm that the **Clear All** and **Backspace** buttons work as expected. Place a call using the keypad.
20. Confirm with the caller that they do not hear their own voice coming back to them as an echo. An incorrectly configured echo-cancelling function cannot be determined within the conference room; its proper function must be verified by the called party.
21. Have both parties to the call count to 10 simultaneously. Confirm that both parties can hear the other person while they are speaking. This confirms full duplex operation.
22. Confirm that the **Mute Mic** button works by counting to 10 and pressing the button twice in the middle to confirm that the other party does not hear the entire countdown.

Laptop Connection

1. Press the **Video Sources** button, then the **Laptop** button. A representation of the table should be shown, with two **Laptop** buttons. Connect a Laptop to one of the table boxes, and press the appropriate button. The projection screen should lower, the projector should turn on with a progress bar graph on the TP during the warmup. When the projector is warmed up, the laptop image should be visible of the screen, and the image should fill the screen from edge to edge and in focus.
2. Play audio on the laptop, it should be heard within the room, and the volume bar graph should adjust the volume. The audible volume should be about half when the bar graph is about half.
3. Repeat steps 2 and 3 above using the other laptop input.

JCC-TV

1. Press the **JCC-TV** button. The display should switch to the TV tuner, if it is installed.
2. If the TV tuner is installed, test that all the TV control buttons change the TV signal, including direct entry channel buttons, specific channel buttons, channel up/down etc.

Blu-ray

1. Press the **Blu-ray** button. Insert a DVD in the Blu-ray player located in the equipment rack at the rear of the room.
2. Confirm that the controls on the touch panel control the Blu-ray player. Confirm that the image is shown on the projector and audio is heard over the ceiling loudspeakers.

Room Page

1. Press the **Room** Button. Check to see if the lamp hours has incremented, or at least shows a reasonable number.

2. Confirm that the proper projector buttons are highlighted to indicate the status of the projector, and that they can manually turn the projector on and off. When the projector is cooling, verify that the cooling bar graph is shown on all screens.
3. Check that the UP-Down manual screen buttons work.

System Power

1. Press the **Power** button, and confirm that the **Cancel and Return** button returns the touch panel to its previous state.
2. Confirm that presses the **Turn System OFF** button turns off the projector and raises the projection screen.