

Create Currency Set

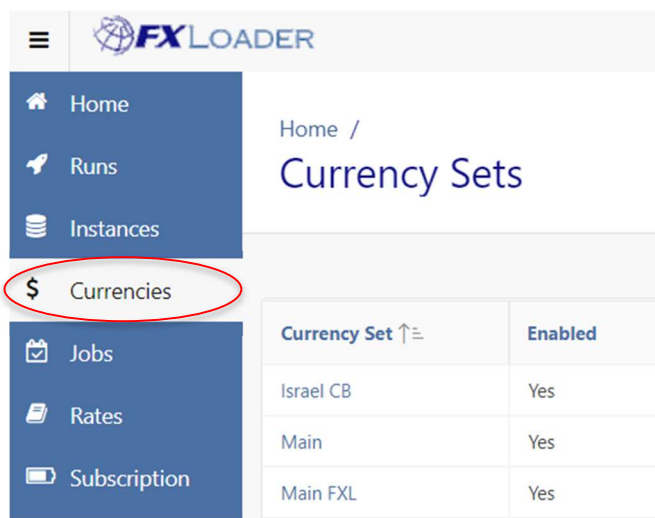
When

In order to create a run you must first create a Currency Set which will include all the currencies you need rates from/to.

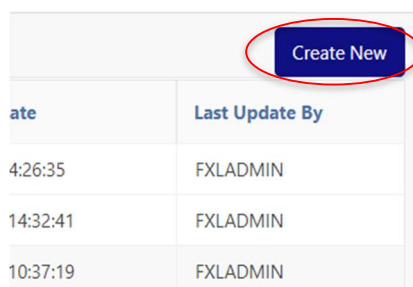
You will probably only need one Currency Set, but you may need more than one if you fetch rates from multiple sources, e.g. market rates and central bank rates.

Steps

1. Log in to the FXLoader Cloud Service and select 'Currencies' on the left menu



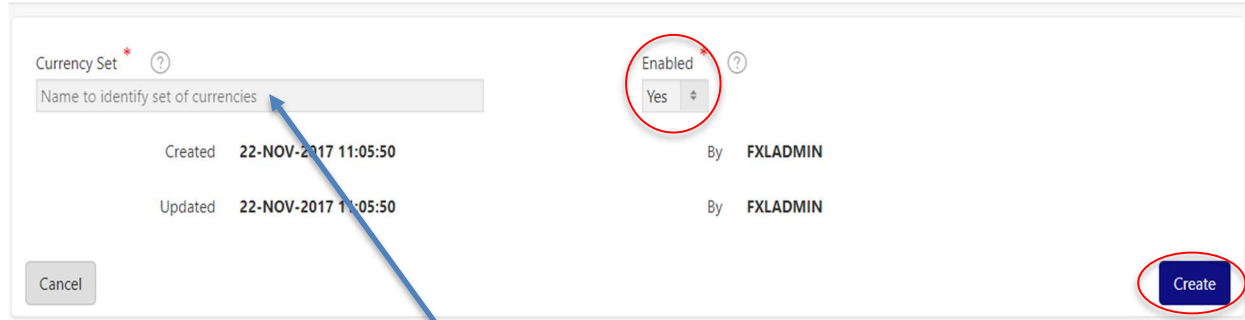
2. Click the 'Create New' button at the right of the screen



3. Complete the initial screen

Home / Currency Sets /

Currencies




Enter a name for your Currency Set here. Examples are 'Main' or 'Argentina'.

Select 'Yes' in the Enabled field.

Click the 'Create' button.

4. Click 'Add Currency' button



5. Select all the currencies needed in your Currency Set by ticking the boxes

UGS	<input type="checkbox"/>	N	Uganda
UGX	<input type="checkbox"/>	Y	Uganda
USD	<input checked="" type="checkbox"/>	Y	United States
USN	<input type="checkbox"/>	N	United States

You will notice that some currencies are in lighter grey, e.g. UGS and USN in the above screenshot. These are obsolete currency codes, e.g. UGS was replaced by UGX as the currency code for Uganda. These codes can still be selected but are greyed to try to prevent them being selected by accident.

If you use a currency code which is not in the Master List, it can be added by using the 'Add Row' button. An example would be if you use non-ISO currency codes.

Please refer to our article on Non-Standard Currency Codes for instructions.

Once all required currencies are ticked, click the 'Add Currencies' button at the top or bottom of the screen



A screenshot of a web interface showing a 'Cancel' button and a blue 'Add Currencies' button circled in red. Below the buttons is a table with a header 'Notes' and one row containing the text 'Andorran Peseta'.

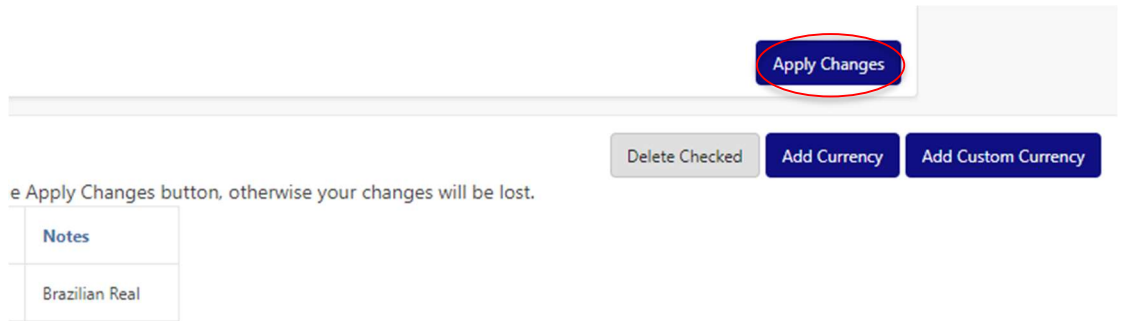
Your Currency Set has now been created, and should look similar to this:

Please save any changes or additions to the currencies before clicking on the Details link, by clicking the Apply Changes button, otherwise your changes will be lost.

<input type="checkbox"/>	Currency Code	Enabled	Source Code ↓≠	Base	Overrides	Details	Country	Notes
<input type="checkbox"/>	BRL	<input checked="" type="checkbox"/>		<input type="checkbox"/>			Brazil	Brazilian Real
<input type="checkbox"/>	CAD	<input checked="" type="checkbox"/>		<input type="checkbox"/>			Canada	Canadian Dollar
<input type="checkbox"/>	EUR	<input checked="" type="checkbox"/>		<input type="checkbox"/>				Euro EURO
<input type="checkbox"/>	GBP	<input checked="" type="checkbox"/>		<input type="checkbox"/>			United Kingdom	Pound Sterling
<input type="checkbox"/>	USD	<input checked="" type="checkbox"/>		<input type="checkbox"/>			United States	US dollar

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Make sure you click the 'Apply Changes' button in order to save your Currency Set



A screenshot of a web interface showing a blue 'Apply Changes' button circled in red. Below it are three buttons: 'Delete Checked', 'Add Currency', and 'Add Custom Currency'. Below the buttons is a table with a header 'Notes' and one row containing the text 'Brazilian Real'.

For more information on setting Base Currencies or using Non-Standard Currency Codes please see our other articles on those topics.