

# NumberFormat.CreateCurrency(Int32, Boolean, Boolean, NumberFormat.Color, String, String, Boolean, Boolean)

## Description

Creates a format string for displaying currency values, and allows locale-specific currency symbols.

### C#

```
public System.String CreateCurrency(int numDecimalPlaces, boolean useNegativeSign,  
boolean useParensForNegatives, Color negativeColor, System.String currencySymbol,  
System.String localeCode, boolean currencyAtFront, boolean spaceBetween)
```

### vb.net

```
Public Function CreateCurrency(ByVal numDecimalPlaces As Integer, ByVal  
useNegativeSign As Boolean, ByVal useParensForNegatives As Boolean, ByVal  
negativeColor As Color, ByVal currencySymbol As String, ByVal localeCode As String, _  
ByVal currencyAtFront As Boolean, ByVal spaceBetween As Boolean) As String
```

## Parameters

### *numDecimalPlaces*

The number of decimal places to display.

### *useNegativeSign*

If true, the negative sign will be used for negative values.

### *useParensForNegatives*

If true, negative numbers will be shown in parentheses.

### *negativeColor*

A color to use when displaying negative numbers. *negativeColor* may be null.

### *currencySymbol*

A string representing the currency symbol. This could be the individual Unicode character for the currency symbol (such as the dollar, pound, euro, etc) or the alphabetic representation of the currency symbol (such as USD, GBP, EUR, etc). If this value is null, no currency string or formatting will be inserted.

### *localeCode*

A string representing the Windows locale code, used for determining display on localized versions of Excel. This is optional, and can be null.

### *currencyAtFront*

If the *currencySymbol* is non-null, this param determines if the currency string will appear before the number or after. If true, the symbol will appear before the value. If *currencySymbol* is null, this value is ignored.

### **spaceBetween**

If the currencySymbol is non-null, and this param is true, a space will appear between the currency symbol and the value. If currencySymbol is null, this value is ignored.

## **Returns**

A currency format string.

## **Examples**

### **C#**

```
//--- Create a style.  
Style styl = wb.CreateStyle();  
  
//--- The following assigns the currency string "[€-2] #,##0.00;[Red][€-2]  
#,##0.00"  
//--- to the style, which will use the Euro symbol prior to the values, with  
the  
//--- color red for negative values.  
styl.NumberFormat = wb.NumberFormat.CreateCurrency(2,  
    false,  
    false,  
    NumberFormat.Color.Red,  
    "€",  
    "2",  
    true,  
    true);
```

### **vb.net**

```
'--- Create a style.  
Dim styl As Style = wb.CreateStyle()  
  
'--- The following assigns the currency string "[€-2] #,##0.00;[Red][€-2]  
#,##0.00"  
'--- to the style, which will use the Euro symbol prior to the values, with  
the  
'--- color red for negative values.  
styl.NumberFormat = wb.NumberFormat.CreateCurrency(2, _  
    False, _  
    False, _  
    NumberFormat.Color.Red, _  
    "€", _  
    "2", _  
    True, _  
    True)
```