COBRPNE  
  
**First Time Logic:** IF > or $ Call CONE10 Else Call CONE20  
**Second Time through**  
WHEN (IO\_PCB.MOD\_NAME = 'CONEHMO') Call CONE 10  
WHEN (IO\_PCB.MOD\_NAME = 'CONERMO') Call CONE20  
WHEN (IO\_PCB.MOD\_NAME = 'CONEPMO' & CONEPMI.PFKEY = '03') Call CONE20  
WHEN (IO\_PCB.MOD\_NAME = 'CONESMO') Call CONE30  
WHEN (IO\_PCB.MOD\_NAME = 'CONEFMO') Call CONE40  
WHEN (IO\_PCB.MOD\_NAME = 'CONECMO')  
IF NR OR FR Call CONE75   
ELSE Call CONE70

CALLS CONE 10 (CONEHMO) – Nothing should be changed for this DB2 Only

RETRIEVE HELD NAME APPROVAL REQUESTS in COBRPDB.REQUEST AND COBRPDB.REQNAME

If it switches to HELD NAME REQUEST SCREEN THEN IT CHECKS THE CONFLICT TABLE FOR CONFLICTS

CALLS CONE20 (CONERMO and CONEPMO)

CHECK FOR DUPLICATE NAMES

Check CN1CMPNM and CO1REQST  
  
IF Found Check to see if it is Soceity or Xtra Pro Society Call COLIN Tables (CRISPDB converted to Oracle)

If Not INSERT IN COBRPDB.CONFLICT

IF Society Found in CRISPDB.CORP\_NAME AND ACTIVE INSERT IN COBRPDB.CONFLICT

Check PREV NR in COBRPDB.REQUEST Tables for duplicates

Restricted Words and Conditions - FETCH COBRPDB.RESTWORD and COBRPDB.RESTCOND  
LIMITED LIABILITY COMPANY special logic.

CONE30 (CONESMO and CONEFMO and CONEPMO)

Check/EDIT the Name and wildcards used in search (Routine EDIT\_WORD\_ONE)

Fetch from the COBRPDB.THESAURAS (Routine LOAD\_THE\_WORD)

IF the WildCard has a % then we fetch names from   
COBRPDB.COMPNAME

If Wildcard has a \* then we fetch names from   
COBRPDB.COMPNAM1

On Search Screen If we select ‘C’ – then we initiate CONFLICT Logic which allows us to insert into COBRPDB.CONFLICT Table

It checks COLIN View to confirm the Conflict - CRISPDB.CORP\_NAME\_ACT\_VW

If we hit monitor threshold (10) then we insert into COBRPDB.MONITOR TABLE

These routines are DB2 Only do not need to be changed/compiled

CONE40 - ACCEPT OR REJECT A NAME REQUEST (CONEFMO and CONEPMO )  
CONE70 -DISPLAY COMPANY SEARCH - (CONECMO and CONESMO)  
CONE75-RETRIEVE NAME APPROVAL REQUEST (CONECMO and CONESMO)