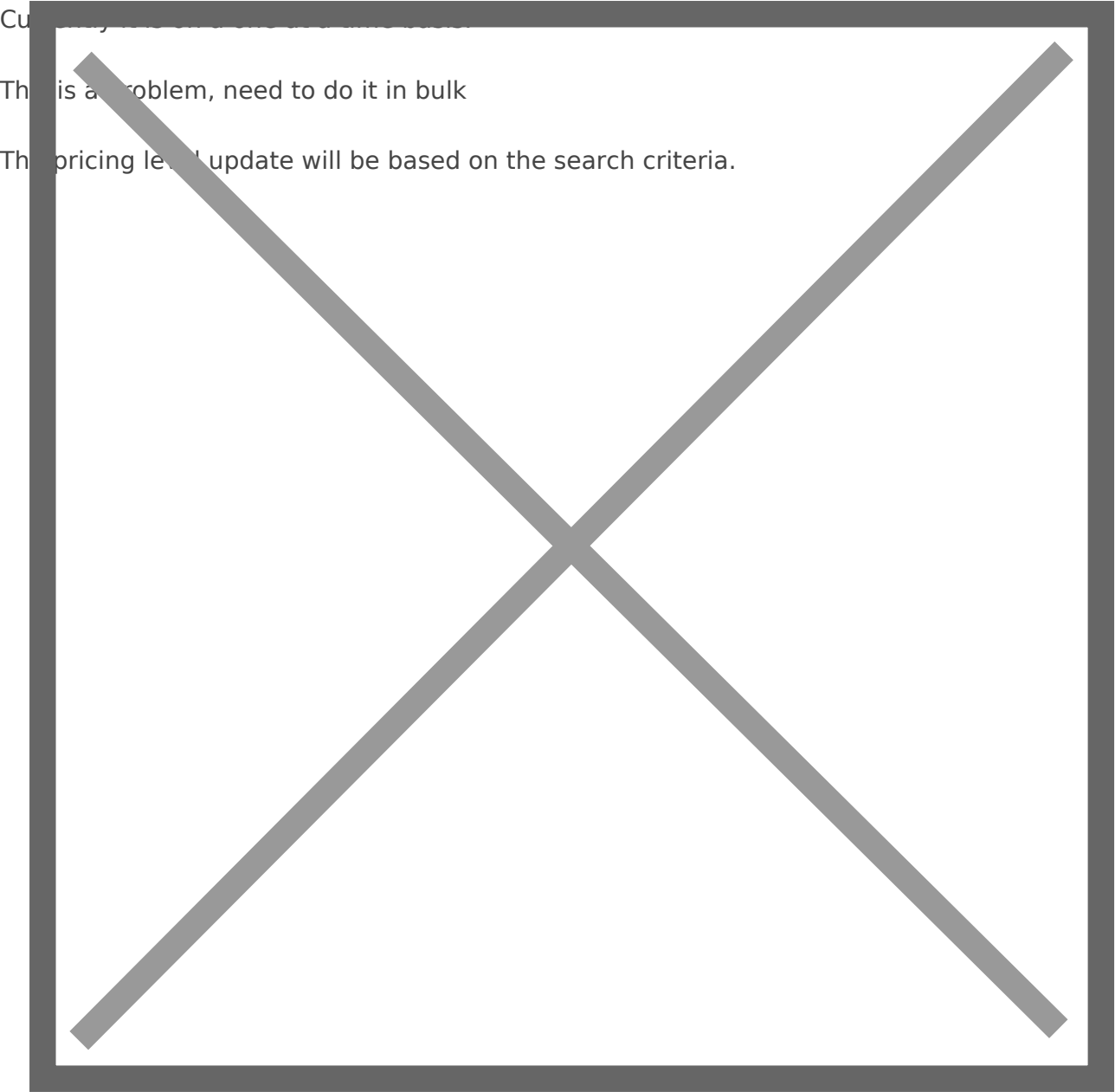
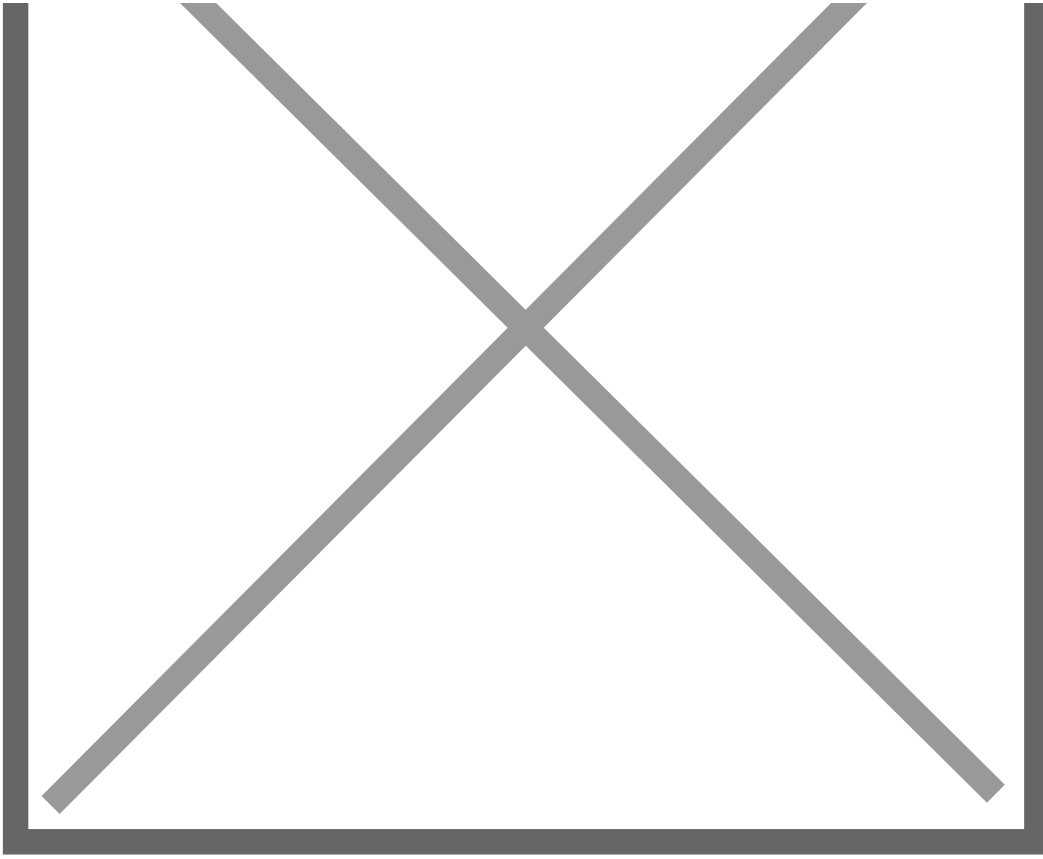
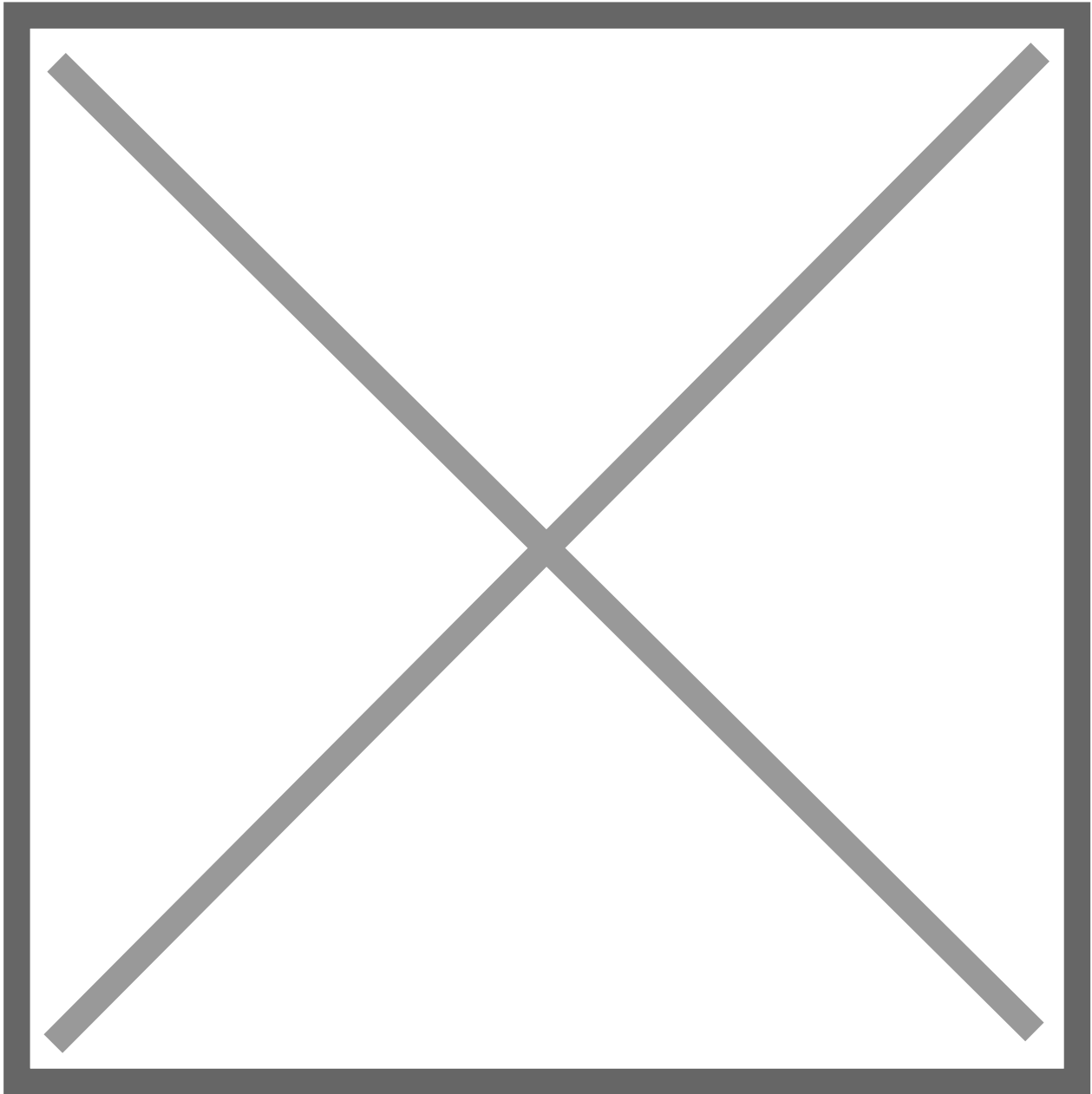


Pricing level update for currency bulk

Added in the new pricing level for a currency.



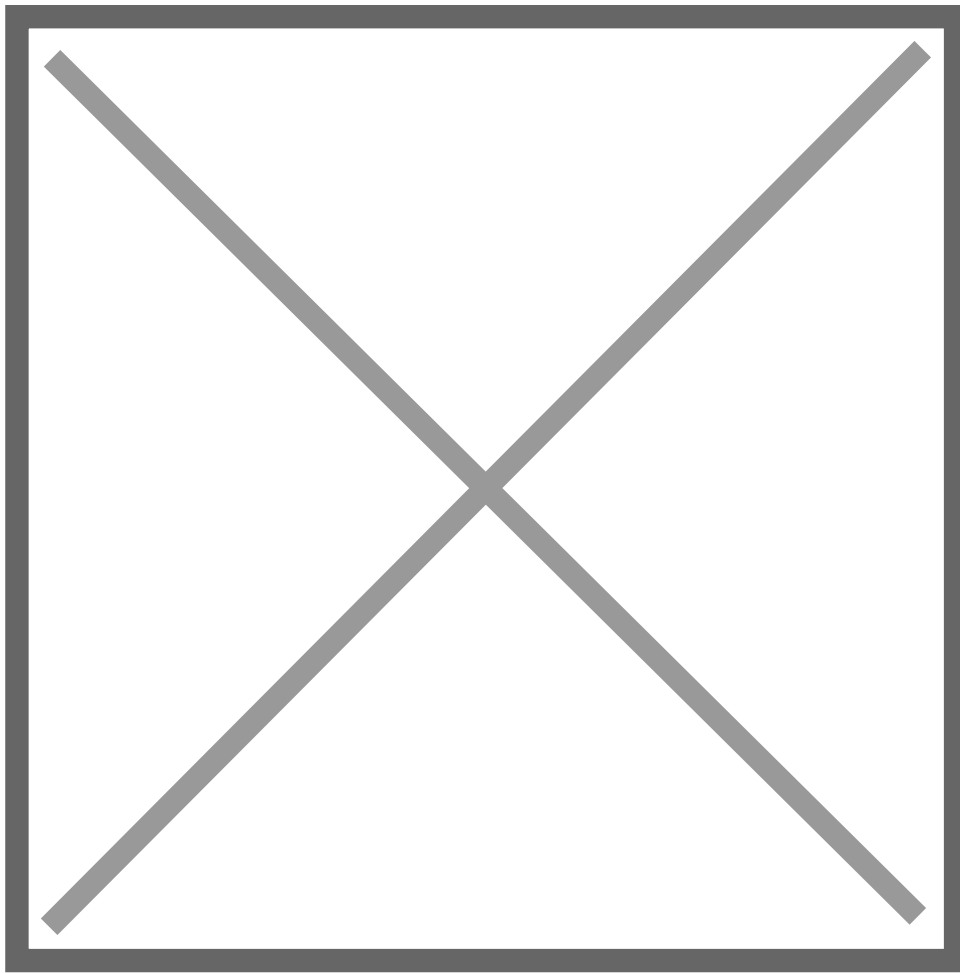


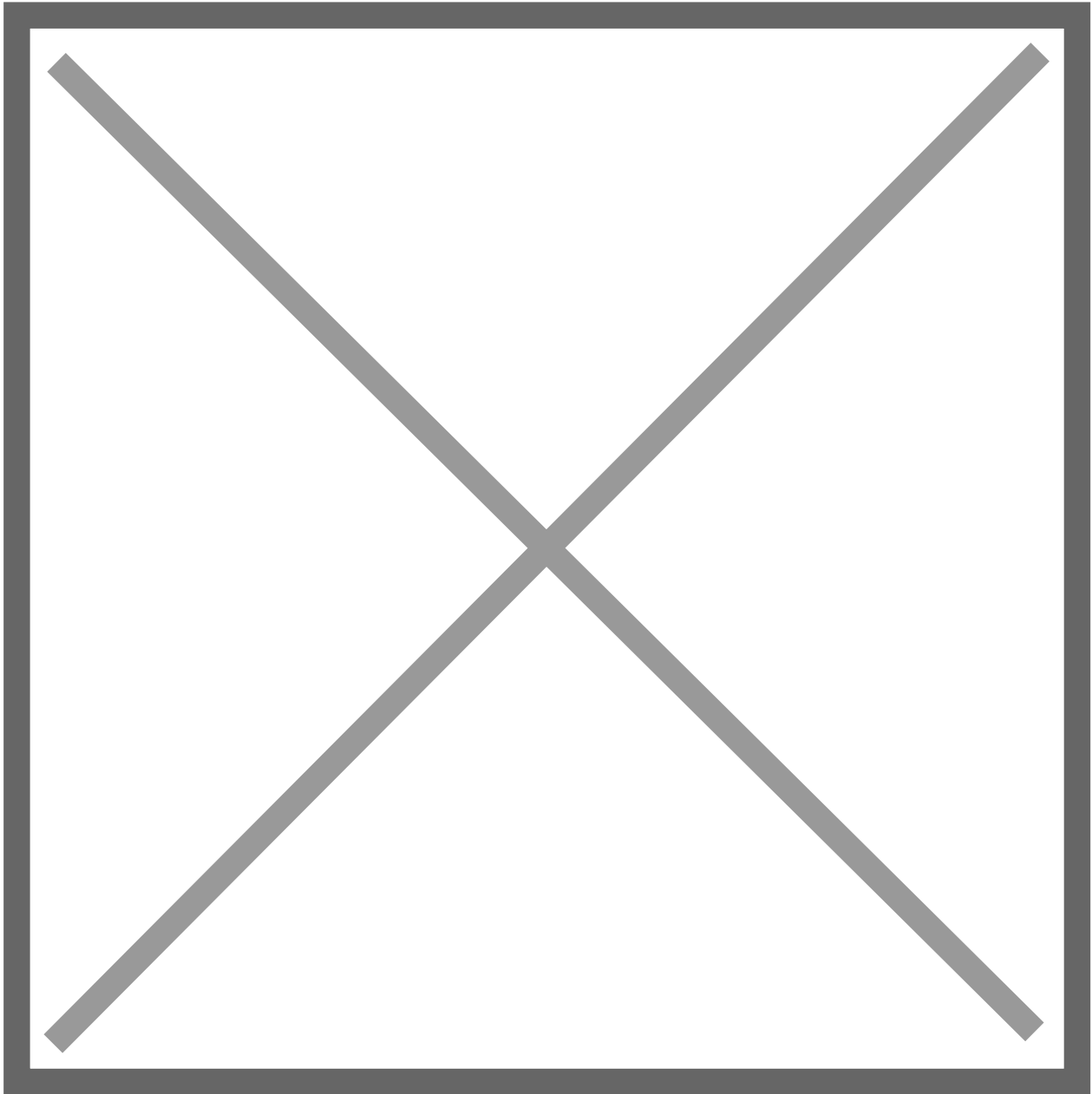


This is the window that comes up

Rules:

1. First rule here is to add in a pricing level against the item	2. Selling price work out	3. Force override means that if the item already has a multicurrency pricing level
a. If the pricing level for that price structure does not exist, add it	a. Because this is a multicurrency, we need to first work out the cost price of the item and convert it to currency	a. With tick override sell price
b. Then add in the pricing level currency	b. Then divide by the exchange rate and then multiple up by the percentage to get the sell value	b. Without tick do nothing with item





Revision #2

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