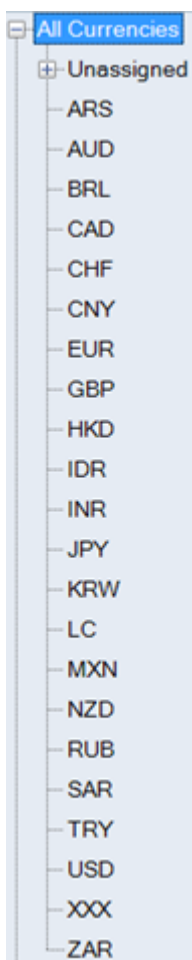


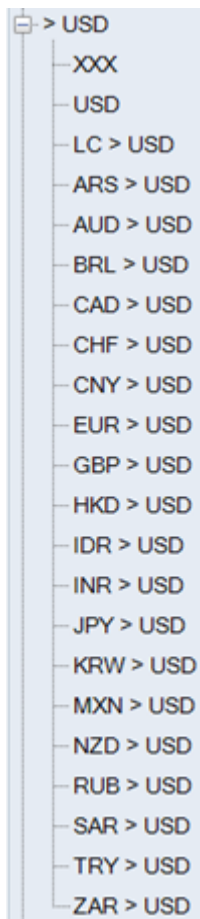
Setting Up the Available Source Currencies

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Source currencies are base elements in the [Currency](#) dimension. Valid currencies must be represented by a code consisting of three capital letters, as defined by ISO 4217. All source currencies must be children of the total element [All Currencies](#).



For each combination of source currency (e.g. `MXN`) and the target currency (e.g. `USD`), a conversion element must exist. The naming convention for the conversion element is the source currency code followed by the sequence “blank - greater sign - blank” and the target currency code (e.g. `MXN > USD`). These elements must be children of the total of all conversion elements. The naming convention for this total is the sequence “greater sign - blank” and the target currency code (e.g. `> USD`).



Currency codes not intended to be used as a source currency can be

moved to the parent element [Unassigned](#) or removed from the [Currency](#) dimension.

After changing the set of available source currencies, the rule templates handling the currency conversion in the fact cubes need to be updated.
