

AS100R.MBR

Path: NXCLOUD/rpgsrc/AS100R.MBR **Generated:** 2026-01-08 11:56:19 **Processing Time:** 13252ms

Business Logic for Number Series Calculation and Update

This document outlines the business rules that govern the calculation and updating of number series, based on an analysis of the RPG program AS100R. The primary focus is on how the program manages number series for various operations, including retrieving, updating, and validating numbers.

The core logic for number series management is contained within the *entry subroutine in AS100R. The program processes input parameters to determine the appropriate action to take regarding number series, including fetching the next available number, returning a used number, or validating a manually entered number.

Order Status and Header Rules

Number Series Management: NUMMER-REGISTER

1. Retrieve Standard Number

- Logic:** The program retrieves the next available number from the automatic series based on the current state and parameters provided.
- File:** anumlur (Number Register)
- Field:** p_kode
- Condition:** The process will not select a record if the number series is not found, resulting in a return code of '9'.

2. Return Last Used Number

- Logic:** The program allows the last used number to be returned to the automatic series if it matches the last assigned number.
- File:** anumlur (Number Register)
- Field:** p_numm
- Condition:** The number can only be returned if it is the last used number; otherwise, it retains its value.

Configuration and Authorization Rules

1. Manual Number Check

- Logic:** The program checks if a manually entered number falls within the defined series range.
- Files:**
 - anuml1r (Number Series Record)
- Fields:**
 - p_numm (Manual Number)
- Condition:** If the manually entered number is less than the starting number or greater than the ending number, a return code of '7' is set.

2. Automatic Number Retrieval

- Logic:** The program retrieves the next number in the automatic series and updates the record.
 - File:** anumlur (Number Register)
 - Field:** ansist
 - Condition:** The next number is fetched unless it exceeds the maximum defined number, in which case it wraps around based on configuration.
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Financial and Transactional Rules

1. Update Number Register

- Logic:** The program updates the number register with the newly assigned number when a new number is retrieved.
- File:** anumlur (Number Register)
- Fields:**
 - ansist (Last Assigned Number)
 - p_numm (New Number)
- Condition:** The update occurs only if the record is successfully found (i.e., *in66 is off).

2. Handle Number Wrap Around

- Logic:** The program adjusts the number when it exceeds the defined maximum, based on the wrap-around setting.
 - File:** anumlur (Number Register)
 - Condition:** If the next number exceeds the maximum and wrap-around is enabled, it resets to the starting number.
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Special Conditions (Program-Specific)

1. Initialization Routine (AS100R)

- Logic:** The initialization routine sets up the keys for the number register and prepares the program to accept parameters.
- File:** anuml1r (Number Register)
- Field:** anuml1_key
- Condition:** The keys are established based on the firm, type, and other parameters passed from the calling program.

2. Parameter Handling (AS100R)

- Logic:** The program accepts parameters from the calling program to determine the operation to perform.
 - File:** anuml1r (Number Register)
 - Fields:** p_code (Operation Code), p_firm (Firm Number)
 - Condition:** The parameters dictate whether to fetch, return, or validate a number.
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Subprogram Calls Affecting Logic

Beyond direct file checks, several external subprograms are called that play a significant role in the workflow.

1. mannrr (Manual Number Check)

- Trigger:** Called when validating a manually entered number.

- Logic:** Checks if the manual number is within the defined range.
- Impact:** This call ensures that only valid numbers are processed, preventing errors in number assignment.

2. nyttnr (New Number Calculation)

- Trigger:** Called to calculate the next available number in the automatic series.
- Logic:** Increments the last assigned number and checks for wrap-around conditions.
- Impact:** This is a critical step in ensuring that the number series is correctly maintained and updated.

3. gammnr (Return Last Number)

- Trigger:** Called to return the last used number to the series.
- Logic:** Validates if the number being returned is indeed the last used number.
- Impact:** This represents a key function in managing the integrity of the number series, ensuring that numbers are not reused incorrectly.