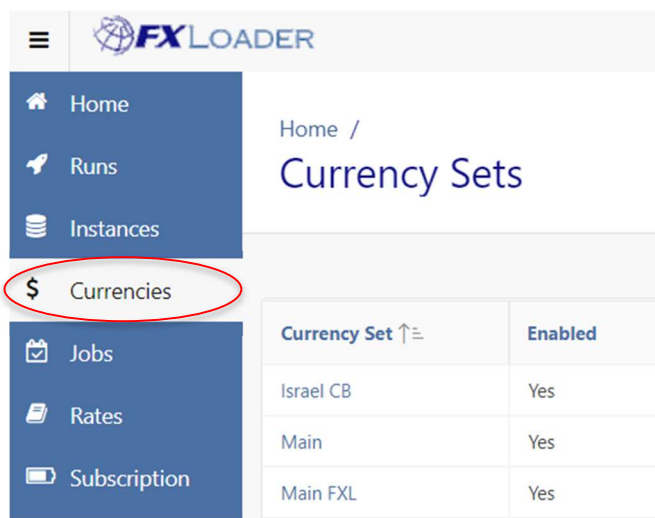## Create Currency Set

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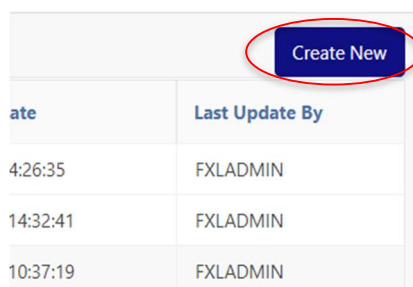
You will probably only need one Currency Set, but you may need more than one if you fetch rates from multiple sources, e.g. market rates and central bank rates.

Steps

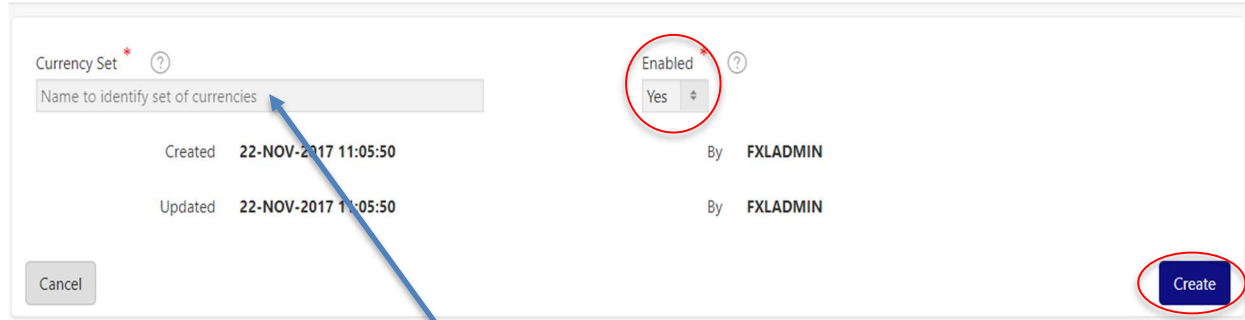1. **Log in to the FXLoader Cloud Service and select 'Currencies' on the left menu**

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

3. Complete the initial screen

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

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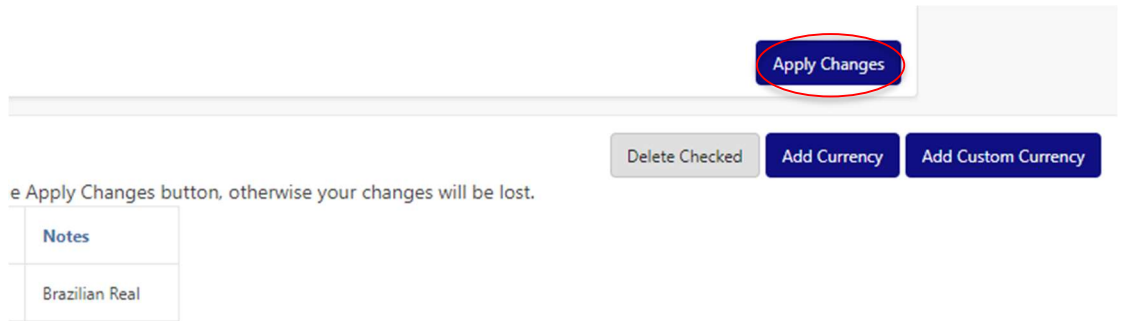
Your Currency Set has now been created, and should look similar to this:

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

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