

How to add price markups to my products (most common repricing rules)?

Here you will find the most common repricing rules:

$\{attr:price\} * 1.5$ - adds 50% to basic prices from the supplier.

$\{attr:price\} * 1.21$ - adds VAT 21% to basic prices from the supplier (add this only if they are provided without VAT).

$\{attr:price\} * 1.1$ - adds 10% to basic prices from the supplier.

$\{attr:price\} * 2$ - double the basic price from the supplier.

$\text{floor}(\{attr:price\} * 2) - 0.01$ - returns the next lowest integer value (as float) by rounding down and -0.01 eur. For example, the starting price is **25.90 eur**, the final price after this rule is applied will be **50.99 eur**.

$\text{ceil}(\{attr:price\} * 1.21) - 0.01$ - adds VAT 21% and returns the next highest integer value by rounding up value, also -0.01 eur. For example, the starting price is **25.90 eur**, the final price after this rule is applied will be **31.99 eur**.

$\{attr:price\} * 0.094$ - you can also use repricing rules to convert currencies. For example, this formula converts Swedish Krona to Euro. If the starting price is **8877 sek**, the final price after this rule is applied will be **834.438 eur**.

Revision #12

Created Thu, May 12, 2022 8:38 AM by [Rasa](#)

Updated Mon, Jun 13, 2022 9:37 AM by [Rasa](#)