Simple MDC Software Ideas

Phase I

The MDC software will first be developed as a simple "NCIC" prompt allowing the user to run persons and vehicles. These modules will be split.

The modules will be created as follows:

- 1. Persons.
 - a. First name, last name, middle initial.
 - b. Age, date of birth.
 - i. Age will always be greater than 16 and less than 80.
 - c. License status.
 - i. Includes ID-card only, regular, suspended, commercial, etc.
 - d. Warrant status.
 - i. Bench warrants, traffic warrants, felony warrants, etc.
 - e. Previous criminal record.
 - i. Depending on this record, hazard flags may be generated.

2. Vehicles.

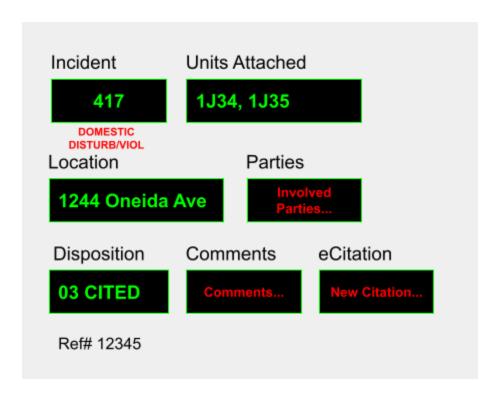
- a. License plates.
 - i. A check of whether or not the plate is real.
 - ii. A registered owner will be returned.
 - 1. This will cause a person to be generated in the Persons database, which will be saved.
 - 2. This ensures that the RO and vehicle remain associated with each other.
- b. Vehicle type.
 - i. This will be a bit tricky because it will not pull it from the game. This may not be implemented.
- c. Vehicle status.
 - i. Valid/InUse, surrendered, suspended, stolen, etc.
- d. Insurance status.
 - i. Active, expired, or no data (not insured).
- 3. Weapons.
 - a. Serial numbers.
 - i. Run the serial number to see if a weapon is reported stolen.

These modules are meant to be used as a substitute for current ingame database returns, which means that it's more for roleplay than anything else. Since it won't pull data from the game, things like vehicle types may be invalid.

Phase II

The hope for Phase II is to create and log call dispositions. The ideal use for this is for a user to be able to press a function key, type in a code for a call, go to the call, and fill it out later. This can include comments, suspects, other dispositional codes (such as Arrested or Cited), and possibly automatically link to reports.

A sample GUI page for this idea is viewable below.



It is hopeful that modal windows can be attached so that a user can input their comments, write citations, and add involved parties to the call. These features will probably come much later. Users will be able to customize the incident types to their liking (by default LVMPD's will be used).

Think of this as a "reverse-CAD" type interface. Instead of being sent to call through MDC, you fill out the call when you're done with it, or as you go. It's more for log-keeping than dispatch.

The logs are planned to be stored in folders, named by either the date/time of the call, or the reference number (as seen on the bottom of the GUI).

Returns given by NCIC will be able to be copy/pasted into comments.