MQL5 Language REFERENCE
for the MetaTrader 5 client terminal

STUDY MQL5 and SOLVE any tasks:

- Create your own technical indicators of any complexity level
- Use algorithmic trading — automate strategies to work on various financial markets
- Develop your own analytical tools based on mathematical achievements and traditional methods
- Write automated trading systems for solving a wide range of tasks (trading, monitoring, alerting, etc.)

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- MathSkewness
- MathKurtosis
- MathMoments
- MathMedian
- MathStandardDeviation
- MathAverageDeviation

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- MathCumulativeDistributionNormal
- MathQuantileNormal
- MathRandomNormal
- MathMomentsNormal

Log-normal distribution

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- MathCumulativeDistributionLognormal
- MathQuantileLognormal
- MathRandomLognormal
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Beta distribution

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- MathCumulativeDistributionBeta
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Noncentral beta distribution

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- **CChartObjectFibo**
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  - ArrowCode: 3688
- **CChartObjectFiboTimes**
  - Create: 3689
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- **CChartObjectFiboFan**
  - Create: 3693
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- **CChartObjectFiboArc**
  - Create: 3695
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- **CChartObjectFiboChannel**
  - Create: 3701
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- **CChartObjectElliottWave3**
  - Create: 3705
  - Degree: 3706
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  - Save: 3708
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- **CChartObjectElliottWave5**
  - Create: 3711
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- **CChartObjectRectangle**
  - Create: 3713
  - Type: 3714
- **CChartObjectTriangle**
  - Create: 3715
  - Type: 3716
- **CChartObjectElliipse**
  - Create: 3717
  - Type: 3718

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- **CChartObjectArrow**
  - Create: 3719
  - ArrowCode: 3720
  - Anchor: 3721
  - Save: 3722
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  - Type: 3724

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- Create: 3725
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CTrailingPSAR
CTrailingNone
CTrailingFixedPips

Modular Trade Signals

Signals of the Oscillator Stochastic
Signals of the Oscillator Relative Vigor Index
Signals of the Oscillator Relative Strength Index
Signals of the Indicator Parabolic SAR
Signals of the Indicator Moving Average
Signals of the Oscillator MACD
Signals of the Indicator MACD
Signals of the Indicator Moving Average
Signals of the Indicator Parabolic SAR
Signals of the Indicator Relative Strength Index
Signals of the Indicator Relative Vigor Index
Signals of the Indicator Stochastic
Signals of the Indicator Triple Exponential Average
Signals of the Indicator Triple Exponential Moving Average
Signals of the Indicator Williams Percent Range

Trailing Stop Classes

CTrailingFixedPips
CTrailingMA

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Money Management Classes

CMoneyFixedLot

Lots

ValidationSettings

CheckOpenLong

CheckOpenShort

CMoneyFixedMargin

CheckOpenLong

CheckOpenShort

CMoneyFixedRisk

CheckOpenLong

CheckOpenShort

CMoneyNone

ValidationSettings

CheckOpenLong

CheckOpenShort

CMoneySizeOptimized

DecreaseFactor

ValidationSettings

CheckOpenLong

CheckOpenShort

Panels and Dialogs

CRect

Left

Top

Right

Bottom

Width

Height

SetBound

Move

Shift

Contains

Format

CDateTime

MonthName

ShortMonthName

DayName

ShortDayName

DaysInMonth

DateTime

Date

Time

Sec

Min

Hour

Day

Mon

Year

SecDec

SecInc

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DayInc

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CPANEL

Create

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OnSetText

OnSetColorText

OnSetColorBackground

OnSetColorBorder

OnCreate

OnShow

OnHide

OnMove

OnResize

OnChange

CPicture

Create

Border

BmpName

OnCreate

OnShow

OnHide

OnMove

OnChange

CScroll

Create

OnEvent

MinPos

MaxPos

CurrPos

CreateBack

CreateInc

CreateDec

CreateThumb

OnChangePos

OnThumbDragStart

OnThumbDragProcess

OnThumbDragEnd

CalcPos

CScrollV

CreateInc

CreateDec

CreateThumb

OnChangePos

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<tr>
<td>OnAnotherApplicationClose</td>
<td>5875</td>
</tr>
<tr>
<td>Rebound</td>
<td>5876</td>
</tr>
<tr>
<td>Minimize</td>
<td>5877</td>
</tr>
<tr>
<td>Maximize</td>
<td>5878</td>
</tr>
<tr>
<td>CreateInstanceid</td>
<td>5879</td>
</tr>
<tr>
<td>ProgramName</td>
<td>5880</td>
</tr>
<tr>
<td>SubwinOff</td>
<td>5881</td>
</tr>
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</table>

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MQL5 Reference

MetaQuotes Language 5 (MQL5) is a high-level language designed for developing technical indicators, trading robots and utility applications, which automate financial trading. MQL5 has been developed by MetaQuotes for their trading platform. The language syntax is very close to C++ enabling programmers to develop applications in the object-oriented programming (OOP) style.

In addition to the MQL5 language, the trading platform package also includes the MetaEditor IDE with highly advanced code writing tools, such as templates, snippets, debugging, profiling and auto completion tools, as well as built-in MQL5 Storage enabling file versioning.

The language support is available on the MQL5.community website, which contains a huge free CodeBase and a plethora of articles. These articles cover all the aspects of the modern trading, including neural networks, statistics and analysis, high-frequency trading, arbitrage, testing and optimization of trading strategies, use of trading automation robots, and more.

Traders and MQL5 program developers can communicate on the forum, order and develop applications using the Freelance service, as well as buy and sell protected programs in the Market of automated trading applications.

The MQL5 language provides specialized trading functions and predefined event handlers to help programmers develop Expert Advisors (EAs), which automatically control trading processes following specific trading rules. In addition to EAs, MQL5 allows developing custom technical indicators, scripts and libraries.

This MQL5 language reference contains functions, operations, reserved words and other language constructions divided into categories. The reference also provides descriptions of Standard Library classes used for developing trading strategies, control panels, custom graphics and enabling file access.

Additionally, the CodeBase contains the ALGLIB numerical analysis library, which can be used for solving various mathematical problems.

Types of MQL5 Applications

MQL5 programs are divided into four specialized types based on the trading automation tasks that they implement:

- **Expert Advisor** is an automated trading system linked to a chart. An Expert Advisor contains event handlers to manage predefined events which activate execution of appropriate trading strategy elements. For example, an event of program initialization and deinitialization, new ticks, timer events, changes in the Depth of Market, chart and custom events.
  In addition to calculating trading signals based on the implemented rules, Expert Advisors can also automatically execute trades and send them directly to a trading server. Expert Advisors are stored in `<Terminal_Directory>MQL5Experts`.
  - **Custom Indicators** is a technical indicator developed by a user in addition to standard indicators integrated into the trading platform. Custom indicators, as well as standard ones, cannot trade automatically, but only implement analytical functions. Custom indicators can utilize values of other indicators for calculations, and can be called from Expert Advisors.

Custom indicators are stored in `<Terminal_Directory>MQL5Indicators`.
- **Script** is a program for a single execution of an action. Unlike Expert Advisors, scripts do not handle any event except for trigger. A script code must contain the OnStart handler function. Scripts are stored in `<Terminal_Directory>`\MQL5\Scripts.

- **Service** is a program that, unlike indicators, Expert Advisors and scripts, does not require to be bound to a chart to work. Like scripts, services do not handle any event except for trigger. To launch a service, its code should contain the OnStart handler function. Services do not accept any other events except Start, but they are able to send custom events to charts using EventChartCustom. Services are stored in `<terminal_directory>`\MQL5\Services.

- **Library** is a set of custom functions. Libraries are intended to store and distribute commonly used algorithms of custom programs. Libraries are stored in `<Terminal_Directory>`\MQL5\Libraries.

- **Include File** is a source text of the most frequently used blocks of custom programs. Such files can be included into the source texts of Expert Advisors, scripts, custom indicators, and libraries at the compiling stage. The use of included files is more preferable than the use of libraries because of additional burden occurring at calling library functions. Include files can be stored in the same directory where the original file is located. In this case the `#include` directive with double quotes is used. Another option is to store include files in `<Terminal_Directory>`\MQL5\Include. In this case `#include` with angle brackets should be used.
Language Basics

The MetaQuotes Language 5 (MQL5) is an object-oriented high-level programming language intended for writing automated trading strategies, custom technical indicators for the analysis of various financial markets. It allows not only to write a variety of expert systems, designed to operate in real time, but also create their own graphical tools to help you make trade decisions.

MQL5 is based on the concept of the popular programming language C++. As compared to MQL4, the new language now has enumerations, structures, classes and event handling. By increasing the number of embedded main types, the interaction of executable programs in MQL5 with other applications through dll is now as easy as possible. MQL5 syntax is similar to the syntax of C++, and this makes it easy to translate into it programs from modern programming languages.

To help you study the MQL5 language, all topics are grouped into the following sections:

- Syntax
- Data Types
- Operations and Expressions
- Operators
- Functions
- Variables
- Preprocessor
- Object-Oriented Programming
- Namespaces
Syntax

As to the syntax, THE MQL5 language for programming trading strategies is very much similar to the C++ programming language, except for some features:

- no address arithmetic;
- no goto operator;
- an anonymous enumeration can't be declared;
- no multiple inheritance.

See also

Enumerations, Structures and Classes, Inheritance
Comments

Multi-line comments start with the /* pair of symbols and end with the */ one. Such kind of comments cannot be nested. Single-line comments begin with the // pair of symbols and end with the newline character, they can be nested in other multi-line comments. Comments are allowed everywhere where the spaces are allowed, they can have any number of spaces in them.

Examples:

```plaintext
//--- Single-line comment
/*
   Multi-
   line      // Nested single-line comment
   comment
 */
```
Identifiers

Identifiers are used as names of variables and functions. The length of the identifier can not exceed 63 characters.

Characters allowed to be written in an identifier: figures 0-9, the Latin uppercase and lowercase letters a-z and A-Z, recognized as different characters, the underscore character (_). The first character can not be a digit.

The identifier must not coincide with reserved word.

Examples:

NAME1 namel Total_5 Paper

See also

Variables, Functions
Reserved Words

The following identifiers are recorded as reserved words, each of them corresponds to a certain action, and cannot be used in another meaning:

Data Types

<table>
<thead>
<tr>
<th>bool</th>
<th>float</th>
<th>uint</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>int</td>
<td>ulong</td>
</tr>
<tr>
<td>class</td>
<td>long</td>
<td>union</td>
</tr>
<tr>
<td>color</td>
<td>short</td>
<td>ushort</td>
</tr>
<tr>
<td>datetime</td>
<td>string</td>
<td>void</td>
</tr>
<tr>
<td>double</td>
<td>struct</td>
<td></td>
</tr>
<tr>
<td>enum</td>
<td>uchar</td>
<td></td>
</tr>
</tbody>
</table>

Access Specificators

<table>
<thead>
<tr>
<th>const</th>
<th>private</th>
<th>virtual</th>
</tr>
</thead>
<tbody>
<tr>
<td>delete</td>
<td>protected</td>
<td></td>
</tr>
<tr>
<td>override</td>
<td>public</td>
<td></td>
</tr>
</tbody>
</table>

Memory Classes

<table>
<thead>
<tr>
<th>extern</th>
<th>input</th>
<th>static</th>
</tr>
</thead>
</table>

Operators

<table>
<thead>
<tr>
<th>break</th>
<th>dynamic_cast</th>
<th>operator</th>
</tr>
</thead>
<tbody>
<tr>
<td>case</td>
<td>else</td>
<td>pack</td>
</tr>
<tr>
<td>continue</td>
<td>for</td>
<td>return</td>
</tr>
<tr>
<td>default</td>
<td>if</td>
<td>sizeof</td>
</tr>
<tr>
<td>delete</td>
<td>new</td>
<td>switch</td>
</tr>
<tr>
<td>do</td>
<td>offsetof</td>
<td>while</td>
</tr>
</tbody>
</table>

Other

<table>
<thead>
<tr>
<th>this</th>
<th>define</th>
<th>import</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>ifdef</td>
<td>include</td>
</tr>
<tr>
<td></td>
<td>#define</td>
<td>#import</td>
</tr>
<tr>
<td>----</td>
<td>-----------</td>
<td>-----------</td>
</tr>
<tr>
<td>this</td>
<td></td>
<td></td>
</tr>
<tr>
<td>false</td>
<td></td>
<td></td>
</tr>
<tr>
<td>template</td>
<td>#ifdef</td>
<td>#property</td>
</tr>
<tr>
<td>typename</td>
<td>#else</td>
<td>group</td>
</tr>
<tr>
<td></td>
<td>#endif</td>
<td>namespace</td>
</tr>
</tbody>
</table>
## Data Types

Any program operates with data. Data can be of different types depending on their purposes. For example, integer data are used to access to array components. Price data belong to those of double precision with floating point. This is related to the fact that no special data type for price data is provided in MQL5.

Data of different types are processed with different rates. Integer data are processed at the fastest. To process the double precision data, a special co-processor is used. However, because of complexity of internal representation of data with floating point, they are processed slower than the integer ones.

String data are processed at the longest because of dynamic computer memory allocation/reallocation.

The basic data types are:

- integers (`char`, `short`, `int`, `long`, `uchar`, `ushort`, `uint`, `ulong`);
- logical (`bool`);
- literals (`ushort`);
- strings (`string`);
- floating-point numbers (`double`, `float`);
- color (`color`);
- date and time (`datetime`);
- enumerations (`enum`).

Complex data types are:

- `structures`;
- `classes`.

In terms of OOP complex data types are called abstract data types.

The `color` and `datetime` types make sense only to facilitate visualization and input of parameters defined from outside - from the table of Expert Advisor or custom indicator properties (the `Inputs` tab). Data of `color` and `datetime` types are represented as integers. Integer types and floating-point types are called arithmetic (numeric) types.

Only implicit `type casting` is used in `expressions`, unless the explicit casting is specified.

See also

- Typecasting
**Integer Types**

In MQL5 integers are represented by eleven types. Some types can be used together with other ones, if required by the program logic, but in this case it's necessary to remember the rules of *typecasting*.

The table below lists the characteristics of each type. Besides, the last column features a type in C++ corresponding to each type.

<table>
<thead>
<tr>
<th>Type</th>
<th>Size in Bytes</th>
<th>Minimum Value</th>
<th>Maximum Value</th>
<th>C++ Analog</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>1</td>
<td>-128</td>
<td>127</td>
<td>char</td>
</tr>
<tr>
<td>uchar</td>
<td>1</td>
<td>0</td>
<td>255</td>
<td>unsigned char, BYTE</td>
</tr>
<tr>
<td>bool</td>
<td>1</td>
<td>0(false)</td>
<td>1(true)</td>
<td>bool</td>
</tr>
<tr>
<td>short</td>
<td>2</td>
<td>-32 768</td>
<td>32 767</td>
<td>short, wchar_t</td>
</tr>
<tr>
<td>ushort</td>
<td>2</td>
<td>0</td>
<td>65 535</td>
<td>unsigned short, WORD</td>
</tr>
<tr>
<td>int</td>
<td>4</td>
<td>-2 147 483 648</td>
<td>2 147 483 647</td>
<td>int</td>
</tr>
<tr>
<td>uint</td>
<td>4</td>
<td>0</td>
<td>4 294 967 295</td>
<td>unsigned int, DWORD</td>
</tr>
<tr>
<td>color</td>
<td>4</td>
<td>-1</td>
<td>16 777 215</td>
<td>int, COLORREF</td>
</tr>
<tr>
<td>long</td>
<td>8</td>
<td>-9 223 372 036</td>
<td>9 223 372 036</td>
<td>__int64</td>
</tr>
<tr>
<td>ulong</td>
<td>8</td>
<td>0</td>
<td>18 446 744 073</td>
<td>unsigned __int64</td>
</tr>
<tr>
<td>datetime</td>
<td>8</td>
<td>0 (1970.01.01 0:00:00)</td>
<td>32 535 244 799 (3000.12.31 23:59:59)</td>
<td>__time64_t</td>
</tr>
</tbody>
</table>

Integer type values can also be presented as numeric constants, color literals, date-time literals, **character constants** and **enumerations**.

See also

*Conversion Functions*, *Numerical Type Constants*
Char, Short, Int and Long Types

char

The char type takes 1 byte of memory (8 bits) and allows expressing in the binary notation $2^8=256$ values. The char type can contain both positive and negative values. The range of values is from -128 to 127.

uchar

The uchar integer type also occupies 1 byte of memory, as well as the char type, but unlike it uchar is intended only for positive values. The minimum value is zero, the maximum value is 255. The first letter u in the name of the uchar type is the abbreviation for unsigned.

short

The size of the short type is 2 bytes (16 bits) and, accordingly, it allows expressing the range of values equal to 2 to the power 16: $2^{16} = 65536$. Since the short type is a signed one, and contains both positive and negative values, the range of values is between -32768 and 32767.

ushort

The unsigned short type is the type ushort, which also has a size of 2 bytes. The minimum value is 0, the maximum value is 65535.

int

The size of the int type is 4 bytes (32 bits). The minimal value is -2 147 483 648, the maximal one is 2 147 483 647.

uint

The unsigned integer type is uint. It takes 4 bytes of memory and allows expressing integers from 0 to 4 294 967 295.

long

The size of the long type is 8 bytes (64 bits). The minimum value is -9 223 372 036 854 775 808, the maximum value is 9 223 372 036 854 775 807.

ulong

The ulong type also occupies 8 bytes and can store values from 0 to 18 446 744 073 709 551 615.

Examples:

```plaintext
char  ch=12;
short sh=-5000;
int   in=2445777;
```
Since the unsigned integer types are not designed for storing negative values, the attempt to set a negative value can lead to unexpected consequences. Such a simple script will lead to an infinite loop:

```c
//--- Infinite loop
void OnStart()
{
    uchar u_ch;

    for(char ch=-128;ch<128;ch++)
    {
        u_ch=ch;
        Print("ch = ",ch," u_ch = ",u_ch);
    }
}
```

The correct variant is:

```c
//--- Correct variant
void OnStart()
{
    uchar u_ch;

    for(char ch=-128;ch<=127;ch++)
    {
        u_ch=ch;
        Print("ch = ",ch," u_ch = ",u_ch);
        if(ch==127) break;
    }
}
```

Result:

```
ch = -128  u_ch = 128
ch = -127  u_ch = 129
ch = -126  u_ch = 130
ch = -125  u_ch = 131
ch = -124  u_ch = 132
ch = -123  u_ch = 133
ch = -122  u_ch = 134
ch = -121  u_ch = 135
ch = -120  u_ch = 136
ch = -119  u_ch = 137
ch = -118  u_ch = 138
ch = -117  u_ch = 139
ch = -116  u_ch = 140
ch = -115  u_ch = 141
ch = -114  u_ch = 142
ch = -113  u_ch = 143
ch = -112  u_ch = 144
ch = -111  u_ch = 145
```
Examples:

//--- Negative values can not be stored in unsigned types
uchar u_ch=-120;
ushort u_sh=-5000;
uint u_in=-401280;

Hexadecimal: numbers 0-9, the letters a-f or A-F for the values of 10-15; start with 0x or 0X.

Examples:

0x0A, 0x12, 0x12, 0x2f, 0x3A, 0x3A, 0x7C7

For integer variables, the values can be set in binary form using B prefix. For example, you can encode the working hours of a trading session into int type variable and use information about them according to the required algorithm:

//+------------------------------------------------------------------+
// Script program start function
//+------------------------------------------------------------------+
void OnStart()
{
    //--- set 1 for working hours and 0 for nonworking ones
    int AsianSession =B'11111111'; // Asian session from 0:00 to 9:00
    int EuropeanSession=B'111111110000000000'; // European session 9:00 - 18:00
    int AmericanSession =B'111111110000000000000011'; // American session 16:00 - 02:00
    //--- derive numerical values of the sessions
    PrintFormat("Asian session hours as value =%d",AsianSession);
    PrintFormat("European session hours as value is %d",EuropeanSession);
    PrintFormat("American session hours as value is %d",AmericanSession);
    //--- and now let's display string representations of the sessions' working hours
    Print("Asian session ",GetHoursForSession(AsianSession));
    Print("European session ",GetHoursForSession(EuropeanSession));
    Print("American session ",GetHoursForSession(AmericanSession));
    //---
    }
//+------------------------------------------------------------------+
//| return the session's working hours as a string
//+------------------------------------------------------------------+
string GetHoursForSession(int session)
{
    //--- in order to check, use AND bit operations and left shift by 1 bit <<=1
    //--- start checking from the lowest bit
    int bit=1;
    string out="working hours: ";
    //--- check all 24 bits starting from the zero and up to 23 inclusively
    for(int i=0;i<24;i++)
    {
        //--- receive bit state in number

bool workinghour=(session&bit)==bit;
    //--- add the hour's number to the message
    if(workinghour )out=out+StringFormat("%d ",i);
    //--- shift by one bit to the left to check the value of the next one
    bit<<=1;
}
    //--- result string
    return out;
}
Character Constants

Characters as elements of a string in MQL5 are indexes in the Unicode character set. They are hexadecimal values that can be cast into integers, and that can be manipulated by integer operations like addition and subtraction.

Any single character in quotation marks or a hexadecimal ASCII code of a character as \x10 is a character constant and is of ushort type. For example, a record of 0 type is a numerical value 30, that corresponds to the index of zero in the table of characters.

Example:

```c
void OnStart()
{
    //--- define character constants
    int symbol_0='0';
    int symbol_9=symbol_0+9; // get symbol '9'
    //--- output values of constants
    printf("In a decimal form: symbol_0 = %d,  symbol_9 = %d",symbol_0,symbol_9);
    printf("In a hexadecimal form: symbol_0 = 0x%x,  symbol_9 = 0x%x",symbol_0,symbol_9);
    //--- enter constants into a string
    string test="";
    StringSetCharacter(test,0,symbol_0);
    StringSetCharacter(test,1,symbol_9);
    //--- this is what they look like in a string
    Print(test);
}
```

A backslash is a control character for a compiler when dealing with constant strings and character constants in a source text of a program. Some symbols, for example a single quote ('), double quotes ("), backslash (\) and control characters can be represented as a combination of symbols that start with a backslash (\), according to the below table:

<table>
<thead>
<tr>
<th>Character name</th>
<th>Mnemonic code or image</th>
<th>Record in MQL5</th>
<th>Numeric value</th>
</tr>
</thead>
<tbody>
<tr>
<td>new line (line feed)</td>
<td>LF \n</td>
<td>'n'</td>
<td>10</td>
</tr>
<tr>
<td>horizontal tab</td>
<td>HT \t</td>
<td>'t'</td>
<td>9</td>
</tr>
<tr>
<td>carriage return</td>
<td>CR \r</td>
<td>'r'</td>
<td>13</td>
</tr>
<tr>
<td>backslash</td>
<td>\ \</td>
<td>'\ '</td>
<td>92</td>
</tr>
<tr>
<td>single quote</td>
<td>' ''</td>
<td>'&quot;'</td>
<td>39</td>
</tr>
<tr>
<td>double quote</td>
<td>&quot; &quot;</td>
<td>'&quot;'</td>
<td>34</td>
</tr>
<tr>
<td>hexadecimal code</td>
<td>hhhh \xhhhh</td>
<td>\xhhhh</td>
<td>1 to 4 hexadecimal characters</td>
</tr>
<tr>
<td>decimal code</td>
<td>d \d</td>
<td>'\d'</td>
<td>decimal number from 0 to 65535</td>
</tr>
</tbody>
</table>
If a backslash is followed by a character other than those described above, result is undefined.

**Example**

```cpp
void OnStart()
{
    //--- declare character constants
    int a='A';
    int b='$';
    int c='©';    // code 0xA9
    int d='\xA9'; // code of the symbol ®
    //--- output print constants
    Print(a,b,c,d);
    //--- add a character to the string
    string test="";
    StringSetCharacter(test,0,a);
    Print(test);
    //--- replace a character in a string
    StringSetCharacter(test,0,b);
    Print(test);
    //--- replace a character in a string
    StringSetCharacter(test,0,c);
    Print(test);
    //--- replace a character in a string
    StringSetCharacter(test,0,d);
    Print(test);
    //--- represent characters as a number
    int a1=65;
    int b1=36;
    int c1=169;
    int d1=174;
    //--- add a character to the string
    StringSetCharacter(test,1,a1);
    Print(test);
    //--- add a character to the string
    StringSetCharacter(test,1,b1);
    Print(test);
    //--- add a character to the string
    StringSetCharacter(test,1,c1);
    Print(test);
    //--- add a character to the string
    StringSetCharacter(test,1,d1);
    Print(test);
}
```

As it was mentioned above, the value of a character constant (or variable) is an index in the table of characters. Index being an integer, it can be written in different ways.
```cpp
//---
t
int a=0xAE; // the code of ® corresponds to the '\xAE' literal
int b=0x24; // the code of $ corresponds to the '\x24' literal
int c=0xA9; // the code of © corresponds to the '\xA9' literal
int d=0x263A; // the code of ☺ corresponds to the '\x263A' literal
//--- show values
Print(a,b,c,d);
//--- add a character to the string
string test="";
StringSetCharacter(test,0,a);
Print(test);
//--- replace a character in a string
StringSetCharacter(test,0,b);
Print(test);
//--- replace a character in a string
StringSetCharacter(test,0,c);
Print(test);
//--- replace a character in a string
StringSetCharacter(test,0,d);
Print(test);
//--- codes of suits
int a1=0x2660;
int b1=0x2661;
int c1=0x2662;
int d1=0x2663;
//--- add a character of spades
StringSetCharacter(test,1,a1);
Print(test);
//--- add a character of hearts
StringSetCharacter(test,2,b1);
Print(test);
//--- add a character of diamonds
StringSetCharacter(test,3,c1);
Print(test);
//--- add a character of clubs
StringSetCharacter(test,4,d1);
Print(test);
//--- Example of character literals in a string

test="Queen\x2660Ace\x2662";
printf("%s",test);
```

The internal representation of a character literal is the `ushort` type. Character constants can accept values from 0 to 65535.

See also

- `StringSetCharacter()`, `StringGetCharacter()`, `ShortToString()`, `ShortArrayToString()`, `StringToShortArray()`
**Datetime Type**

The datetime type is intended for storing the date and time as the number of seconds elapsed since January 01, 1970. This type occupies 8 bytes of memory.

Constants of the date and time can be represented as a literal string, which consists of 6 parts showing the numerical value of the year, month, day (or day, month, year), hours, minutes and seconds. The constant is enclosed in single quotation marks and starts with the D character.

Values range from 1 January, 1970 to 31 December, 3000. Either date (year, month, day) or time (hours, minutes, seconds), or all together can be omitted.

With literal date specification, it is desirable that you specify year, month and day. Otherwise the compiler returns a warning about an incomplete entry.

**Examples:**

```plaintext
datetime NY=D'2015.01.01 00:00'; // Time of beginning of year 2015
datetime d1=D'1980.07.19 12:30:27'; // Year Month Day Hours Minutes Seconds
datetime d3=D'19.07.1980 12'; // Equal to D'1980.07.19 12:00:00'
datetime d4=D'01.01.2004'; // Equal to D'01.01.2004 00:00:00'
datetime compilation_date=__DATE__; // Compilation date
datetime compilation_date_time=__DATETIME__; // Compilation date and time
//--- Examples of declarations after which compiler warnings will be returned
datetime warning1=D'12:30:27'; // Equal to D'[date of compilation] 12:30:27'
datetime warning2=D''; // Equal to __DATETIME__
```

See also

- Structure of the Date Type
- Date and Time
- TimeToString
- StringToTime
Color Type

The `color` type is intended for storing information about color and occupies 4 bytes in memory. The first byte is ignored, the remaining 3 bytes contain the RGB-components.

Color constants can be represented in three ways: literally, by integers, or by name (for named Web-colors only).

Literal representation consists of three parts representing numerical rate values of the three main color components: red, green, blue. The constant starts with C and is enclosed in single quotes. Numerical rate values of a color component lie in the range from 0 to 255.

Integer-valued representation is written in a form of hexadecimal or a decimal number. A hexadecimal number looks like 0x00BBGRR, where RR is the rate of the red color component, GG - of the green one, and BB - of the blue one. Decimal constants are not directly reflected in the RGB. They represent a decimal value of the hexadecimal integer representation.

Specific colors reflect the so-called Web-colors set.

Examples:

```c
//--- Literals
C'128,128,128'  // Gray
C'0x00,0x00,0xFF' // Blue

//color names
clrRed  // Red
clrYellow // Yellow
clrBlack // Black

//--- Integral representations
0xFFFFFF // White
16777215 // White
0x008000 // Green
32768 // Green
```

See also

Web Colors, ColorToString, StringToColor, Typecasting
# Bool Type

The **bool** type is intended to store the logical values of **true** or **false**, numeric representation of them is 1 or 0, respectively.

**Examples:**

```c
bool a = true;
bool b = false;
bool c = 1;
```

The internal representation is a whole number 1 byte large. It should be noted that in logical expressions you can use other integer or real types or expressions of these types - the compiler will not generate any error. In this case, the zero value will be interpreted as false, and all other values - as true.

**Examples:**

```c
int i = 5;
double d = -2.5;
if (i) Print("i = ", i, " and is set to true");
else Print("i = ", i, " and is set to false");

if (d) Print("d = ", d, " and has the true value");
else Print("d = ", d, " and has the false value");

i = 0;
if (i) Print("i = ", i, " and has the true value");
else Print("i = ", i, " and has the false value");

d = 0.0;
if (d) Print("d = ", d, " and has the true value");
else Print("d = ", d, " and has the false value");
```

//--- Execution results
//   i = 5 and has the true value
//   d = -2.5 and has the true value
//   i = 0 and has the false value
//   d = 0 and has the false value

See also

[Boolean Operations, Precedence Rules](#)
Enumerations

Data of the `enum` type belong to a certain limited set of data. Defining the enumeration type:

```c
enum name of enumerable type
{
    list of values
};
```

The list of values is a list of identifiers of named constants separated by commas.

Example:

```c
enum months // enumeration of named constants
{
    January,
    February,
    March,
    April,
    May,
    June,
    July,
    August,
    September,
    October,
    November,
    December
};
```

After the enumeration is declared, a new integer-valued 4-byte data type appears. Declaration of the new data type allows the compiler to strictly control types of passed parameters, because enumeration introduces new named constants. In the above example, the January named constant has the value of 0, February - 1, December - 11.

Rule: If a certain value is not assigned to a named constant that is a member of the enumeration, its new value will be formed automatically. If it is the first member of the enumeration, the 0 value will be assigned to it. For all subsequent members, values will be calculated based on the value of the previous members by adding one.

Example:

```c
enum intervals // Enumeration of named constants
{
    month=1, // Interval of one month
    two_months, // Two months
    quarter, // Three months - quarter
    halfyear=6, // Half a year
    year=12, // Year - 12 months
};
```
Language Basics

- Unlike C++, the size of the internal representation of the enumerated type in MQL5 is always equal to 4 bytes. That is, \texttt{sizeof} (\texttt{months}) returns the value 4.

- Unlike C++, an anonymous enumeration can't be declared in MQL5. That is, a unique name must be always specified after the \texttt{enum} keyword.

See also

Typecasting
Real Types (double, float)

Real types (or floating-point types) represent values with a fractional part. In the MQL5 language there are two types for floating point numbers. The method of representation of real numbers in the computer memory is defined by the IEEE 754 standard and is independent of platforms, operating systems or programming languages.

<table>
<thead>
<tr>
<th>Type</th>
<th>Size in bytes</th>
<th>Minimal Positive Value</th>
<th>Maximum Value</th>
<th>C++ Analog</th>
</tr>
</thead>
<tbody>
<tr>
<td>float</td>
<td>4</td>
<td>1.175494351e-38</td>
<td>3.402823466e+38</td>
<td>float</td>
</tr>
<tr>
<td>double</td>
<td>8</td>
<td>2.2250738585072014e-308</td>
<td>1.7976931348623158e+308</td>
<td>double</td>
</tr>
</tbody>
</table>

The double name means that the accuracy of these numbers is twice the accuracy of the float type numbers. In most cases, the double type is the most convenient one. In many cases the limited precision of float numbers is not enough. The reason why the float type is still used is saving the memory (this is important for large arrays of real numbers).

Floating-point constants consist of an integer part, a point (.) and the fractional part. The integer and fractional parts are sequences of decimal digits.

Examples:

```c++
double a=12.111;
double b=-956.1007;
float c =0.0001;
float d =16;
```

There is a scientific way of writing real constants, often this method of recording is more compact than the traditional one.

Example:

```c++
double c1=1.12123515e-25;
double c2=0.0000000000000000000000000112123515; // 24 zero after the decimal point

Print("1. c1 =", DoubleToString(c1,16));
// Result: 1. c1 = 0.00000000000000000000000000112123515

Print("2. c1 =", DoubleToString(c1,-16));
// Result: 2. c1 = 1.1212351499999999e-025

Print("3. c2 =", DoubleToString(c2,-16));
// Result: 3. c2 = 1.1212351499999999e-025
```

It should be remembered that real numbers are stored in memory with some limited accuracy in the binary system, while generally the decimal notation is used. That's why many numbers that are precisely represented in the decimal system can be written only as an infinite fraction in the binary system.
For example, numbers 0.3 and 0.7 are represented in the computer as infinite fractions, while the number of 0.25 is stored exactly, because it represents the power of two.

In this regard, it is strongly recommended not to compare two real numbers for equality, because such a comparison is not correct.

Example:

```cpp
void OnStart()
{
    //---
    double three=3.0;
    double x,y,z;
    x=1/three;
    y=4/three;
    z=5/three;
    if(x+y==z)
        Print("1/3 + 4/3 == 5/3");
    else
        Print("1/3 + 4/3 != 5/3");
    // Result: 1/3 + 4/3 != 5/3
}
```

If you still need to compare the equality of two real numbers, then you can do this in two different ways. The first way is to compare the difference between two numbers with some small quantity that specifies the accuracy of comparison.

Example:

```cpp
bool EqualDoubles(double d1, double d2, double epsilon)
{
    if(epsilon<0)
        epsilon=-epsilon;
    //---
    if(d1-d2>epsilon)
        return false;
    if(d1-d2<-epsilon)
        return false;
    //---
    return true;
}
void OnStart()
{
    double d_val=0.7;
    float f_val=0.7;
    if(EqualDoubles(d_val,f_val,0.000000000000001))
        Print("d_val", " equals ",f_val);
    else
        Print("Different: d_val - ",DoubleToString(d_val,16)," f_val = ",DoubleToString(f_val,16));
    // Result: Different: 0.7000000000000000 f_val = 0.6999999880790710
}
```
Note that the value of epsilon in the above example can not be less than the predefined constant DBL_EPSILON. The value of this constant is 2.2204460492503131e-016. The constant corresponding to the float type is FLT_EPSILON = 1.192092896e-07. The meaning of these values is the following: it is the lowest value that satisfies the condition 1.0 + DBL_EPSILON! = 1.0 (for numbers of float type 1.0 + FLT_EPSILON! = 1.0).

The second way offers comparing the normalized difference of two real numbers with zero. It's meaningless to compare the difference of normalized numbers with a zero, because any mathematical operation with normalized numbers gives a non-normalized result.

Example:

```cpp
bool CompareDoubles(double number1, double number2)
{
    if (NormalizeDouble(number1 - number2, 8) == 0)
        return (true);
    else
        return (false);
}

void OnStart()
{
    double d_val = 0.3;
    float f_val = 0.3;
    if (CompareDoubles(d_val, f_val))
        Print(d_val, " equals ", f_val);
    else
        Print("Different: d_val = ", DoubleToString(d_val, 16), ", f_val = ", DoubleToString(f_val, 16));
}
```

Some operations of the mathematical co-processor can result in the invalid real number, which can't be used in mathematical operations and operations of comparison, because the result of operations with invalid real numbers is undefined. For example, when trying to calculate the arcsine of 2, the result is the negative infinity.

Example:

```cpp
double abnormal = MathArcsin(2.0);
Print("MathArcsin(2.0) =", abnormal);
// Result: MathArcsin(2.0) = -1.#IND
```

Besides the minus infinity there is the plus infinity and NaN (not a number). To determine that this number is invalid, you can use `MathIsValidNumber()`. According to the IEEE standard, they have a special machine representation. For example, plus infinity for the double type has the bit representation of 0x7FF0 0000 0000 0000.

Examples:

```cpp
struct str1
{
    double d;
};
```
struct str2 {
    long l;
};

//--- Start
str1 s1;
str2 s2;

//---
s1.d=MathArcsin(2.0);  // Get the invalid number -1.#IND
s2=s1;
printf("1.  %f %I64X",s1.d,s2.l);
//---
s2.l=0xFFFF000000000000;  // invalid number -1.#QNAN
s1=s2;
printf("2.  %f %I64X",s1.d,s2.l);
//---
s2.l=0x7FF7000000000000;  // greatest non-number SNaN
s1=s2;
printf("3.  %f %I64X",s1.d,s2.l);
//---
s2.l=0x7FF8000000000000;  // smallest non-number QNaN
s1=s2;
printf("4.  %f %I64X",s1.d,s2.l);
//---
s2.l=0x7FFF000000000000;  // greatest non-number QNaN
s1=s2;
printf("5.  %f %I64X",s1.d,s2.l);
//---
s2.l=0x7FF0000000000000;  // Positive infinity 1.#INF and smallest non-number SI
s1=s2;
printf("6.  %f %I64X",s1.d,s2.l);
//---
s2.l=0xFFF0000000000000;  // Negative infinity -1.#INF
s1=s2;
printf("7.  %f %I64X",s1.d,s2.l);
//---
s2.l=0x8000000000000000;  // Negative zero -0.0
s1=s2;
printf("8.  %f %I64X",s1.d,s2.l);
//---
s2.l=0x3FE0000000000000;  // 0.5
s1=s2;
printf("9.  %f %I64X",s1.d,s2.l);
//---
s2.l=0x3FF0000000000000;  // 1.0
s1=s2;
printf("10. %f %I64X",s1.d,s2.l);
//---
Language Basics

```c
s2.l=0x7FEFFFFFFFFFFFFF;  // Greatest normalized number (MAX_DBL)
s1=s2;
printf("11. %.16e %I64X",s1.d,s2.l);

//---
s2.l=0x0010000000000000;  // Smallest positive normalized (MIN_DBL)
s1=s2;
printf("12. %.16e %.16I64X",s1.d,s2.l);

//---
s1.d=0.7;  // Show that the number of 0.7 - endless fraction
s2=s1;
printf("13. %.16e %.16I64X",s1.d,s2.l);
/*
1. -1.#IND00  FFF8000000000000
2. -1.#QNAN0  FFFF000000000000
3. 1.#SNAN0   7FF7000000000000
4. 1.#QNAN0   7FF8000000000000
5. 1.#QNAN0   7FFF0000000000000
6. 1.#INF00   7FF0000000000000
7. -1.#INF00   FFF0000000000000
8. -0.000000  80000000000000000
9. 0.500000   3FE0000000000000
10. 1.000000  3FF0000000000000
11. 1.7976931348623157e+308 7FFFFFFFFFFFFFFFF
12. 2.2250738585072014e-308 0010000000000000
13. 6.9999999999999996e-001 3FE6666666666666
*/
```

See also
-[DoubleToString](#)
-[NormalizeDouble](#)
-[Numeric Type Constants](#)
String Type

The string type is used for storing text strings. A text string is a sequence of characters in the Unicode format with the final zero at the end of it. A string constant can be assigned to a string variable. A string constant is a sequence of Unicode characters enclosed in double quotes: "This is a string constant".

If you need to include a double quote (") into a string, the backslash character (\) must be put before it. Any special character constants can be written in a string, if the backslash character (\) is typed before them.

Examples:

```mql5
string svar="This is a character string";
string svar2=StringSubstr(svar,0,4);
Print ("Copyright symbol \t\xA9");
FileWrite(handle,"This string contains a new line symbols \n");
string MT5path="C:\Program Files\MetaTrader 5";
```

To make the source code readable, long constant strings can be split into parts without addition operation. During compilation, these parts will be combined into one long string:

```mql5
//-- Declare a long constant string
string HTML_head="<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
"<html xmlns="http://www.w3.org/1999/xhtml">
"<head>
"<meta http-equiv="Content-Type" content="text/html; charset=utf-8">
"<title>Trade Operations Report</title>
"</head>

//-- Output the constant string into log
Print {HTML_head};
```

See also

Conversion Functions, String Functions, FileOpen, FileReadString, FileWriteString
Structures, Classes and Interfaces

Structures

A structure is a set of elements of any type (except for the `void` type). Thus, the structure combines logically related data of different types.

Structure Declaration

The structure data type is determined by the following description:

```
struct structure_name
{
    elements_description
};
```

The structure name can’t be used as an identifier (name of a variable or function). It should be noted that in MQL5 structure elements follow one another directly, without alignment. In C++ such an order is made to the compiler using the following instruction:

```
#pragma pack(1)
```

If you want to do another alignment in the structure, use auxiliary members, “fillers” to the right size.

Example:

```
struct trade_settings
{
    uchar slippage;  // value of the permissible slippage-size 1 byte
    char reserved1;  // skip 1 byte
    short reserved2; // skip 2 bytes
    int reserved4;   // another 4 bytes are skipped. ensure alignment of the boundary
    double take;     // values of the price of profit fixing
    double stop;     // price value of the protective stop
};
```

Such a description of aligned structures is necessary only for transferring to imported dll-functions.

Attention: This example illustrates incorrectly designed data. It would be better first to declare the `take` and `stop` large data of the `double` type, and then declare the `slippage` member of the `uchar` type. In this case, the internal representation of data will always be the same regardless of the value specified in `#pragma pack()`.

If a structure contains variables of the `string` type and/or object of a dynamic array, the compiler assigns an implicit constructor to such a structure. This constructor resets all the structure members of `string` type and correctly initializes objects of the dynamic array.

Simple Structures

Structures that do not contain strings, class objects, pointers and objects of dynamic arrays are called simple structures. Variables of simple structures, as well as their arrays can be passed as parameters to functions imported from DLL.
Copying of simple structures is allowed only in two cases:

- If the objects belong to the same structure type
- If the objects are connected by the lineage meaning that one structure is a descendant of another.

To provide an example, let's develop the CustomMqTick custom structure with its contents identical to the built-in MqTick one. The compiler does not allow copying the MqTick object value to the CustomMqTick type object. **Direct typecasting** to the necessary type also causes the compilation error:

```cpp
//--- copying simple structures of different types is forbidden
my_tick1=last_tick;       // compiler returns an error here

//--- typecasting structures of different types to each other is forbidden as well
my_tick1=(CustomMqTick)last_tick; // compiler returns an error here
```

Therefore, only one option is left - copying the values of the structure elements one by one. It is still allowed to copy the values of the same type of CustomMqTick.

```cpp
CustomMqTick my_tick1,my_tick2;
//--- it is allowed to copy the objects of the same type of CustomMqTick the following way
my_tick2=my_tick1;

//--- create an array out of the objects of the simple CustomMqTick structure and write values to it
CustomMqTick arr[2];
arr[0]=my_tick1;
arr[1]=my_tick2;
```

The **ArrayPrint()** function is called for a check to display the **arr[]** array value in the journal.

```cpp
// Script program start function
void OnStart()
{
    //--- develop the structure similar to the built-in MqTick
    struct CustomMqTick
    {
        datetime time;       // Last price update time
        double bid;          // Current Bid price
        double ask;          // Current Ask price
        double last;         // Current price of the last trade (Last)
        ulong volume;        // Volume for the current Last price
        long time_msc;       // Last price update time in milliseconds
        uint flags;          // Tick flags
    }
    //--- get the last tick value
    MqTick last_tick;
    CustomMqTick my_tick1,my_tick2;
    //--- attempt to copy data from MqTick to CustomMqTick
    if(SymbolInfoTick(Symbol(),last_tick))
    {
```
//--- copying unrelated simple structures is forbidden
//1. my_tick1=last_tick;               // compiler returns an error here

//--- typecasting unrelated structures to each other is forbidden as well
//2. my_tick1=(CustomMqlTick)last_tick;// compiler returns an error here

//--- therefore, copy the structure members one by one
my_tick1.time=last_tick.time;
my_tick1.bid=last_tick.bid;
my_tick1.ask=last_tick.ask;
my_tick1.volume=last_tick.volume;
my_tick1.time_msc=last_tick.time_msc;
my_tick1.flags=last_tick.flags;

//--- it is allowed to copy the objects of the same type of CustomMqlTick the following way
my_tick2=my_tick1;

//--- create an array out of the objects of the simple CustomMqlTick structure and write values to it
CustomMqlTick arr[2];
arr[0]=my_tick1;
arr[1]=my_tick2;
ArrayPrint(arr);

//--- example of displaying values of the array containing the objects of CustomMqlTick type
/*
[time] [bid] [ask] [last] [volume] [time_msc] [flags]
[0] 2017.05.29 15:04:37 1.11854 1.11863 +0.00000 1450000 1496070277157       2
[1] 2017.05.29 15:04:37 1.11854 1.11863 +0.00000 1450000 1496070277157       2
*/
else
    Print("SymbolInfoTick() failed, error = ",GetLastError());
}

The second example shows the features of copying simple structures by the lineage. Suppose that we have the Animal basic structure, from which the Cat and Dog structures are derived. We can copy the Animal and Cat objects, as well as the Animal and Dog objects to each other but we cannot copy Cat and Dog to each other, although both are descendants of the Animal structure.

//--- structure for describing dogs
struct Dog: Animal
{
    bool hunting;       // hunting breed
};

//--- structure for describing cats
struct Cat: Animal
{
    bool home;          // home breed
};

//--- create objects of child structures
Dog dog;
Cat cat;

//--- can be copied from ancestor to descendant (Animal ==> Dog)
dog=some_animal;
dog.swim=true;  // dogs can swim

//--- you cannot copy objects of child structures (Dog != Cat)
cat=dog;        // compiler returns an error

Complete example code:

//@--- basic structure for describing animals
struct Animal
{
  int head;        // number of heads
  int legs;       // number of legs
  int wings;      // number of wings
  bool tail;      // tail
  bool fly;       // flying
  bool swim;      // swimming
  bool run;       // running
};

//@--- structure for describing dogs
struct Dog: Animal
{
  bool hunting; // hunting breed
};

//@--- structure for describing cats
struct Cat: Animal
{
  bool home;   // home breed
};

//@--- script program start function
void OnStart()
{
//@--- create and describe an object of the basic Animal type
  Animal some_animal;
  some_animal.head=1;
  some_animal.legs=4;
  some_animal.wings=0;
  some_animal.tail=true;
  some_animal.fly=false;
  some_animal.swim=false;
  some_animal.run=true;

//@--- create objects of child types
  Dog dog;
  Cat cat;
}

//--- can be copied from ancestor to descendant (Animal ==> Dog)
Another way to copy simple types is using a union. The objects of the structures should be members of the same union - see the example in union.

Access to Structure Members

The name of a structure becomes a new data type, so you can declare variables of this type. The structure can be declared only once within a project. The structure members are accessed using the point operation (.).

Example:

```c
struct trade_settings
{
    double take;       // values of the profit fixing price
    double stop;       // value of the protective stop price
    uchar slippage;    // value of the acceptable slippage
}
```
};//--- create up and initialize a variable of the trade_settings type
trade_settings my_set={0.0,0.0,5};
if (input_TP>0) my_set.take=input_TP;

'pack' for aligning structure and class fields

The special `pack` attribute allows setting the alignment of structure or class fields.

```
pack(n)
```

where `n` is one of the following values: 1, 2, 4, 8 or 16. It may be absent.

**Example:**

```
struct pack(sizeof(long)) MyStruct
{
    // structure members are to be aligned to the 8-byte boundary
};
```

or

```
struct MyStruct pack(sizeof(long))
{
    // structure members are to be aligned to the 8-byte boundary
};
```

'pack(1)' is applied by default for structures. This means that the structure members are located one after another in memory, and the structure size is equal to the sum of its members' size.

**Example:**

```
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- simple structure with no alignment
    struct Simple_Structure
    {
        char    c; // sizeof(char)=1
        short  s; // sizeof(short)=2
        int    i; // sizeof(int)=4
        double d; // sizeof(double)=8
    };
    //--- declare a simple structure instance
    Simple_Structure s;
    //--- display the size of each structure member
    Print("sizeof(s.c)=",sizeof(s.c));
    Print("sizeof(s.s)=",sizeof(s.s));
    Print("sizeof(s.i)=",sizeof(s.i));
    Print("sizeof(s.d)=",sizeof(s.d));
    //--- make sure the size of POD structure is equal to the sum of its members' size
```
Alignment of the structure fields may be needed when exchanging data with third-party libraries (*.DLL) where such alignment is applied.

Let’s use some examples to show how alignment works. We will apply a structure consisting of four members with no alignment.

```cpp
//--- simple structure with no alignment
struct Simple_Structure pack() // no size is specified, alignment to the boundary of 1 byte is to be set
{
  char c; // sizeof(char)=1
  short s; // sizeof(short)=2
  int i; // sizeof(int)=4
  double d; // sizeof(double)=8
};
//--- declare a simple structure instance
Simple_Structure s;
```

Structure fields are to be located in memory one after another according to the declaration order and **type size**. The structure size is 15, while an offset to the structure fields in the arrays is undefined.

Now declare the same structure with the alignment of 4 bytes and run the code.

```cpp
////////////////////////////////////////////////////////////////////////
// Script program start function
////////////////////////////////////////////////////////////////////////
void OnStart()
{
  //--- simple structure with the 4-byte alignment
  struct Simple_Structure pack(4)
  {
    char c; // sizeof(char)=1
    short s; // sizeof(short)=2
    int i; // sizeof(int)=4
    double d; // sizeof(double)=8
  };
```
The structure size has changed so that all members of 4 bytes and more has an offset from the beginning of the structure multiple of 4 bytes. Smaller members are to be aligned to their own size boundary (for example, 2 for 'short'). This is how it looks (the added byte is shown in gray).

In this case, 1 byte is added after the s.c member, so that the s.s (sizeof(short)==2) field has the boundary of 2 bytes (alignment for 'short' type).

The offset to the beginning of the structure in the array is also aligned to the 4-byte boundary, i.e. the addresses of the a[0], a[1] and a[n] elements are to be multiple of 4 bytes for Simple_Structure arr[].

Let's consider two more structures consisting of similar types with 4-bytes alignment but different member order. In the first structure, the members are located in type size ascending order.

```c
//--- simple structure aligned to the 4-byte boundary
struct CharShortInt pack(4)
{
    char c; // sizeof(char)=1
    short s; // sizeof(short)=2
    int i; // sizeof(double)=4
};
```
As we can see, the structure size is 8 and consists of the two 4-byte blocks. The first block contains the fields with 'char' and 'short' types, while the second one contains the field with 'int' type.

Now let’s turn the first structure into the second one, which differs only in the field order, by moving the 'short' type member to the end.
Although the structure content has not changed, altering the member sequence has increased its size.

Alignment should also be considered when inheriting. Let's demonstrate this using the simple `Parent` structure having a single 'char' type member. The structure size without alignment is 1.

```c
struct Parent {
    char c;       // sizeof(char)=1
};
```

Let's create the `Children` child class featuring the 'short' (sizeof(short)=2) type member.

```c
struct Children pack(2) : Parent {
    short s;      // sizeof(short)=2
};
```

As a result, when setting alignment to 2 bytes, the structure size is equal to 4, although the size of its members is 3. In this example, 2 bytes are to be allocated to the `Parent` class, so that the access to the 'short' field of the child class is aligned to 2 bytes.

The knowledge of how memory is allocated for the structure members is necessary if an MQL5 application interacts with third-party data by writing/reading on the files or streams level.

The MQL5\Include\WinAPI directory of the Standard Library contains the functions for working with the WinAPI functions. These functions apply the structures with a specified alignment for the cases when it is required for working with WinAPI.

`offsetof` is a special command directly related to the `pack` attribute. It allows us to obtain a member offset from the beginning of the structure.

```c
//--- declare the Children type variable
Children child;
//--- detect offsets from the beginning of the structure
Print("offsetof(Children,c)=",offsetof(Children,c));
Print("offsetof(Children,s)=",offsetof(Children,s));
/*
Result:
offsetof(Children,c)=0
offsetof(Children,s)=2
*/
```
Specifier 'final'

The use of the 'final' specifier during structure declaration prohibits further inheritance from this structure. If a structure requires no further modifications, or modifications are not allowed for security reasons, declare this structure with the 'final' modifier. In addition, all the members of the structure will also be implicitly considered final.

```
struct settings final
{
   //--- Structure body
};

struct trade_settings : public settings
{
   //--- Structure body
};
```

If you try to inherit from a structure with the 'final' modifier as shown in the above example, the compiler will return an error:

```
cannot inherit from 'settings' as it has been declared as 'final'
see declaration of 'settings'
```

Classes

Classes differ from structures in the following:

- the keyword class is used in declaration;
- by default, all class members have access specifier private, unless otherwise indicated. Data-members of the structure have the default type of access as public, unless otherwise indicated;
- class objects always have a table of virtual functions, even if there are no virtual functions declared in the class. Structures cannot have virtual functions;
- the new operator can be applied to class objects; this operator cannot be applied to structures;
- classes can be inherited only from classes, structures can be inherited only from structures.

Classes and structures can have an explicit constructor and destructor. If your constructor is explicitly defined, the initialization of a structure or class variable using the initializing sequence is impossible.

Example:

```
struct trade_settings
{
   double take;        // values of the profit fixing price
   double stop;        // value of the protective stop price
   uchar slippage;     // value of the acceptable slippage
   //--- Constructor
   trade_settings() { take=0.0; stop=0.0; slippage=5; }
   //--- Destructor
   ~trade_settings() { Print("This is the end"); }
};
//--- Compiler will generate an error message that initialization is impossible
trade_settings my_set={0.0,0.0,5};
```
Constructors and Destructors

A constructor is a special function, which is called automatically when creating an object of a structure or class and is usually used to initialize class members. Further we will talk only about classes, while the same applies to structures, unless otherwise indicated. The name of a constructor must match the class name. The constructor has no return type (you can specify the void type).

Defined class members - strings, dynamic arrays and objects that require initialization - will be in any case initialized, regardless of whether there is a constructor.

Each class can have multiple constructors, differing by the number of parameters and the initialization list. A constructor that requires specifying parameters is called a parametric constructor.

A constructor with no parameters is called a default constructor. If no constructors are declared in a class, the compiler creates a default constructor during compilation.

```cpp
//+------------------------------------------------------------------+
//| A class for working with a date                                    |
//+------------------------------------------------------------------+
class MyDateClass
{
private:
  int    m_year;    // Year
  int    m_month;   // Month
  int    m_day;     // Day of the month
  int    m_hour;    // Hour in a day
  int    m_minute;  // Minutes
  int    m_second;  // Seconds
public:
  //--- Default constructor
  MyDateClass(void);
  //--- Parametric constructor
  MyDateClass(int h, int m, int s);
};
```

A constructor can be declared in the class description and then its body can be defined. For example, two constructors of MyDateClass can be defined the following way:

```cpp
//+------------------------------------------------------------------+
//| Default constructor                                              |
//+------------------------------------------------------------------+
MyDateClass::MyDateClass(void)
{
  //---
  MqlDateTime mdt;
  datetime t=TimeCurrent(mdt);
  m_year=mdt.year;
  m_month=mdt.mon;
  m_day=mdt.day;
```
In the **default constructor**, all members of the class are filled using the `TimeCurrent()` function. In the parametric constructor only hour values are filled in. Other members of the class (m_year, m_month and m_day) will be automatically initialized with the current date.

The default constructor has a special purpose when initializing an array of objects of its class. The constructor, all parameters of which have default values, is not a default constructor. Here is an example:

```cpp
//+------------------------------------------------------------------+
//| A class with a default constructor |                            |
//+------------------------------------------------------------------+
class CFoo
{
    datatime m_call_time;  // Time of the last object call
public:
    //--- Constructor with a parameter that has a default value is not a default constructor
    CFoo(const datetime t=0){m_call_time=t;};
    //--- Copy constructor
    CFoo(const CFoo &foo){m_call_time=foo.m_call_time;};

    string ToString(){return TimeToString(m_call_time, TIME_DATE|TIME_SECONDS)};
};
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    // CFoo foo; // This variant cannot be used — a default constructor is not set
    //--- Possible options to create the CFoo object
```
CFoo foo1(TimeCurrent());  // An explicit call of a parametric constructor
CFoo foo2();               // An explicit call of a parametric constructor with
CFoo foo3=D'2009.09.09';   // An implicit call of a parametric constructor
CFoo foo40(foo1);          // An explicit call of a copy constructor
CFoo foo41=foo1;           // An implicit call of a copy constructor
CFoo foo5;                // An explicit call of a default constructor (if there
// then a parametric constructor with a default value

//--- Possible options to receive CFoo pointers
CFoo *pfoo6=new CFoo();   // Dynamic creation of an object and receiving of a
CFoo *pfoo7=GetPointer(foo1); // Another option of dynamic object creation
CFoo *pfoo8=foo1;          // pfoo8 and pfoo7 point to one and the same object
// CFoo foo_array[3];       // This option cannot be used - a default constructor

//--- Show the value of m_call_time
Print("foo1.m_call_time=",foo1.ToString());
Print("foo2.m_call_time=",foo2.ToString());
Print("foo3.m_call_time=",foo3.ToString());
Print("foo4.m_call_time=",foo4.ToString());
Print("foo5.m_call_time=",foo5.ToString());
Print("pfoo6.m_call_time=",pfoo6.ToString());
Print("pfoo7.m_call_time=",pfoo7.ToString());
Print("pfoo8.m_call_time=",pfoo8.ToString());
Print("pfoo9.m_call_time=",pfoo9.ToString());

//--- Delete dynamically created arrays
delete pfoo6;
delete pfoo7;
//delete pfoo8;  // You do not need to delete pfoo8 explicitly, since it points to
//delete pfoo9;  // You do not need to delete pfoo9 explicitly, since it points to

If you uncomment these strings

//CFoo foo_array[3];       // This variant cannot be used - a default constructor is ;
or
//CFoo foo_dyn_array[];    // This variant cannot be used - a default constructor is ;

then the compiler will return an error for them "default constructor is not defined".

If a class has a user-defined constructor, the default constructor is not generated by the compiler. This
means that if a parametric constructor is declared in a class, but a default constructor is not declared,
you can not declare the arrays of objects of this class. The compiler will return an error for this script:

//+------------------------------------------------------------------+
//| A class without a default constructor                           |
//+------------------------------------------------------------------+
class CFoo

  
  string        m_name;

public:
In this example, the CFoo class has a declared parametric constructor - in such cases, the compiler does not create a default constructor automatically during compilation. At the same time when you declare an array of objects, it is assumed that all objects should be created and initialized automatically. During auto-initialization of an object, it is necessary to call a default constructor, but since the default constructor is not explicitly declared and not automatically generated by the compiler, it is impossible to create such an object. For this reason, the compiler generates an error at the compilation stage.

There is a special syntax to initialize an object using a constructor. Constructor initializers (special constructions for initialization) for the members of a struct or class can be specified in the initialization list.

An initialization list is a list of initializers separated by commas, which comes after the colon after the list of parameters of a constructor and precedes the body (goes before an opening brace). There are several requirements:

- Initialization lists can be used only in constructors;
- Parent members cannot be initialized in the initialization list;
- The initialization list must be followed by a definition (implementation) of a function.

Here is an example of several constructors for initializing class members.
In this case, the CPerson class has three constructors:

1. An explicit **default constructor**, which allows creating an array of objects of this class;
2. A constructor with one parameter, which gets a full name as a parameter and divides it to the name and second name according to the found space;
3. A constructor with two parameters that contains an **initialization list**. Initializers - m_first_name(surname) and m_first_name(name).

Note that the initialization using a list has replaced an assignment. Individual members must be initialized as:

    class_member (a list of expressions)

In the initialization list, members can go in any order, but all members of the class will be initialized according to the order of their announcement. This means that in the third constructor, first the m_first_name member will be initialized, as it is announced first, and only after it m_second_name is initialized. This should be taken into account in cases where the initialization of some members of the class depends on the values in other class members.

If a default constructor is not declared in the base class, and at the same time one or more constructors with parameters are declared, you should always call one of the base class constructors in
the initialization list. It goes through the comma as ordinary members of the list and will be called first during object initialization, no matter where in the initialization list it is located.

```cpp
//+------------------------------------------------------------------+
//| Base class                                                      |
//+------------------------------------------------------------------+
class CFoo
{
    string m_name;
public:
    //--- A constructor with an initialization list
    CFoo(string name) : m_name(name) { Print(m_name); }
};
//+------------------------------------------------------------------+
//| Class derived from CFoo                                        |
//+------------------------------------------------------------------+
class CBar : CFoo
{
    CFoo m_member; // A class member is an object of the parent
public:
    //--- A default constructor in the initialization list calls the constructor of a |
    CBar(): m_member(_Symbol), CFoo("CBA\R") { Print(__FUNCTION__); }
};
//+------------------------------------------------------------------+
//| Script program start function                                  |
//+------------------------------------------------------------------+
void OnStart()
{
    CBar bar;
}
```

In this example, when creating the bar object, a default constructor `CBar()` will be called, in which first a constructor for the parent `CFoo` is called, and then comes a constructor for the `m_member` class member.

A destructor is a special function that is called automatically when a class object is destroyed. The name of the destructor is written as a class name with a tilde (~). Strings, dynamic arrays and objects, requiring deinitialization, will be de-initialized anyway, regardless of the destructor presence or absence. If there is a destructor, these actions will be performed after calling the destructor.

Destructors are always `virtual`, regardless of whether they are declared with the `virtual` keyword or not.

**Defining Class Methods**

Class function-methods can be defined both inside the class and outside the class declaration. If the method is defined within a class, then its body comes right after the method declaration.

**Example:**

```cpp
class CTetrisShape
{
```
protected:
    int             m_type;
    int             m_xpos;
    int             m_ypos;
    int             m_xsize;
    int             m_ysize;
    int             m_prev_turn;
    int             m_turn;
    int             m_right_border;
public:
    void            CTetrisShape();
    void            SetRightBorder(int border) { m_right_border=border; }
    void            SetYPos(int ypos) { m_ypos=ypos; }
    void            SetXPos(int xpos) { m_xpos=xpos; }
    int             GetYPos() { return(m_ypos); }
    int             GetXPos() { return(m_xpos); }
    int             GetYSize() { return(m_ysize); }
    int             GetXSize() { return(m_xsize); }
    int             GetType() { return(m_type); }
    void            Left() { m_xpos-=SHAPE_SIZE; }
    void            Right() { m_xpos+=SHAPE_SIZE; }
    void            Rotate() { m_prev_turn=m_turn; if(++m_turn>3) ;
    virtual void    Draw() { return; }
    virtual bool    CheckDown(int & pad_array[]);
    virtual bool    CheckLeft(int & side_row[]);
    virtual bool    CheckRight(int & side_row[]);
};

Functions from SetRightBorder(int border) to Draw() are declared and defined directly inside the CTetrisShape class.

The CTetrisShape() constructor and methods CheckDown(int & pad_array[]), CheckLeft(int & side_row[]) and CheckRight(int & side_row[]) are only declared inside the class, but not defined yet. Definitions of these functions will be further in the code. In order to define the method outside the class, the scope resolution operator is used, the class name is used as the scope.

Example:

//+------------------------------------------------------------------+
//| Constructor of the basic class                                    |
//+------------------------------------------------------------------+
void CTetrisShape::CTetrisShape()
{
    m_type=0;
    m_ypos=0;
    m_xpos=0;
    m_xsize=SHAPE_SIZE;
    m_ysize=SHAPE_SIZE;
    m_prev_turn=0;
    m_turn=0;
}
// Checking ability to move down (for the stick and cube)

bool CTetrisShape::CheckDown(int pad_array[])
{
    int i, size=m_xsize/SHAPE_SIZE;
    for(i=0; i<size; i++)
    {
        if(m_ypos+m_ysize>=pad_array[i]) return(false);
    }
    return(true);
}

Public, Protected and Private Access Specifiers

When developing a new class, it is recommended to restrict access to the members from the outside. For this purpose keywords private or protected are used. In this case, hidden data can be accessed only from function-methods of the same class. If the protected keyword is used, hidden data can be accessed also from methods of classes - inheritors of this class. The same method can be used to restrict the access to functions-methods of a class.

If you need to completely open access to members and/or methods of a class, use the keyword public.

Example:

class CTetrisField
{
private:
    int m_score; // Score
    int m_ypos; // Current position of the figure
    int m_field[FIELD_HEIGHT][FIELD_WIDTH]; // Matrix of the well
    int m_rows[FIELD_HEIGHT]; // Numbering of the well rows
    int m_last_row; // Last free row
    CTetrisShape *m_shape; // Tetris figure
    bool m_bover; // Game over
public:
    void CTetrisField() { m_shape=NULL; m_bover=false; }
    void Init();
    void Deinit();
    void Down();
    void Left();
    void Right();
    void Rotate();
    void Drop();
private:
    void NewShape();
Any class members and methods declared after the specifier `public:` (and before the next access specifier) are available in any reference to the class object by the program. In this example these are the following members: functions `CTetrisField()`, `Init()`, `Deinit()`, `Down()`, `Left()`, `Right()`, `Rotate()` and `Drop()`.

Any members that are declared after the access specifier to the elements `private:` (and before the next access specifier) are available only to members-functions of this class. Specifiers of access to elements always end with a colon (:) and can appear in the class definition many times.

Any class members declared after the `protected:` access specifier (and up to the next access specifier) are available only to members-functions of this class and members-functions of the class `descendants`. When attempting to refer to the members featuring the `private` and `protected` specifiers from the outside, we get the compilation stage error. Example:

```cpp
class A
{
    protected:
        //--- the copy operator is available only inside class A and its descendants
        void operator=(const A &)
        {
        }
};
class B
{
    //--- class A object declared
    A a;
};

void OnStart()
{
    //--- declare two B type variables
    B b1, b2;
    //--- attempt to copy one object into another
    b2=b1;
}
```

When compiling the code, the error message is received — an attempt to call the remote copy operator:

```
attempting to reference deleted function 'void B::operator=(const B&)' trash3.mq5
```

The second string below provides a more detailed description — the copy operator in class B was explicitly deleted, since the unavailable copy operator of class A is called:

```
function 'void B::operator=(const B&)' was implicitly deleted because it invokes i
```
Access to the members of the basis class can be redefined during inheritance in derived classes.

'delete' specifier

The delete specifier marks the class members-functions that cannot be used. This means if the program refers to such a function explicitly or implicitly, the error is received at the compilation stage already. For example, this specifier allows you to make parent methods unavailable in a child class. The same result can be achieved if we declare the function in the private area of the parent class (declarations in the private section). Here, using delete makes the code more readable and manageable at the level of descendants.

```cpp
class A
{
    public:
    A(void) {value=5;};
    double GetValue(void) {return (value);} 

    private:
    double value;
};
class B: public A
{
    double GetValue(void) = delete;
};

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
//--- declare the A type variable
    A a;
    Print("a.GetValue()=", a.GetValue());
//--- attempt to get value from the B type variable
    B b;
    Print("b.GetValue()=", b.GetValue()); // the compiler displays an error at this st} }
```

The compiler message:

```
attempting to reference deleted function 'double B::GetValue'
    function 'double B::GetValue()' was explicitly deleted here
```

The 'delete' specifier allows disabling auto casting or the copy constructor, which otherwise would have to be hidden in the private section as well. Example:

```cpp
class A
{
    public:
    void SetValue(double v) {value=v;}
//--- disable int type call
    void SetValue(int) = delete;
//--- disable the copy operator
```
### Language Basics

```cpp
void operator=(const A&) = delete;
private:
    double value;
};
```

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- declare two A type variables
    A a1, a2;
    a1.SetValue(3);     // error!
    a1.SetValue(3.14);  // OK
    a2=a1;              // error!
}

During the compilation, we get the error messages:

- attempting to reference deleted function `void A::SetValue(int)`
- function `void A::SetValue(int)` was explicitly deleted here
- attempting to reference deleted function `void A::operator=(const A&)`
- function `void A::operator=(const A&)` was explicitly deleted here

###Specifier 'final'

The use of the `final` specifier during class declaration prohibits further inheritance from this class. If the class interface requires no further modifications, or modifications are not allowed for security reasons, declare this class with the `final` modifier. In addition, all the members of the class will also be implicitly considered final.

```cpp
class CFoo final
{
    //--- Class body
};
class CBar : public CFoo
{
    //--- Class body
};
```

If you try to inherit from a class with the `final` specifier as shown in the above example, the compiler will return an error:

- cannot inherit from 'CFoo' as it has been declared as 'final'
- see declaration of 'CFoo'

###Unions (union)

Union is a special data type consisting of several variables sharing the same memory area. Therefore, the union provides the ability to interpret the same bit sequence in two (or more) different ways. Union declaration is similar to `structure` declaration and starts with the `union` keyword.

```cpp
union LongDouble
```

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Unlike the structure, various union members belong to the same memory area. In this example, the union of `LongDouble` is declared with `long` and `double` type values sharing the same memory area. Please note that it is impossible to make the union store a `long` integer value and a `double` real value simultaneously (unlike a structure), since `long_value` and `double_value` variables overlap (in memory). On the other hand, an MQL5 program is able to process data containing in the union as an integer (long) or real (double) value at any time. Therefore, the union allows receiving two (or more) options for representing the same data sequence.

During the union declaration, the compiler automatically allocates the memory area sufficient to store the largest type (by volume) in the variable union. The same syntax is used for accessing the union element as for the structures - `point operator`.

```c
union LongDouble
{
    long long_value;
    double double_value;
};
```

Since the unions allow the program to interpret the same memory data in different ways, they are often used when an unusual `type conversion` is required.

The unions cannot be involved in the `inheritance`, and they also cannot have `static members` due to their very nature. In all other aspects, the union behaves like a structure with all its members having a zero offset. The following types cannot be the union members:
Similar to classes, the union is capable of having constructors and destructors, as well as methods. By default, the union members are of public access type. In order to create private elements, use the private keyword. All these possibilities are displayed in the example illustrating how to convert a color of the color type to ARGB as does the ColorToARGB() function.

```c
//+------------------------------------------------------------------+
//| Union for color(BGR) conversion to ARGB                          |
//+------------------------------------------------------------------+
union ARGB
{
    uchar argb[4];
    color clr;
    //--- constructors
    ARGB(color col,uchar a=0){Color(col,a);};
    ~ARGB(){};
    //--- public methods
public:
    uchar Alpha(){return(argb[3]);};
    void Alpha(const uchar alpha){argb[3]=alpha;};
    color Color(){ return(color(clr));};
    //--- private methods
private:
    //+------------------------------------------------------------------+
    //| set the alpha channel value and color                           |
    //+------------------------------------------------------------------+
    void Color(color col,uchar alpha)
    {
        //--- set color to clr member
        clr=col;
        //--- set the Alpha component value - opacity level
        argb[3]=alpha;
        //--- interchange the bytes of R and B components (Red and Blue)
        uchar t=argb[0];argb[0]=argb[2];argb[2]=t;
    };
    //+------------------------------------------------------------------+
    //| Script program start function                                    |
    //+------------------------------------------------------------------+
    void OnStart()
    {
        //--- 0x55 means 55/255=21.6 % (0% - fully transparent)
    }
};
```
uchar alpha=0x55;  // --- color type is represented as 0x00BBGRR
color test_color=clrDarkOrange;
// --- values of bytes from the ARGB union are accepted here
uchar argb[];
PrintFormat("0x%.8X - here is how the 'color' type look like for %s, BGR=(%s)", test_color,ColorToString(test_color,true),ColorToString(test_color));
// --- ARGB type is represented as 0x00RRGGBB, RR and BB components are swapped
ARGB argb_color(test_color);
// --- copy the bytes array
ArrayCopy(argb,argb_color.argb);
// --- here is how it looks in ARGB representation
PrintFormat("0x%.8X - ARGB representation with the alpha channel=0x%.2x, ARGB=(%d,%d,%d,%d)", argb_color.clr,argb_color.Alpha(),argb[3],argb[2],argb[1],argb[0]);
// --- add opacity level
argb_color.Alpha(alpha);
// --- try defining ARGB as 'color' type
Print("ARGB as color=(" ,argb_color.clr," ) alpha channel=",argb_color.Alpha());
// --- copy the bytes array
ArrayCopy(argb,argb_color.argb);
// --- here is how it looks in ARGB representation
PrintFormat("0x%.8X - ARGB representation with the alpha channel=0x%.2x, ARGB=(%d,%d,%d,%d)", argb_color.clr,argb_color.Alpha(),argb[3],argb[2],argb[1],argb[0]);
// --- check with the ColorToARGB() function results
PrintFormat("0x%.8X - result of ColorToARGB(%s,0x%.2x)",ColorToString(test_color,true),alpha);
}
/* Execution result
0x00008CFF - here is how the color type looks for clrDarkOrange, BGR=(255,140,0)
0x00FF8C00 - ARGB representation with the alpha channel=0x00, ARGB=(0,255,140,0)
ARGB as color=(0,140,255) alpha channel=85
0x55FF8C00 - ARGB representation with the alpha channel=0x55, ARGB=(85,255,140,0)
0x55FF8C00 - result of ColorToARGB(clrDarkOrange,0x55)
*/

Interfaces

An interface allows determining specific functionality, which a class can then implement. In fact, an interface is a class that cannot contain any members, and may not have a constructor and/or a destructor. All methods declared in an interface are purely virtual, even without an explicit definition.

An interface is defined using the "interface" keyword. Example:

//--- Basic interface for describing animals
interface IAnimal
{
//--- The methods of the interface have public access by default
    void Sound(); // The sound produced by the animal
};
The CCat class is inherited from the IAnimal interface

```cpp
class CCat : public IAnimal
{
public:
    CCat() { Print("Cat was born"); }
    ~CCat() { Print("Cat is dead"); }

    //--- Implementing the Sound method of the IAnimal interface
    void Sound() { Print("meou"); }
};
```

The CDog class is inherited from the IAnimal interface

```cpp
class CDog : public IAnimal
{
public:
    CDog() { Print("Dog was born"); }
    ~CDog() { Print("Dog is dead"); }

    //--- Implementing the Sound method of the IAnimal interface
    void Sound() { Print("guaf"); }
};
```

Script program start function

```cpp
void OnStart()
{
    //--- An array of pointers to objects of the IAnimal type
    IAnimal *animals[2];
    //--- Creating child classes of IAnimal and saving pointers to them into an array
    animals[0]=new CCat;
    animals[1]=new CDog;
    //--- Calling the Sound() method of the basic IAnimal interface for each child
    for(int i=0;i<ArraySize(animals);++i)
        animals[i].Sound();
    //--- Deleting objects
    for(int i=0;i<ArraySize(animals);++i)
        delete animals[i];
    //--- Execution result
    /*
     Cat was born
     Dog was born
     meou
     guaf
     Cat is dead
     Dog is dead
     */
}
```
Like with abstract classes, an interface object cannot be created without inheritance. An interface can only be inherited from other interfaces and can be a parent for a class. An interface is always publicly visible.

An interface cannot be declared within a class or structure declaration, but a pointer to the interface can be saved in a variable of type void *. Generally speaking, a pointer to an object of any class can be saved into a variable of type void *. In order to convert a void * pointer to a pointer to an object of a particular class, use the dynamic_cast operator. If conversion is not possible, the result of the dynamic_cast operation will be NULL.

See also

Object-Oriented Programming
Dynamic Array Object

Dynamic Arrays

Maximum 4-dimension array can be declared. When declaring a dynamic array (an array of unspecified value in the first pair of square brackets), the compiler automatically creates a variable of the above structure (a dynamic array object) and provides a code for the correct initialization.

Dynamic arrays are automatically freed when going beyond the visibility area of the block they are declared in.

Example:

```c
double matrix[][10][20];  // 3-dimensional dynamic array
ArrayResize(matrix,5);     // Set the size of the first dimension
```

Static Arrays

When all significant array dimensions are explicitly specified, the compiler pre-allocates the necessary memory size. Such an array is called static. Nevertheless, the compiler allocates additional memory for the object of a dynamic array, which (object) is associated with the pre-allocated static buffer (memory part for storing the array).

Creating a dynamic array object is due to the possible need to pass this static array as a parameter to some function.

Examples:

```c
double stat_array[5];     // 1-dimensional static array
some_function(stat_array);
...
bool some_function(double& array[])
{
    if(ArrayResize(array,100)<0) return(false);
    ...
    return(true);
}
```

Arrays in Structures

When a static array is declared as a member of a structure, a dynamic array object is not created. This is done to ensure compatibility of data structures used in the Windows API.

However, static arrays that are declared as members of structures can also be passed to MQL5 functions. In this case, when passing the parameter, a temporary object of a dynamic array will be created. Such an object is linked with the static array - member of structure.

See also

Array Functions, Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Typecasting

Casting Numeric Types

Often a necessity occurs to convert one numeric type into another. Not all numeric types can be converted into another. Here is the scheme of allowed casting:

Solid lines with arrows indicate changes that are performed almost without any loss of information. Instead of the char type, the bool type can be used (both take 1 byte of memory), instead of type int, the color type can be used (4 bytes), instead of the long type, datetime can be used (take 8 bytes). The four dashed grey lines, also arrowed, denote conversions, when the loss of precision can occur. For example, the number of digits in an integer equal to 123456789 (int) is higher than the number of digits that can be represented by float.

```
int n=123456789;
float f=n;  // the content of f is equal to 1.234567892E8
Print("n = ",n,"   f = ",f);
// result n= 123456789   f= 123456792.00000
```

A number converted into float has the same order, but is less accurate. Conversions, contrary to black arrows, can be performed with possible data loss. Conversions between char and uchar, short and ushort, int and uint, long and ulong (conversions to both sides), may lead to the loss of data.

As a result of converting floating point values to integer type, the fractional part is always deleted. If you want to round off a float to the nearest whole number (which in many cases is more useful), you should use MathRound().

Example:

```
//--- Gravitational acceleration
    double g=9.8;
    double round_g=(int)g;
    double math_round_g=MathRound(g);
    Print("round_g = ",round_g);
    Print("math_round_g = ",math_round_g);
*/
```

Result:
round_g = 9
math_round_g = 10
If two values are combined by a binary operator, before the operation execution the operand of a lower type is converted to the higher type in accordance with the priority given in the below scheme:

```
char → uchar → int → uint → long → ulong → float → double
short
```

The data types char, uchar, short, and ushort unconditionally are converted to the int type.

**Examples:**

```c
char c1=3;
//--- First example
double d2=c1/2+0.3;
Print("c1/2 + 0.3 = ",d2);
// Result: c1/2+0.3 = 1.3

//--- Second example
d2=c1/2.0+0.3;
Print("c1/2.0 + 0.3 = ",d2);
// Result: c1/2.0+0.3 = 1.8
```

The calculated expression consists of two operations. In the first example, the variable c1 of the char type is converted to a temporary variable of the int type, because the second operand in the division operation, the constant 2, is of the higher type int. As a result of the integer division 3/2 we get the value 1, which is of the int type.

In the second operation of the first example, the second operand is the constant 0.3, which is of the double type, so the result of the first operation is converted into a temporary variable of the double type with a value of 1.0.

In the second example the variable of the char type c1 is converted to a temporary variable of the double type, because the second operand in the division operation, the constant 2.0, is of the double type; no further conversions are made.

**Typecasting of Numeric Types**

In the expressions of the MQL5 language both explicit and implicit typecasting can be used. The explicit typecasting is written as follows:

```c
var_1 = (type)var_2;
```

An expression or function execution result can be used as the var_2 variable. The function style notation of the explicit typecasting is also possible:

```c
var_1 = type(var_2);
```

Let's consider an explicit typecasting on the basis of the first example.

```c
//--- Third example
double d2=(double)c1/2+0.3;
```
Before the division operation is performed, the `c1` variable is explicitly cast to the double type. Now the integer constant 2 is cast to the value 2.0 of the double type, because as a result of converting the first operand has taken the double type. In fact, the explicit typecasting is a unary operation.

Besides, when trying to cast types, the result may go beyond the permissible range. In this case, the truncation occurs. For example:

```c
char c;
uchar u;
c=400;
u=400;
Print("c = ",c); // Result c=-112
Print("u = ",u); // Result u=144
```

Before operations (except for the assignment ones) are performed, the data are converted into the maximum priority type. Before assignment operations are performed, the data are cast into the target type.

Examples:

```c
int i=1/2; // no types casting, the result is 0
Print("i = 1/2 ",i);

int k=1/2.0; // the expression is cast to the double type,
Print("k = 1/2 ",k); // then is to the target type of int, the result is 0

double d=1.0/2.0; // no types casting, the result is 0.5
Print("d = 1/2.0; ",d);

double e=1/2.0; // the expression is cast to the double type,
Print("e = 1/2.0; ",e); // that is the same as the target type, the result is 0.5

double x=1/2; // the expression of the int type is cast to the double target
Print("x = 1/2; ",x); // the result is 0.0
```

When converting `long/ulong` type into double, precision may be lost in case the integer value is greater than `9223372036854774784` or less than `-9223372036854774784`.

```c
void OnStart()
{
    long l_max=LONG_MAX;
    long l_min=LONG_MIN+1;
    //--- define the highest integer value, which does not lose accuracy when being cast to
    while(l_max!=long({double}l_max))
        l_max--;
    //--- define the lowest integer value, which does not lose accuracy when being cast to
    while(l_min!=long({double}l_min))
        l_min++;
    //--- derive the found interval for integer values
}
When casting an integer value to double, it must be "within [%I64d, %I64d] interval", l_min, l_max);

//--- now, let's see what happens if the value falls out of this interval
PrintFormat("l_max+1=%I64d, double(l_max+1)=%.f, ulong(double(l_max+1))=%I64d",
l_max+1, double(l_max+1), long(double(l_max+1)));
PrintFormat("l_min-1=%I64d, double(l_min-1)=%.f, ulong(double(l_min-1))=%I64d",
l_min-1, double(l_min-1), long(double(l_min-1)));

//--- receive the following result

Typecasting for the String Type

The string type has the highest priority among simple types. Therefore, if one of operands of an operation is of the string type, the second operand will be cast to a string automatically. Note that for a string, a single dyadic two-place operation of addition is possible. The explicit casting of string to any numeric type is allowed.

Examples:

```
string s1=1.0/8;
// the expression is cast to the double type,
Print("s1 = 1.0/8; ",s1);
// then is to the target type of string,
// result is "0.12500000" (a string containing 10 characters)

string s2=NULL;
// string deinitialization
Print("s2 = NULL; ",s2);
// the result is an empty string

string s3="Ticket N"+12345; // the expression is cast to the string type
Print("s3 = ""Ticket N"\"+12345",s3);

string str1="true";
string str2="0,255,0";
string str3="2009.06.01";
string str4="1.2345e2";
Print(bool(str1));
Print(color(str2));
Print(datetime(str3));
Print(double(str4));
```

Typecasting of Base Class Pointers to Pointers of Derivative Classes

Objects of the open generated class can also be viewed as objects of the corresponding base class. This leads to some interesting consequences. For example, despite the fact that objects of different classes, generated by a single base class, may differ significantly from each other, we can create a
linked list (List) of them, as we view them as objects of the base type. But the converse is not true: the base class objects are not automatically objects of a derived class.

You can use the explicit casting to convert the base class pointers to the pointers of a derived class. But you must be fully confident in the admissibility of such a transformation, because otherwise a critical runtime error will occur and the mql5 program will be stopped.

**Dynamic typecasting using `dynamic_cast` operator**

Dynamic typecasting is performed using `dynamic_cast` operator that can be applied only to pointers to classes. Type validation is performed at runtime. This means that the compiler does not check the data type applied for typecasting when `dynamic_cast` operator is used. If a pointer is converted to a data type which is not the actual type of an object, the result is `NULL`.

```cpp
    dynamic_cast <type-id> ( expression )
```

The `type-id` parameter in angle brackets should point to a previously defined class type. Unlike C++, `expression` operand type can be of any value except for `void`.

**Example:**

```cpp
    class CBar { }
    class CFoo : public CBar { }

    void OnStart()
    {
        CBar bar;
        //--- dynamic casting of *bar pointer type to *foo pointer is allowed
        CFoo *foo = dynamic_cast<CFoo *>(&bar); // no critical error
        Print(foo);  // foo=NULL
        //--- an attempt to explicitly cast a Bar type object reference to a Foo type object
        foo=(CFoo *)&bar;  // critical runtime error
        Print(foo);  // this string is not executed
    }
```

See also

**Data Types**
Void Type and NULL Constant

Syntactically the *void* type is a fundamental type along with types of char, uchar, bool, short, ushort, int, uint, color, long, ulong, datetime, float, double and string. This type is used either to indicate that the function does not return any value, or as a function parameter it denotes the absence of parameters.

The predefined constant variable **NULL** is of the *void* type. It can be assigned to variables of any other fundamental types without conversion. The comparison of fundamental type variables with the **NULL** value is allowed.

Example:

```c
//--- If the string is not initialized, then assign our predefined value to it
if (some_string==NULL) some_string="empty";
```

Also **NULL** can be compared to pointers to objects created with the **new operator**.

See also

*Variables, Functions*
User-defined types

The `typedef` keyword in C++ allows creating user-defined data types. To do this, simply specify a new data type name for an already existing data type. The new data type is not created. A new name for the existing type is defined instead. User-defined types make applications more flexible: sometimes, it is enough to change `typedef` instructions using substitution macros (`#define`). User-defined types also improve code readability since it is possible to apply custom names to standard data types using `typedef`. The general format of the entry for creating a user-defined type:

```cpp
typedef type new_name;
```

Here, `type` means any acceptable data type, while `new_name` is a new name of the type. A new name is set only as an addition (not as a replacement) to an existing type name. MQL5 allows creating pointers to functions using `typedef`.

Pointer to the function

A pointer to a function is generally defined in the following format:

```cpp
typedef function_result_type (*Function_name_type)(list_of_input_parameters_types);
```

where after `typedef`, the function signature (number and type of input parameters, as well as a type of a result returned by the function) is set. Below is a simple example of creating and applying a pointer to a function:

```cpp
//--- declare a pointer to a function that accepts two int parameters
typedef int (*TFunc)(int, int);
//--- TFunc is a type, and it is possible to declare the variable pointer to the function
TFunc func_ptr; // pointer to the function
//--- declare the functions corresponding to the TFunc description
int sub(int x, int y) { return(x-y); } // subtract one number from another
int add(int x, int y) { return(x+y); } // addition of two numbers
int neg(int x) { return(~x); } // invert bits in the variable
//--- the func_ptr variable may store the function address to declare it later
func_ptr=sub;
Print(func_ptr(10,5));
func_ptr=add;
Print(func_ptr(10,5));
func_ptr=neg; // error: neg does not have int (int,int) type
Print(func_ptr(10)); // error: two parameters needed
```

In this example, the `func_ptr` variable may receive the `sub` and `add` functions since they have two inputs each of `int` type as defined in the `TFunc` pointer to the function. On the contrary, the `neg` function cannot be assigned to the `func_ptr` pointer since its signature is different.

Arranging event models in the user interface

Pointers to functions allow you to easily create processing of events when creating a user interface. Let's use an example from the `CButton` section to show how to create buttons and add the functions for handling pressing to them. First, define a pointer to the `TAction` function to be called by pressing the button and create three functions according to the `TAction description`.
//--- create a custom function type
typedef int (*TAction)(string, int);

//+------------------------------------------------------------------+
//|  Open the file                                                   |
//+------------------------------------------------------------------+
int Open(string name, int id)
{
    PrintFormat("%s function called (name=%s id=%d)", __FUNCTION__, name, id);
    return (1);
}

//+------------------------------------------------------------------+
//|  Save the file                                                   |
//+------------------------------------------------------------------+
int Save(string name, int id)
{
    PrintFormat("%s function called (name=%s id=%d)", __FUNCTION__, name, id);
    return (2);
}

//+------------------------------------------------------------------+
//|  Close the file                                                  |
//+------------------------------------------------------------------+
int Close(string name, int id)
{
    PrintFormat("%s function called (name=%s id=%d)", __FUNCTION__, name, id);
    return (3);
}

Then, create the MyButton class from CButton, where we should add the TAction pointer to the function.

//+------------------------------------------------------------------+
//| Create the button class with the events processing function      |
//+------------------------------------------------------------------+
class MyButton: public CButton
{
private:
    TAction m_action; // chart events handler
public:
    MyButton(void){}
    ~MyButton(void){}

    //--- constructor specifying the button text and the pointer to the events handling
    MyButton(string text, TAction act)
    {
        Text(text);
        m_action=act;
    }

    //--- set the custom function called from the OnEvent() events handler
    void SetAction(TAction act){m_action=act;}
}
//--- standard chart events handler
virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const string &sparam)
{
    if(m_action!=NULL && lparam==Id())
    {
        //--- call the custom m_action() handler
        m_action(sparam, (int)lparam);
        return(true);
    }
    else
    //--- return the result of calling the handler from the CButton parent class
    return(CButton::OnEvent(id, lparam, dparam, sparam));
};

Create the CControlsDialog derivative class from CAppDialog, add the m_buttons array to it for storing the buttons of the MyButton type, as well as the AddButton(MyButton &button) and CreateButtons() methods.

```cpp
//+------------------------------------------------------------------+
//| CControlsDialog class                                            |
//| Objective: graphical panel for managing the application         |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CArrayObj m_buttons;                       // button array
public:
    CControlsDialog(void){};
    ~CControlsDialog(void){};
    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
    {
        if(!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
            return(false);
        return(CreateButtons());
    }
    //---
};
```
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDENT_LEFT (11) // indent from left (with allowance for border width)
#define INDENT_TOP (11) // indent from top (with allowance for border width)
#define CONTROLS_GAP_X (5) // gap by X coordinate
#define CONTROLS_GAP_Y (5) // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH (100) // size by X coordinate
#define BUTTON_HEIGHT (20) // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT (20) // size by Y coordinate
//+------------------------------------------------------------------+
//| Create and add buttons to the CControlsDialog panel               |
//+------------------------------------------------------------------+
bool CControlsDialog::CreateButtons(void)
{
    //--- calculate buttons coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2;
    int y2=y1+BUTTON_HEIGHT;
    //--- add buttons objects together with pointers to functions
    AddButton(new MyButton("Open",Open));
    AddButton(new MyButton("Save",Save));
    AddButton(new MyButton("Close",Close));
    //--- create the buttons graphically
    for(int i=0;i<m_buttons.Total();i++)
    {
        MyButton *b=(MyButton*)m_buttons.At(i);
        x1=INDENT_LEFT+i*(BUTTON_WIDTH+CONTROLS_GAP_X);
        x2=x1+BUTTON_WIDTH;
        if(!b.Create(m_chart_id,m_name+"bt"+b.Text(),m_subwin,x1,y1,x2,y2))
            {  
                PrintFormat("Failed to create button %s %d",b.Text(),i);
                return(false);
            }
        //--- add each button to the CControlsDialog container
        if(!Add(b))
            return(false);
    }
    //--- succeed
    return(true);
}
```c
//--- declare the object on the global level to automatically create it when launching
CControlsDialog MyDialog;

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- now, create the object on the chart
    if(!MyDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- launch the application
    MyDialog.Run();
    //--- application successfully initialized
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- destroy dialog
    MyDialog.Destroy(reason);
}

//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id,  // event ID
                   const long lparam,  // event parameter of the long type
                   const double dparam,  // event parameter of the double type
                   const string& sparam)  // event parameter of the string type
{
    //--- call the handler from the parent class (here it is CAppDialog) for the chart event
    MyDialog.ChartEvent(id,lparam,dparam,sparam);
}
```

The launched application's appearance and button clicking results are provided on the screenshot.
The full source code of the program

```
//+------------------------------------------------------------------+
//|                                                Panel_Buttons.mq5|
//|                        Copyright 2017, MetaQuotes Software Corp.|
//|                                             https://www.mql5.com|
//+------------------------------------------------------------------+

#property copyright "Copyright 2017, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#include <Controls\Dialog.mqh>
#include <Controls\Button.mqh>

//--- defines

//--- indents and gaps
#define INDENT_LEFT (11)     // indent from left (with allowance for border width)
#define INDENT_TOP  (11)     // indent from top (with allowance for border width)
#define CONTROLS_GAP_X  (5)   // gap by X coordinate
#define CONTROLS_GAP_Y  (5)   // gap by Y coordinate
```
//--- for buttons
#define BUTTON_WIDTH 100 // size by X coordinate
#define BUTTON_HEIGHT 20  // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT 20  // size by Y coordinate

//--- create the custom function type
typedef int (*TAction)(string, int);

//+------------------------------------------------------------------+
//|  Open the file                                                  |
//+------------------------------------------------------------------+
int Open(string name, int id)
{
    PrintFormat("%s function called (name=%s id=%d)", __FUNCTION__, name, id);
    return 1;
}

//+------------------------------------------------------------------+
//|  Save the file                                                  |
//+------------------------------------------------------------------+
int Save(string name, int id)
{
    PrintFormat("%s function called (name=%s id=%d)", __FUNCTION__, name, id);
    return 2;
}

//+------------------------------------------------------------------+
//|  Close the file                                                 |
//+------------------------------------------------------------------+
int Close(string name, int id)
{
    PrintFormat("%s function called (name=%s id=%d)", __FUNCTION__, name, id);
    return 3;
}

//+------------------------------------------------------------------+
//| Create the button class with the events processing function      |
//+------------------------------------------------------------------+
class MyButton: public CButton
{
private:
    TAction m_action;  // chart events handler

class MyButton(void){}
~MyButton(void){}

//--- constructor specifying the button text and the pointer to the events handling
    MyButton(string text, TAction act)
    {
        Text(text);
        m_action=act;
    }

//--- set the custom function called from the OnEvent() events handler
void SetAction(TAction act){m_action=act;}

//--- standard chart events handler
virtual bool OnEvent(const int id,const long &lparam,const double &dparam,const string &sparam)
{
    if(m_action!=NULL && lparam==Id())
    {
        //--- call the custom handler
        m_action(sparam,(int)lparam);
        return(true);
    }
    else
    //--- return the result of calling the handler from the CButton parent class
    return(CButton::OnEvent(id,lparam,dparam,sparam));
}

//+------------------------------------------------------------------+
//| CControls
//| Dialog class
//| Objective: graphical panel for managing the application
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CArrayObj m_buttons;  // button array
public:
    CControlsDialog(void){};
    ~CControlsDialog(void){};

    //--- create
    virtual bool Create(const long chart,const string name,const int subwin,const int x1,const int y1,const int x2,const int y2)
    {
        if(!CAppDialog::Create(chart,name,subwin,x1,y1,x2,y2))
            return(false);
        return(CreateButtons());
    }
    //---

    //--- create the buttons
    bool CreateButtons(void)
    {
        //+------------------------------------------------------------------+
        //| Create the CControlsDialog object on the chart
        //+------------------------------------------------------------------+
        bool CControlsDialog::Create(const long chart,const string name,const int subwin,const int x1,const int y1,const int x2,const int y2)
        {
            if(!CAppDialog::Create(chart,name,subwin,x1,y1,x2,y2))
                return(false);
            return(CreateButtons());
        }
        //---
        
        //+------------------------------------------------------------------+
        //| Create and add buttons to the CControlsDialog panel
        //+------------------------------------------------------------------+
        bool CControlsDialog::CreateButtons(void)
        {
            //---
        }
}

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//--- calculate buttons coordinates
int x1=INDENT_LEFT;
int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
int x2;
int y2=y1+BUTTON_HEIGHT;

//--- add buttons objects together with pointers to functions
AddButton(new MyButton("Open",Open));
AddButton(new MyButton("Save",Save));
AddButton(new MyButton("Close",Close));

//--- create the buttons graphically
for(int i=0;i<m_buttons.Total();i++)
    {
        MyButton *b=(MyButton*)m_buttons.At(i);
        x1=INDENT_LEFT+i*(BUTTON_WIDTH+CONTROLS_GAP_X);
        x2=x1+BUTTON_WIDTH;
        if(!b.Create(m_chart_id,m_name+"bt"+b.Text(),m_subwin,x1,y1,x2,y2))
            {
                PrintFormat("Failed to create button %s %d",b.Text(),i);
                return(false);
            }
    //--- add each button to the CControlsDialog container
    if(!Add(b))
        return(false);
    }

//--- succeed
return(true);
}

//--- declare the object on the global level to automatically create it when launching
CControlsDialog MyDialog;

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- now, create the object on the chart
    if(!MyDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);

    //--- launch the application
    MyDialog.Run();

    //--- application successfully initialized
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- destroy dialog
    MyDialog.Destroy(reason);
}
void OnChartEvent(const int id,       // event ID
                   const long& lparam,  // event parameter of the long type
                   const double& dparam, // event parameter of the double type
                   const string& sparam) // event parameter of the string type
{
    //--- call the handler from the parent class (here it is CAppDialog) for the chart event
    MyDialog.ChartEvent(id,lparam,dparam,sparam);
}
Object Pointers

In MQL5, there is a possibility to dynamically create objects of complex type. This is done by the `new` operator, which returns a descriptor of the created object. Descriptor is 8 bytes large. Syntactically, object descriptors in MQL5 are similar to pointers in C++.

Examples:

```cpp
MyObject* hobject= new MyObject();
```

In contrast to C++, the `hobject` variable from example above is not a pointer to memory, but rather an object descriptor. Furthermore, in MQL5 all objects in function parameters must be passed by reference. Below are examples of passing objects as function parameters:

```cpp
class Foo
{
    public:
        string m_name;
        int m_id;
        static int s_counter;
    //--- constructors and destructors
    Foo(void){Setup("noname");};
    Foo(string name){Setup(name);};
    ~Foo(void){};
    //--- initializes object of type Foo
    void Setup(string name)
    {
        m_name=name;
        s_counter++;
        m_id=s_counter;
    }
};
int Foo::s_counter=0;

//+++------------------------------------------------------------------+
//| Script program start function
//+++------------------------------------------------------------------+
void OnStart()
{
    //--- declare an object as variable with its automatic creation
    Foo foo1;
    //--- variant of passing an object by reference
    PrintObject(foo1);

    //--- declare a pointer to an object and create it using the 'new' operator
    Foo *foo2=new Foo("foo2");
    //--- variant of passing a pointer to an object by reference
    PrintObject(foo2); // pointer to an object is converted automatically by compiler

    //--- declare an array of objects of type Foo
    Foo foo_objects[5];
}
```
//--- variant of passing an array of objects
PrintObjectsArray(foo_objects); // separate function for passing an array of object

//--- declare an array of pointers to objects of type Foo
Foo *foo_pointers[5];
for(int i=0;i<5;i++)
{
    foo_pointers[i]=new Foo("foo_pointer");
}

//--- variant of passing an array of pointers
PrintPointersArray(foo_pointers); // separate function for passing an array of pointers

//--- it is obligatory to delete objects created as pointers before termination
delete(foo2);

//--- delete array of pointers
int size=ArraySize(foo_pointers);
for(int i=0;i<5;i++)
    delete(foo_pointers[i]);

//--- Objects are always passed by reference

//--- Passing an array of objects
void PrintObjectsArray(Foo &objects[])
{
    int size=ArraySize(objects);
    for(int i=0;i<size;i++)
    {
        PrintObject(objects[i]);
    }
}

//--- Passing an array of pointers to object
void PrintPointersArray(Foo* &objects[])
{
    int size=ArraySize(objects);
    for(int i=0;i<size;i++)
    {
        PrintObject(objects[i]);
    }
}
See also

Variables, Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
References: Modifier & and Keyword this

Passing Parameters by Reference

In MQL5 parameters of simple types can be passed both by value and by reference, while parameters of compound types are always passed by reference. To inform the compiler that a parameter must be passed by reference, the ampersand character & is added before the parameter name.

Passing a parameter by reference means passing the address of the variable, that's why all changes in the parameter that is passed by reference will be immediately reflected in the source variable. Using parameter passing by reference, you can implement return of several results of a function at the same time. In order to prevent changing of a parameter passed by reference, use the const modifier.

Thus, if the input parameter of a function is an array, a structure or class object, symbol '&' is placed in the function header after the variable type and before its name.

Example

```cpp
class CDemoClass
{
private:
  double m_array[];
public:
  void setArray(double &array[]);
};
//+------------------------------------------------------------------+
//| filling the array                                                |
//+------------------------------------------------------------------+
void CDemoClass::setArray(double &array[])
{
  if(ArraySize(array)>0)
  {
    ArrayResize(m_array, ArraySize(array));
    ArrayCopy(m_array, array);
  }
}
```

In the above example class CDemoClass is declared, which contains the private member - array m_array[] of double type. Function setArray() is declared, to which array[] is passed by reference. If the function header doesn’t contain the indication about passing by reference, i.e. doesn't contain the ampersand character, an error message will be generated at the attempt to compile such a code.

Despite the fact that the array is passed by reference, we can't assign one array to another. We need to perform the element-wise copying of contents of the source array to the recipient array. The presence of & in the function description is the obligatory condition for arrays and structures when passed as the function parameter.

Keyword this
A variable of class type (object) can be passed both by reference and by pointer. As well as reference, the pointer allows having access to an object. After the object pointer is declared, the new operator should be applied to it to create and initialize it.

The reserved word this is intended for obtaining the reference of the object to itself, which is available inside class or structure methods. This always references to the object, in the method of which it is used, and the expression GetPointer(this) gives the pointer of the object, whose member is the function, in which call of GetPointer() is performed. In MQL5 functions can’t return objects, but they can return the object pointer.

Thus, if we need a function to return an object, we can return the pointer of this object in the form of GetPointer(this). Let’s add function getDemoClass() that returns pointer of the object of this class, into the description of CDemoClass:

```cpp
class CDemoClass
{
private:
    double m_array[];

public:
    void setArray(double &array[]);
    CDemoClass *getDemoClass();
};
```

```cpp
//+------------------------------------------------------------------+
//| filling the array                                                |
//+------------------------------------------------------------------+
void CDemoClass::setArray(double &array[])
{
    if(ArraySize(array)>0)
    {
        ArrayResize(m_array,ArraySize(array));
        ArrayCopy(m_array,array);
    }
}
```

```cpp
//+------------------------------------------------------------------+
//| returns its own pointer                                          |
//+------------------------------------------------------------------+
CDemoClass *CDemoClass::getDemoClass(void)
{
    return(GetPointer(this));
}
```

Structures don’t have pointers, operators new and delete can’t be applied to them, GetPointer(this) can’t be used.

See also

Object Pointers, Creating and Deleting Objects, Visibility Scope and Lifetime of Variables
Operations and Expressions

Some characters and character sequences are of a special importance. These are so-called operation symbols, for example:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ - * / %</td>
<td>Symbols of arithmetic operations</td>
</tr>
<tr>
<td>&amp; &amp;</td>
<td>Symbols of logical operations</td>
</tr>
<tr>
<td>= += *=</td>
<td>Characters assignment operators</td>
</tr>
</tbody>
</table>

Operation symbols are used in expressions and have sense when appropriate operands are given to them. Punctuation marks are emphasized, as well. These are parentheses, braces, comma, colon, and semicolon.

Operation symbols, punctuation marks, and spaces are used to separate language elements from each other.

This section contains the description of the following topics:

- Expressions
- Arithmetic Operations
- Assignment Operations
- Operations of Relation
- Boolean Operations
- Bitwise Operations
- Other Operations
- Priorities and Operations Order
Expressions

An expression consists of one or more operands and operation symbols. An expression can be written in several lines.

Examples:

```
a++; b = 10;    // several expressions are located in one line
//--- one expression is divided into several lines
x = (y * z) /  
    (w + 2) + 127;
```

An expression that ends with a semicolon (;) is an operator.

See also

- Precedence Rules
Arithmetic Operations

Arithmetic operations include additive and multiplicative operations:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Expression</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sum of variables</td>
<td>i = j + 2;</td>
</tr>
<tr>
<td>Difference of variables</td>
<td>i = j - 3;</td>
</tr>
<tr>
<td>Changing the sign</td>
<td>x = - x;</td>
</tr>
<tr>
<td>Product of variables</td>
<td>z = 3 * x;</td>
</tr>
<tr>
<td>Division quotient</td>
<td>i = j / 5;</td>
</tr>
<tr>
<td>Remainder of division</td>
<td>minutes = time % 60;</td>
</tr>
<tr>
<td>Adding 1 to the variable value</td>
<td>i++;</td>
</tr>
<tr>
<td>Adding 1 to the variable value</td>
<td>++i;</td>
</tr>
<tr>
<td>Subtracting 1 from the variable</td>
<td>k--;</td>
</tr>
<tr>
<td>Subtracting 1 from the variable</td>
<td>--k;</td>
</tr>
</tbody>
</table>

Increment and decrement operations are applied only to variables, they can’t be applied to constants. The prefix increment (++i) and decrement (--k) are applied to the variable right before this variable is used in an expression.

Post-increment (i++) and post-decrement (k--) are applied to the variable right after this variable is used in an expression.

Important Notice

```
int i=5;
int k = i++ + ++i;
```

Computational problems may occur while moving the above expression from one programming environment to another one (for example, from Borland C++ to MQL5). In general, the order of computations depends on the compiler implementation. In practice, there are two ways to implement the post-decrement (post-increment):

1. The post-decrement (post-increment) is applied to the variable after calculating the whole expression.
2. The post-decrement (post-increment) is applied to the variable immediately at the operation.

Currently the first way of post-decrement (post-increment) calculation is implemented in MQL5. But even knowing this peculiarity, it is not recommended to experiment with its use.

Examples:

```
int a=3;
a++;   // valid expression
int b=(a++)*3; // invalid expression
```

See also

**Precedence Rules**
# Assignment Operations

The value of the expression that includes the given operation is the value of the left operand after assignment:

<table>
<thead>
<tr>
<th>Operation Description</th>
<th>Expression</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assigning the value of x to the y variable</td>
<td>y = x;</td>
</tr>
</tbody>
</table>

The following operations unite arithmetic or bitwise operations with operation of assignment:

<table>
<thead>
<tr>
<th>Operation Description</th>
<th>Expression</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adding x to the y variable</td>
<td>y += x;</td>
</tr>
<tr>
<td>Subtracting x from the y variable</td>
<td>y -= x;</td>
</tr>
<tr>
<td>Multiplying the y variable by x</td>
<td>y *= x;</td>
</tr>
<tr>
<td>Dividing the y variable by x</td>
<td>y /= x;</td>
</tr>
<tr>
<td>Reminder of division of the y variable by x</td>
<td>y %= x;</td>
</tr>
<tr>
<td>Shift of the binary representation of y to the right by x bits</td>
<td>y &gt;&gt;= x;</td>
</tr>
<tr>
<td>Shift of the binary representation of y to the left by x bits</td>
<td>y &lt;&lt;= x;</td>
</tr>
<tr>
<td>AND bitwise operation of binary representations of y and x</td>
<td>y &amp;= x;</td>
</tr>
<tr>
<td>OR bitwise operation of binary representations of y and x</td>
<td>y</td>
</tr>
<tr>
<td>Excluding OR bitwise operation of binary representations of y and x</td>
<td>y ^= x;</td>
</tr>
</tbody>
</table>

Bitwise operations can be applied to integers only. When performing the operation of the logical shift of the y representation to the right/left by x bits, the 5 smallest binary digits of the x value are used, the highest ones are dropped, i.e. the shift is made to 0-31 bits.

By %= operation (y value by module of x), the result sign is equal to the sign of divided number.

The assignment operator can be used several times in an expression. In this case the processing of the expression is performed from left to right:

```plaintext
y = x = 3;
```

First, the variable x will be assigned the value 3, then the y variable will be assigned the value of x, i.e. also 3.

**See also**

[Precedence Rules](#)
Operations of Relation

Boolean FALSE is represented with an integer zero value, while the boolean TRUE is represented by any non-zero value.

The value of expressions containing operations of relation or logical operations is FALSE (0) or TRUE (1).

<table>
<thead>
<tr>
<th>Condition</th>
<th>Equivalent Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>True if a is equal to b</td>
<td>a == b;</td>
</tr>
<tr>
<td>True if a is not equal to b</td>
<td>a != b;</td>
</tr>
<tr>
<td>True if a is less than b</td>
<td>a &lt; b;</td>
</tr>
<tr>
<td>True if a is greater than b</td>
<td>a &gt; b;</td>
</tr>
<tr>
<td>True if a is less than or equal to b</td>
<td>a &lt;= b;</td>
</tr>
<tr>
<td>True if a is greater than or equal to b</td>
<td>a &gt;= b;</td>
</tr>
</tbody>
</table>

The equality of two real numbers can't be compared. In most cases, two seemingly identical numbers can be unequal because of different values in the 15th decimal place. In order to correctly compare two real numbers, compare the normalized difference of these numbers with zero.

Example:

```cpp
bool CompareDoubles(double number1, double number2)
{
    if (NormalizeDouble(number1-number2,8)==0) return(true);
    else return(false);
}
void OnStart()
{
    double first=0.3;
    double second=3.0;
    double third=second-2.7;
    if(first!=third)
    {
        if(CompareDoubles(first,third))
        {
            printf("%.16f and %.16f are equal",first,third);
        }
    }
    // Result: 0.3000000000000000 0.2999999999999998 are equal
}
```

See also

Precedence Rules
Boolean Operations

Logical Negation NOT (!)

Operand of the logical negation (!) must be of arithmetic type. The result is TRUE (1), if the operand value is FALSE (0); and it is equal to FALSE (0), if the operand differs from FALSE (0).

```
if(!a) Print("not 'a'");
```

Logical Operation OR (||)

Logical OR operation (||) of x and y values. The expression value is TRUE (1), if x or y value is true (not null). Otherwise - FALSE (0).

```
if(x<0 || x=max_bars) Print("out of range");
```

Logical Operation AND (&&)

Logical operation AND (&&) of x and y values. The expression value is TRUE (1), if the values of x and y are true (not null). Otherwise - FALSE (0).

Brief Estimate of Boolean Operations

The scheme of the so called “brief estimate” is applied to boolean operations, i.e. the calculation of the expression is terminated when the result of the expression can be precisely estimated.

```
//+------------------------------------------------------------------+
//-- Script program start function
//--+------------------------------------------------------------------+
void OnStart()
{
  //--- the first example of the brief estimate
  if(func_false() && func_true())
    {
    Print("Operation &&: You will never see this expression");
    }
  else
    {
    Print("Operation &&: Result of the first expression is false, so the second wasn't calculated");
    }
  //--- the second example of the brief estimate
  if(!func_false() || !func_true())
    {
    Print("Operation ||: Result of the first expression is true, so the second wasn't calculated");
    }
  else
    {
    Print("Operation ||: You will never see this expression");
    }
  //+------------------------------------------------------------------+
```
// the function always returns false
//+------------------------------------------------------------------+
bool func_false()
{
    Print("Function func_false()");
    return(false);
}

// the function always returns true
//+------------------------------------------------------------------+
bool func_true()
{
    Print("Function func_true()");
    return(true);
}

See also

Precedence Rules
Bitwise Operations

Complement to One

Complement of the variable value up to one. The value of the expression contains 1 in all digits where the variable value contains 0, and 0 in all digits where the variable contains 1.

\[ b = \sim n; \]

Example:

```c
char a='a', b;
b=\sim a;
Print("a = ",a, "  b = ",b);
// The result will be:
// a = 97  b = -98
```

Right Shift

The binary representation of \( x \) is shifted to the right by \( y \) digits. If the value to shift is of the unsigned type, the logical right shift is made, i.e. the freed left-side bits will be filled with zeroes.

If the value to shift is of a sign type, the arithmetic right shift is made, i.e. the freed left-side digits will be filled with the value of a sign bit (if the number is positive, the value of the sign bit is 0; if the number is negative, the value of the sign bit is 1).

\[ x = x >> y; \]

Example:

```c
char a='a', b='b';
Print("Before:  a = ",a, "  b = ",b);
//--- shift to the right
b=a>>1;
Print("After:   a = ",a, "  b = ",b);
// The result will be:
// Before:  a = 97  b = 98
// After:   a = 97  b = 48
```

Left Shift

The binary representation of \( x \) is shifted to the left by \( y \) digits, the freed right-side digits are filled with zeros.

\[ x = x << y; \]

Example:

```c
char a='a', b='b';
Print("Before:  a = ",a, "  b = ",b);
//--- shift to the left
b=a<<1;
Print("After:   a = ",a, "  b = ",b);
```
It is not recommended to shift by the number of bits larger or equal to the length of the variable shifted, because the result of such an operation is undefined.

**Bitwise AND Operation**

The bitwise AND operation of binary-coded x and y representations. The value of the expression contains a 1 (TRUE) in all digits where both x and y contain non-zero, and it contains 0 (FALSE) in all other digits.

\[ b = ((x \& y) \neq 0); \]

Example:

```c
char a='a',b='b';
//--- AND operation
char c=a&b;
Print("a = ",a,"  b = ",b);
Print("a & b = ",c);
// The result will be:
// a = 97   b = 98
// a & b = 96
```

**Bitwise OR Operation**

The bitwise OR operation of binary representations of x and y. The value of the expression contains 1 in all digits where x or y does not contain 0, and it contains 0 in all other digits.

\[ b = x | y; \]

Example:

```c
char a='a',b='b';
//--- OR operation
char c=a|b;
Print("a = ",a,"  b = ",b);
Print("a | b = ",c);
// The result will be:
// a = 97   b = 98
// a | b = 99
```

**Bitwise Exclusive OR**

The bitwise exclusive OR (eXclusive OR) operation of binary representations of x and y. The value of the expression contains a 1 in all digits where x and y have different binary values, and it contains 0 in all other digits.

\[ b = x ^ y; \]

Example:
```c
char a='a', b='b';
//--- Excluding OR operation
char c=a^b;
Print("a = ",a,"  b = ",b);
Print("a ^ b = ",c);
// The result will be:
// a = 97   b = 98
// a ^ b = 3
```

Bitwise operations are performed with integers only.

See also

[Precedence Rules](#)
Other operations

Indexing ([ ])

When addressing the i-th element of the array, the expression value is the value of a variable with the serial number i.

Example:
```
array[i] = 3; // Assign the value of 3 to i-th element of the array.
```

Only an integer can be index of an array. Four-dimensional and below arrays are allowed. Each dimension is indexed from 0 to dimension size-1. In particular case, for a one-dimensional array consisting of 50 elements, the reference to the first element will look like array [0], that to the last element will be array [49].

When addressing beyond the array, the executing subsystem will generate a critical error, and the program will be stopped.

Calling Function with x1, x2 ,..., xn Arguments

Each argument can represent a constant, variable, or expression of the corresponding type. The arguments passed are separated by commas and must be inside of parentheses, the opening parenthesis must follow the name of the called function.

The expression value is the value returned by the function. If the return value is of void type, such function call cannot be placed to the right in the assignment operation. Note that the expressions x1,..., xn are executed exactly in this order.

Example:
```
int length=1000000;
string a="a",b="b",c;
//---Other Operations
int start=GetTickCount(),stop;
long i;
for(i=0;i<length;i++)
{
    c=a+b;
}
stop=GetTickCount();
Print("time for 'c = a + b' = ", (stop-start), " milliseconds, i = ", i);
```

Comma Operation ( , )

Expressions separated by commas are executed from left to right. All side effects of the left expression calculation can appear before the right expression is calculated. The result type and value coincide with those of the right expression. The list of parameters to be passed (see above) can be considered as an example.

Example:
for(i=0; i<100; i++, j--) Print(array[i][j]);

### Dot Operator ( . )

For the direct *access to the public members* of structures and classes the dot operation is used. Syntax:

```
Variable_name_of_structure_type.Member_name
```

**Example:**

```c
struct SessionTime
{
    string sessionName;
    int startHour;
    int startMinutes;
    int endHour;
    int endMinutes;
} st;
st.sessionName="Asian";
st.startHour=0;
st.startMinutes=0;
st.endHour=9;
st.endMinutes=0;
```

### Scope Resolution Operation ( :: )

Each function in a mql5 program has its own execution scope. For example, the *Print()* system function is performed in a global scope. *Imported* functions are called in the scope of the corresponding import. Method functions of *classes* have the scope of the corresponding class. The syntax of the scope resolution operation is as follows:

```
[Scope_name]::Function_name(parameters)
```

If there is no scope name, this is the explicit direction to use the global scope. If there is no scope resolution operation, the function is sought in the nearest scope. If there is no function in the local scope, the search is conducted in the global scope.

The scope resolution operation is also used to *define function* - class member.

```c
type Class_name::Function_name(parameters_description)
{
    // function body
}
```

Use of several functions of the same name from different execution contexts in a program may cause ambiguity. The priority order of function calls without explicit scope specification is the following:

1. Class methods. If no function with the specified name is set in the class, move to the next level.
2. MQL5 functions. If the language does not have such a function, move to the next level.
3. User defined global functions. If no function with the specified name is found, move to the next level.
4. Imported functions. If no function with the specified name is found, the compiler returns an error.
To avoid the ambiguity of function calls, always explicitly specify the function scope using the scope resolution operation.

Example:

```cpp
#ifndef script_show_inputs
#include "kernel32.dll"

int GetLastError(void);

class CCheckContext
{
  int m_id;
public:
  CCheckContext() { m_id=1234; }
protected:
  int GetLastError() { return (m_id); }
};

class CCheckContext2 : public CCheckContext
{
  int m_id2;
public:
  CCheckContext2() { m_id2=5678; }
  void Print();
protected:
  int GetLastError() { return (m_id2); }
};

void CCheckContext2::Print()
{
  ::Print("Terminal GetLastError",::GetLastError());
  ::Print("kernel32 GetLastError",kernel32::GetLastError());
  ::Print("parent GetLastError",CCheckContext::GetLastError());
  ::Print("our GetLastError",GetLastError());
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+

void OnStart()
{
  //---
  CCheckContext2 test;
  test.Print();
}
```

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Operation of Obtaining Data Type Size or Size of Any Data Type Object ( sizeof )

Using the sizeof operation, the memory size corresponding to an identifier or type can be defined. The sizeof operation is of the following format:

Example:

```
sizeof(expression)
```

Any identifier, or type name enclosed in brackets can be used as an expression. Note that the void type name can't be used, and the identifier cannot belong to the field of bits, or be a function name.

If the expression is the name of a static array (i.e. the first dimension is given), then the result is the size of the whole array (i.e. the product of the number of elements and the length of the type). If the expression is the name of a dynamic array (the first dimension is not specified), the result will be the size of the object of the dynamic array.

When sizeof is applied to the name of structure or class type, or to the identifier of the structure or class type, the result is the actual size of the structure or class.

Example:

```
struct myStruct
{
    char  h;
    int   b;
    double f;
} str;
Print("sizeof(str) = ", sizeof(str));
Print("sizeof(myStruct) = ", sizeof(myStruct));
```

The size is calculated at the compilation stage.

See also

Precedence Rules
### Precedence Rules

Each group of operations in the table has the same priority. The higher the priority of operations is, the higher it is position of the group in the table. The precedence rules determine the grouping of operations and operands.

**Attention:** Precedence of operations in the MQL5 language corresponds to the priority adopted in C++, and differs from the priority given in the MQL4 language.

<table>
<thead>
<tr>
<th>Operation</th>
<th>Description</th>
<th>Execution Order</th>
</tr>
</thead>
<tbody>
<tr>
<td>()</td>
<td>Function Call</td>
<td>From left to right</td>
</tr>
<tr>
<td>[]</td>
<td>Referencing to an array element</td>
<td></td>
</tr>
<tr>
<td>.</td>
<td>Referencing to a structure element</td>
<td></td>
</tr>
<tr>
<td>!</td>
<td>Logical negation</td>
<td>Right to left</td>
</tr>
<tr>
<td>-</td>
<td>Bitwise negation (complement)</td>
<td></td>
</tr>
<tr>
<td>++</td>
<td>Sign changing</td>
<td></td>
</tr>
<tr>
<td>--</td>
<td>Increment by one</td>
<td></td>
</tr>
<tr>
<td>--</td>
<td>Decrement by one</td>
<td></td>
</tr>
<tr>
<td>(type)</td>
<td>Typecasting</td>
<td></td>
</tr>
<tr>
<td>sizeof</td>
<td>Determining size in bytes</td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>Multiplication</td>
<td>From left to right</td>
</tr>
<tr>
<td>/</td>
<td>Division</td>
<td></td>
</tr>
<tr>
<td>%</td>
<td>Module division</td>
<td></td>
</tr>
<tr>
<td>+</td>
<td>Addition</td>
<td>From left to right</td>
</tr>
<tr>
<td>-</td>
<td>Subtraction</td>
<td></td>
</tr>
<tr>
<td>&lt;&lt;</td>
<td>Left shift</td>
<td>From left to right</td>
</tr>
<tr>
<td>&gt;&gt;</td>
<td>Right shift</td>
<td></td>
</tr>
<tr>
<td>&lt;</td>
<td>Less than</td>
<td>From left to right</td>
</tr>
<tr>
<td>&lt;=</td>
<td>Less than or equal</td>
<td></td>
</tr>
<tr>
<td>&gt;</td>
<td>Greater than</td>
<td></td>
</tr>
<tr>
<td>&gt;=</td>
<td>Greater than or equal</td>
<td></td>
</tr>
<tr>
<td>==</td>
<td>Equal</td>
<td>From left to right</td>
</tr>
<tr>
<td>!=</td>
<td>Not equal</td>
<td></td>
</tr>
<tr>
<td>&amp;</td>
<td>Bitwise AND operation</td>
<td>From left to right</td>
</tr>
<tr>
<td>^</td>
<td>Bitwise exclusive OR</td>
<td>From left to right</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Bitwise OR operation</td>
</tr>
<tr>
<td>&amp;&amp;</td>
<td>Logical AND operation</td>
<td>From left to right</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td>?:</td>
<td>Conditional Operator</td>
<td>Right to left</td>
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<tr>
<td>=</td>
<td>Assignment</td>
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<tr>
<td>Operation</td>
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<td>-----------</td>
<td>----------------------------------</td>
<td>-----------------</td>
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<tr>
<td>*=</td>
<td>Multiplication with assignment</td>
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<td>/=</td>
<td>Division with assignment</td>
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<tr>
<td>%=</td>
<td>Module with assignment</td>
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<td>+=</td>
<td>Addition with assignment</td>
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</tr>
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<td>-=</td>
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<td>&lt;&lt;=</td>
<td>Left shift with assignment</td>
<td></td>
</tr>
<tr>
<td>&gt;&gt;=</td>
<td>Right shift with assignment</td>
<td></td>
</tr>
<tr>
<td>&amp;=</td>
<td>Bitwise AND with assignment</td>
<td></td>
</tr>
<tr>
<td>^=</td>
<td>Exclusive OR with assignment</td>
<td></td>
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<tr>
<td></td>
<td>=</td>
<td>Bitwise OR with assignment</td>
</tr>
<tr>
<td>,</td>
<td>Comma</td>
<td>From left to right</td>
</tr>
</tbody>
</table>

To change the operation execution order, parenthesis that are of higher priority are used.
Operators

Language operators describe some algorithmic operations that must be executed to accomplish a task. The program body is a sequence of such operators. Operators following one by one are separated by semicolons.

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compound operator {}</td>
<td>One or more operators of any type, enclosed in curly braces {}</td>
</tr>
<tr>
<td>Expression operator (;;)</td>
<td>Any expression that ends with a semicolon (;;)</td>
</tr>
<tr>
<td>return operator</td>
<td>Terminates the current function and returns control to the calling program</td>
</tr>
<tr>
<td>if-else conditional operator</td>
<td>Is used when it's necessary to make a choice</td>
</tr>
<tr>
<td>?: conditional operator</td>
<td>A simple analog of the if-else conditional operator</td>
</tr>
<tr>
<td>switch selection operator</td>
<td>Passes control to the operator, which corresponds to the expression value</td>
</tr>
<tr>
<td>while loop operator</td>
<td>Performs an operator until the expression checked becomes false. The expression is checked before each iteration</td>
</tr>
<tr>
<td>for loop operator</td>
<td>Performs an operator until the expression checked becomes false. The expression is checked before each iteration</td>
</tr>
<tr>
<td>do-while loop operator</td>
<td>Performs an operator until the expression checked becomes false. The end condition is checked, after each loop. The loop body is always executed at least once.</td>
</tr>
<tr>
<td>break operator</td>
<td>Terminates the execution of the nearest attached external operator switch, while, do-while or for</td>
</tr>
<tr>
<td>continue operator</td>
<td>Passes control to the beginning of the nearest external loop operator while, do-while or for</td>
</tr>
<tr>
<td>new operator</td>
<td>Creates an object of the appropriate size and returns a descriptor of the created object.</td>
</tr>
<tr>
<td>delete operator</td>
<td>Deletes the object created by the new operator</td>
</tr>
</tbody>
</table>

One operator can occupy one or more lines. Two or more operators can be located in the same line. Operators that control over the execution order (if, if-else, switch, while and for), can be nested into each other.

Example:

```mql
if (Month() == 12)
```
if(Day() == 31) Print("Happy New Year!");

See also

Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Compound Operator

A compound operator (a block) consists of one or more operators of any type, enclosed in braces {}. The closing brace must not be followed by a semicolon (;).

Example:

```plaintext
if(x==0)
{
    Print("invalid position x = ",x);
    return;
}
```

See also

Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Expression Operator

Any expression followed by a semicolon (;) is the operator. Here are some examples of expression operators.

Assignment Operator

Identifier = expression;

```
x=3;
y=x=3;
bool equal=(x==y);
```

Assignment operator can be used many times in an expression. In this case, the expression is processed from right to left.

Function Calling Operator

Function_name (argument1,..., argumentN);

```
FileClose(file);
```

Empty Operator

Consists only of a semicolon (;) and is used to denote an empty body of a control operator.

See also

* Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects*
Return Operator

The return operator terminates the current function execution and returns control to the calling program. The expression calculation result is returned to the calling function. The expression can contain an assignment operator.

Example:

```c
int CalcSum(int x, int y)
{
    return (x+y);
}
```

In functions with the `void` return type, the `return` operator without expression must be used:

```c
void SomeFunction()
{
    Print("Hello!");
    return; // this operator can be removed
}
```

The right brace of the function means implicit execution of the `return` operator without expression.

What can be returned: `simple types`, `simple structures`, `object pointers`. With the `return` operator you can't return any arrays, class objects, variables of compound structure type.

See also

- [Initialization of Variables](#)
- [Visibility Scope and Lifetime of Variables](#)
- [Creating and Deleting Objects](#)
If-Else Conditional Operator

The IF - ELSE operator is used when a choice must be made. Formally, the syntax is as follows:

```plaintext
if (expression)
  operator1
else
  operator2
```

If the expression is true, operator1 is executed and control is given to the operator that follows operator2 (operator2 is not executed). If the expression is false, operator2 is executed.

The else part of the if operator can be omitted. Thus, a divergence may appear in nested if operators with omitted else part. In this case, else addresses to the nearest previous if operator in the same block that has no else part.

Examples:

```plaintext
//--- The else part refers to the second if operator:
if (x>1)
  if (y==2)  z=5;
else    z=6;
//--- The else part refers to the first if operator:
if (x>1)
  {
    if (y==2)  z=5;
  }
else      z=6;
//--- Nested operators
if (x=='a')
  {
    y=1;
  }
else if (x=='b')
  {
    y=2;
    z=3;
  }
else if (x=='c')
  {
    y=4;
  }
else print("ERROR");
```

See also

Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Ternary Operator `?:`

The general form of the ternary operator is as follows:

```
expression1 ? expression2 : expression3
```

For the first operand - “expression1” - any expression that results in a `bool` type value can be used. If the result is `true`, then the operator set by the second operand, i.e. “expression2” is executed.

If the first operand is `false`, the third operand - “expression3” is performed. The second and third operands, i.e. “expression2” and “expression3” should return values of one type and should not be of `void` type. The result of the conditional operator execution is the result of expression2 or result of the expression3, depending on the result of expression1.

```c++
//--- normalize difference between open and close prices for a day range
double true_range = (High==Low)?(Close-Open)/(High-Low);
```

This entry is equivalent to the following:

```c++
double true_range;
if(High==Low)true_range=0;  // if High and Low are equal
else true_range=(Close-Open)/(High-Low);  // if the range is not null
```

Operator Use Restrictions

Based on the value of “expression1”, the operator must return one of the two values - either “expression2” or “expression3”. There are several limitations to these expressions:

1. Do not mix `user-defined type` with `simple type` or `enumeration`. `NULL` can be used for the `pointer`.
2. If types of values are simple, the operator will be of the maximum type (see `Type casting`).
3. If one of the values is an enumeration and the second one is of a numeric type, the enumeration is replaced by int and the second rule is applied.
4. If both values are enumerations, their types must be identical, and the operator will be of type enumeration.

Restrictions for the user-defined types (classes or structures):

a) Types must be identical or one should be `derived` from the other one.

b) If types are not identical (inheritance), then the child is implicitly cast to the parent, i.e. the operator will be of the parent type.

c) Do not mix object and the pointer - both expressions must be either objects or `pointers`. `NULL` can be used for the pointer.

**Note**

Be careful when using the conditional operator as an argument of an `overloaded function`, because the type of the result of a conditional operator is defined at the time of program compilation. And this type is `determined` as the larger of the types “expression2” and “expression3”.

**Example:**
void func(double d) { Print("double argument: ",d); }
void func(string s) { Print("string argument: ",s); }

bool Expression1=true;
double Expression2=M_PI;
string Expression3="3.1415926";

void OnStart()
{
    func(Expression2);
    func(Expression3);
    func(Expression1?Expression2:Expression3); // warning on implicit casting to string
    func(!Expression1?Expression2:Expression3); // warning on implicit casting to string
}

// Result:
//   double argument: 3.141592653589793
//   string argument: 3.1415926
//   string argument: 3.141592653589793
//   string argument: 3.1415926

See also

Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Switch Operator

Compares the expression value with constants in all the case variants and passes control to the operator that corresponds to the expression value. Each variant of case can be marked with an integer constant, a literal constant or a constant expression. The constant expression can't contain variables or function calls. Expression of the switch operator must be of integer type – int or uint.

```c
switch(expression)
{
    case constant: operators
    case constant: operators
    ...
    default: operators
}
```

Operators marked by the default label are executed if none of the constants in case operators is equal to the expression value. The default variant should not be necessarily declared and should not be necessarily the last one. If none of the constants corresponds to the expression value and the default variant is not available, no actions are executed.

The case keyword with a constant are just labels, and if operators are executed for some case variant, the program will further execute the operators of all subsequent variants until the break operator occurs. It allows to bind a sequence of operators with several variants.

A constant expression is calculated during compilation. No two constants in one switch operator can have the same value.

Examples:

```c
//--- First example
switch(x)
{
    case 'A':
        Print("CASE A");
        break;
    case 'B':
    case 'C':
        Print("CASE B or C");
        break;
    default:
        Print("NOT A, B or C");
        break;
}

//--- Second example
string res="";
int i=0;
switch(i)
{
    case 1:
        res=i;break;
```
default:
    res="default"; break;
case 2:
    res=i; break;
case 3:
    res=i; break;
}
Print(res);
/*
Result
default
*/

See also

Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
While Loop Operator

The **while** operator consists of a checked expression and the operator, which must be fulfilled:

```
while(expression)
  operator;
```

If the expression is true, the operator is executed until the expression becomes false. If the expression is false, the control is passed to the next operator. The expression value is defined before the operator is executed. Therefore, if the expression is false from the very beginning, the operator will not be executed at all.

**Note**

If it is expected that a large number of iterations will be handled in a loop, it is advisable that you check the fact of forced program termination using the `IsStopped()` function.

**Example:**

```
while(k<n && !IsStopped())
{
  y=y*x;
  k++;
}
```

**See also**

*Initialization of Variables*, *Visibility Scope and Lifetime of Variables*, *Creating and Deleting Objects*
For Loop Operator

The for operator consists of three expressions and an executable operator:

```mql5
for(expression1; expression2; expression3)
    operator;
```

Expression1 describes the loop initialization. Expression2 checks the conditions of the loop termination. If it is true, the loop body for is executed. The loop repeats expression2 until it becomes false. If it is false, the loop is terminated, and control is given to the next operator. Expression3 is calculated after each iteration.

The for operator is equivalent to the following succession of operators:

```mql5
expression1;
while(expression2)
{
    operator;
    expression3;
}
```

Any of the three or all three expressions can be absent in the for operator, but the semicolons (;) that separate them must not be omitted. If expression2 is omitted, it is considered constantly true. The for(;;) operator is a continuous loop, equivalent to the while(1) operator. Each expression 1 or 3 can consist of several expressions combined by a comma operator ','. 

Note

If it is expected that a large number of iterations will be handled in a loop, it is advisable that you check the fact of forced program termination using the IsStopped() function.

Examples:

```mql5
for(x=1;x<=7000; x++)
{
    if(IsStopped())
        break;
    Print(MathPower(x,2));
}
//--- Another example
for(!IsStopped();)
{
    Print(MathPower(x,2));
    x++;
    if(x>10) break;
}
//--- Third example
for(i=0,j=n-1;i<n & & !IsStopped();i++,j--) a[i]=a[j];
```

See also

- Initialization of Variables
- Visibility Scope and Lifetime of Variables
- Creating and Deleting Objects
Loop Operator do while

The for and while loops check the termination at the beginning, not at the end of a loop. The third loop operator do-while checks the condition of termination at the end, after each loop iteration. The loop body is always executed at least once.

```
do
    operator;
while (expression);
```

First the operator is executed, then the expression is calculated. If it is true, then the operator is executed again, and so on. If the expression becomes false, the loop terminates.

Note

If it is expected that a large number of iterations will be handled in a loop, it is advisable that you check the fact of forced program termination using the IsStopped() function.

Example:

```
//--- Calculate the Fibonacci series
int counterFibonacci=15;
int i=0,first=0,second=1;
int currentFibonacciNumber;
do
    currentFibonacciNumber=first+second;
    Print("i = ",i," currentFibonacciNumber = ",currentFibonacciNumber);
    first=second;
    second=currentFibonacciNumber;
    i++; // without this operator an infinite loop will appear!
}while(i<counterFibonacci && !IsStopped());
```

See also

Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Break Operator

The **break** operator terminates the execution of the nearest nested outward **switch**, **while**, **do-while** or **for** operator. The control is passed to the operator that follows the terminated one. One of the purposes of this operator is to finish the looping execution when a certain value is assigned to a variable.

**Example:**

```c
//--- searching for the first zero element
for (i=0; i<array_size; i++)
    if (array[i] == 0)
        break;
```

**See also**

- **Initialization of Variables**, **Visibility Scope and Lifetime of Variables**, **Creating and Deleting Objects**
Continue Operator

The **continue** operator passes control to the beginning of the nearest outward loop `while`, `do-while` or `for` operator, the next iteration being called. The purpose of this operator is opposite to that of **break** operator.

**Example:**

```c
//--- Sum of all nonzero elements
int func(int array[])
{
    int array_size=ArraySize(array);
    int sum=0;
    for(int i=0; i<array_size; i++)
    {
        if(a[i]==0) continue;
        sum+=a[i];
    }
    return(sum);
}
```

**See also**

[Initialization of Variables](#), [Visibility Scope and Lifetime of Variables](#), [Creating and Deleting Objects](#)
Object Create Operator new

The **new** operator automatically creates an object of a corresponding size, calls the object constructor and returns a descriptor of created object. In case of failure, the operator returns a null descriptor that can be compared with the **NULL** constant.

The new operator can be applied only to **class** objects. It can’t be applied to structures.

The operator shall not be used to create arrays of objects. To do this, use the **ArrayResize()** function.

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Figure creation                                                  |
//+------------------------------------------------------------------+
void CTetrisField::NewShape()
{
    m_ypos=HORIZ_BORDER;
    //--- randomly create one of the 7 possible shapes
    int nshape=rand()%7;
    switch(nshape)
    {
        case 0: m_shape=new CTetrisShape1; break;
        case 1: m_shape=new CTetrisShape2; break;
        case 2: m_shape=new CTetrisShape3; break;
        case 3: m_shape=new CTetrisShape4; break;
        case 4: m_shape=new CTetrisShape5; break;
        case 5: m_shape=new CTetrisShape6; break;
        case 6: m_shape=new CTetrisShape7; break;
    }
    //--- draw
    if(m_shape!=NULL)
    {
        //--- pre-settings
        m_shape.SetRightBorder(WIDTH_IN_PIXELS+VERT_BORDER);
        m_shape.SetYPos(m_ypos);
        m_shape.SetXPos(VERT_BORDER+SHAPE_SIZE*8);
        //--- draw
        m_shape.Draw();
    }
    //---
}
```

It should be noted that object descriptor is not a pointer to memory address.

An object created with the new operator must be explicitly removed using the **delete** operator.

**See also**

- Initialization of Variables
- Visibility Scope and Lifetime of Variables
- Creating and Deleting Objects
Object Delete Operator delete

The delete operator deletes an object created by the new operator, calls the corresponding class destructor and frees up memory occupied by the object. A real descriptor of an existing object is used as an operand. After the delete operation is executed, the object descriptor becomes invalid.

Example:

```c
//--- delete figure
delete m_shape;
m_shape=NULL;
//--- create a new figure
NewShape();
```

See also

[Initialization of Variables], [Visibility Scope and Lifetime of Variables], [Creating and Deleting Objects]
Functions

Every task can be divided into subtasks, each of which can either be directly represented in the form of a code, or divided into smaller sub-tasks. This method is called *stepwise refinement*. Functions are used for writing the code of sub-tasks to be solved. The code that describes what a function does is called *function definition*:

```
function_header
{
    instructions
}
```

All that is before the first brace is the header of the function definition, and what is between braces is the body of the function definition. The function header includes a description of the return value type, name (identifier) and formal parameters. The number of parameters passed to the function is limited and cannot exceed 64.

The function can be called from other parts of the program as many times as necessary. In fact, the return type, function identifier and parameter types constitute the *function prototype*.

Function prototype is the function declaration, but not its definition. Due to the explicit declaration of the return type and a list of argument types, the strict type checking and implicit typecasting are possible during function calls. Very often function declarations are used in classes to improve the code readability.

The function definition must exactly match its declaration. Each declared function must be defined.

Example:

```c
double // return value type
linfunc (double a, double b) // function name and parameter list
{
    // composite operator
    return (a + b); // return value
}
```

The *return* operator can return the value of an expression located in this operator. If necessary, the expression value is converted to the function result type. What can be returned: *simple types*, *simple structures*, *object pointers*. With the *return* operator you can't return any arrays, class objects, variables of compound structure type.

A function that returns no value should be described as that of *void* type.

Example:

```c
void errmesg(string s)
{
    Print("error: "+s);
}
```
Parameters passed to the function can have default values, which are defined by constants of that type.

Example:

```c
int somefunc(double a,
              double d=0.0001,
              int n=5,
              bool b=true,
              string s="passed string")
{
    Print("Required parameter a = ",a);
    Print("Pass the following parameters: d = ",d," n = ",n," b = ",b," s = ",s);
    return(0);
}
```

If any of parameters has a default value, all subsequent parameters must also have default values.

Example of incorrect declaration:

```c
int somefunc(double a,
             double d=0.0001,   // default value 0.0001 declared
             int n,            // default value is not specified !
             bool b,          // default value is not specified !
             string s="passed string")
{
}
```

See also

Overload, Virtual Functions, Polymorphism
Function Call

If a name that has not been described before, appears in the expression and is followed by the left parenthesis, it is contextually considered as the name of a function.

function_name (x1, x2,..., xn)

Arguments (formal parameters) are passed by value, i.e. each expression x1,..., xn is calculated, and the value is passed to the function. The order of expressions calculation and the order of values loading are not guaranteed. During the execution, the system checks the number and type of arguments passed to the function. Such way of addressing to the function is called a value call.

Function call is an expression, the value of which is the value returned by the function. The function type described above must correspond with the type of the return value. The function can be declared or described in any part of the program on the global scope, i.e., outside other functions. The function cannot be declared or described inside of another function.

Examples:

```c
int start()
{
    double some_array[4]={0.3, 1.4, 2.5, 3.6};
    double a=linfunc(some_array, 10.5, 8);  //...
}
double linfunc(double x[], double a, double b)
{
    return (a*x[0] + b);
}
```

At calling of a function with default parameters, the list of parameters to be passed can be limited, but not before the first default parameter.

Examples:

```c
void somefunc(double init,  
               double sec=0.0001, //set default values  
               int level=10);  
//...

somefunc();  // Wrong call. The first parameter must be presented  
somefunc(3.14);  // Correct call  
somefunc(3.14,0.0002);  // Correct call  
somefunc(3.14,0.0002,10);  // Correct call  
```

When calling a function, one may not skip parameters, even those having default values:

```c
somefunc(3.14, , 10);  // Wrong call -> the second parameter was skipped.
```

See also

Overload, Virtual Functions, Polymorphism
Passing Parameters

There are two methods, by which the machine language can pass arguments to a subprogram (function). The first method is to send a parameter by value. This method copies the argument value into a formal function parameter. Therefore, any changes in this parameter within the function have no influence on the corresponding call argument.

```c
//+------------------------------------------------------------------+
//| Passing parameters by value                                       |
//+------------------------------------------------------------------+

double FirstMethod(int i, int j)
{
    double res;
    //---
    i*=2;
    j/=2;
    res=i+j;
    //---
    return(res);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //---
    int a=14, b=8;
    Print("a and b before call:" , a, " ", b);
    double d=FirstMethod(a, b);
    Print("a and b after call:" , a, " ", b);
}

//--- Result of script execution
// a and b before call: 14 8
// a and b after call: 14 8
```

The second method is to pass by reference. In this case, reference to a parameter (not its value) is passed to a function parameter. Inside the function, it is used to refer to the actual parameter specified in the call. This means that the parameter changes will affect the argument used to call the function.

```c
//+------------------------------------------------------------------+
//| Passing parameters by reference                                  |
//+------------------------------------------------------------------+

double SecondMethod(int &i, int &j)
{
    double res;
    //---
    i*=2;
    j/=2;
    res=i+j;
}
```

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MQL5 uses both methods, with one exception: arrays, structure type variables and class objects are always passed by reference. In order to avoid changes in actual parameters (arguments passed at function call) use the access specifier const. When trying to change the contents of a variable declared with the const specifier, the compiler will generate an error.

**Note**

It should be noted that parameters are passed to a function in reversed order, i.e., first the last parameter is calculated and passed, and then the last but one, etc. The last calculated and passed parameter is the one that stands first after opening parenthesis.

**Example:**

```c
void OnStart()
{
  //---
  int a[3] = {0,1,2};
  int i = 0;

  func(a[i], a[i++], "First call (i = " + string(i) + ")");
  func(a[i++], a[i], "Second call (i = " + string(i) + ")");
  // Result:
  // First call (i = 0): par1 = 1 par2 = 0
  // Second call (i = 1): par1 = 1 par2 = 1

  //---
}
```

In first call (see example above) the `i` variable is first used in strings concatenation:

```c
Print(comment," : par1 = ",par1,"    par2 = ",par2);
```

"First call (i = "+string(i)+")"

Here its value doesn't change. Then the `i` variable is used in calculation of the `a[i++]` array element, i.e. when array element with index `i` is accessed, the `i` variable is **incremented**. And only after that the first parameter with changed value of `i` variable is calculated.

In the second call the same value of `i` (calculated on the first phase of function calling) is used when calculating all three parameters. Only after the first parameters is calculated the `i` variable is changed again.

See also

- Visibility Scope andLifetime of Variables, Overload, Virtual Functions, Polymorphism
Function Overloading

Usually the function name tends to reflect its main purpose. As a rule, readable programs contain various well selected identifiers. Sometimes different functions are used for the same purposes. Let's consider, for example, a function that calculates the average value of an array of double precision numbers and the same function, but operating with an array of integers. Both are convenient to be called AverageFromArray:

```cpp
//+------------------------------------------------------------------+
//| The calculation of average for an array of double type           |
//+------------------------------------------------------------------+
double AverageFromArray(const double & array[], int size)
{
    if(size<=0) return 0.0;
    double sum=0.0;
    double aver;
    //---
    for(int i=0;i<size;i++)
    {
        sum+=array[i]; // Summation for the double
    }
    aver=sum/size;   // Just divide the sum by the number
    //---
    Print("Calculation of the average for an array of double type");
    return aver;
}
//+------------------------------------------------------------------+
//| The calculation of average for an array of int type              |
//+------------------------------------------------------------------+
double AverageFromArray(const int & array[], int size)
{
    if(size<=0) return 0.0;
    double aver=0.0;
    int sum=0;
    //---
    for(int i=0;i<size;i++)
    {
        sum+=array[i]; // Summation for the int
    }
    aver=(double)sum/size; // Give the amount of type double, and divide
    //---
    Print("Calculation of the average for an array of int type");
    return aver;
}
```

Each function contains the message output via the Print() function:

```cpp
Print("Calculation of the average for an array of int type");
```
The compiler selects a necessary function in accordance with the types of arguments and their quantity. The rule, according to which the choice is made, is called the signature matching algorithm. A signature is a list of types used in the function declaration.

Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+

void OnStart()
{
    int a[5]={1,2,3,4,5};
    double b[5]={1.1,2.2,3.3,4.4,5.5};
    double int_aver=AverageFromArray(a,5);
    double double_aver=AverageFromArray(b,5);
    Print("int_aver = ",int_aver,"   double_aver = ",double_aver);
}

//--- Result of the script
// Calculate the average for an array of int type
// Calculate the average for an array of double type
// int_aver= 3.00000000   double_aver= 3.30000000
```

Function overloading is a process of creating several functions with the same name, but different parameters. This means that in overloaded variants of a function, the number of arguments and/or their type must be different. A specific function variant is selected based on the correspondence of the list of arguments when calling the function, to the list of parameters in the function declaration.

When an overloaded function is called, the compiler must have an algorithm to select the appropriate function. The algorithm that performs this choice depends on castings of what types are present. The best correspondence must be unique. An overloaded function must be the best match among all the other variants for at least one argument. At the same time it must match for all other arguments not worse than other variants.

Below is a matching algorithm for each argument.

**Algorithm of Choosing an Overloaded Function**

1. Use strict matching (if possible).
2. Try standard type increase.
3. Try standard typecasting.

The standard type increase is better than other standard conversions. Increase is the conversion of float to double, of bool, char, short or enum to int. Typecasting of arrays of similar integer types also belongs to typecasting. Similar types are: bool, char, uchar, since all the three types are single-byte integers; double-byte integers short and ushort; 4-byte integers int, uint, and color; long, ulong, and datetime.

Of course, the strict matching is the best. To achieve such a consistency typecasting can be used. The compiler cannot cope with ambiguous situations. Therefore you should not rely on subtle differences of types and implicit conversions that make the overloaded function unclear.
If you doubt, use explicit conversion to ensure strict compliance.

Examples of overloaded functions in MQL5 can be seen in the example of `ArrayInitialize()` functions.

Function overloading rules apply to overload of class methods.

Overloading of system functions is allowed, but it should be observed that the compiler is able to accurately select the necessary function. For example, we can overload the system function `MathMax()` in 4 different ways, but only two variants are correct.

Example:

```c
// 1. overload is allowed - function differs from built-in MathMax() function in the number of parameters
double MathMax(double a, double b, double c);

// 2. overload is not allowed!
// number of parameters is different, but the last has a default value
// this leads to the concealment of the system function when calling, which is unacceptable
double MathMax(double a, double b, double c=DBL_MIN);

// 3. overload is allowed - normal overload by type of parameters a and b
double MathMax(int a, int b);

// 4. overload is not allowed!
// the number and types of parameters are the same as in original double MathMax(double a, double b);
int MathMax(double a, double b);
```

See also

- Overload, Virtual Functions, Polymorphism
Operation Overloading

For ease of code reading and writing, overloading of some operations is allowed. Overloading operator is written using the keyword `operator`. The following operators can be overloaded:

- binary `+,-,/,\*,\%,\ll,\gg,==,!=,<,>,<=,>=,+=,-=,*=,%=,\ll=,\gg=,&&,||,&,|^=`
- unary `+,-,++,--,!,~`
- assignment operator `=`
- indexing operator `[]`

Operation overloading allows the use of the operating notation (written in the form of simple expressions) for complex objects - structures and classes. Writing expressions using overloaded operations simplifies the view of the source code, because a more complex implementation is hidden.

For example, consider complex numbers, which consist of real and imaginary parts. They are widely used in mathematics. The MQL5 language has no data type to represent complex numbers, but it is possible to create a new data type in the form of a `structure` or `class`. Declare the complex structure and define four methods that implement four arithmetic operations:

```cpp
//+------------------------------------------------------------------+
//| A structure for operations with complex numbers                  |
//+------------------------------------------------------------------+
struct complex {
    double re; // Real part
    double im; // Imaginary part
    //--- Constructors
    complex():re(0.0),im(0.0) {  }
    complex(const double r):re(r),im(0.0) {  }
    complex(const double r, const double i):re(r),im(i) {  }
    complex(const complex &o):re(o.re),im(o.im) {  }
    //--- Arithmetic operations
    complex Add(const complex &l, const complex &r) const; // Addition
    complex Sub(const complex &l, const complex &r) const; // Subtraction
    complex Mul(const complex &l, const complex &r) const; // Multiplication
    complex Div(const complex &l, const complex &r) const; // Division
};
```

Now, in our code we can declare variables representing complex numbers, and work with them.

For example:

```cpp
void OnStart()
{
    //--- Declare and initialize variables of a complex type
    complex a(2,4), b(-4,2);
    PrintFormat("a=%.2f+i*%.2f, b=%.2f+i*%.2f", a.re, a.im, b.re, b.im);
    //--- Sum up two numbers
    complex z;
} 
```
z = a.Add(a, b);
PrintFormat("a+b=%.2f+i*%.2f", z.re, z.im);

//--- Multiply two numbers
z = a.Mul(a, b);
PrintFormat("a*b=%.2f+i*%.2f", z.re, z.im);

//--- Divide two numbers
z = a.Div(a, b);
PrintFormat("a/b=%.2f+i*%.2f", z.re, z.im);

//--- Operators
complex operator+(const complex &r) const { return Add(this, r); }
complex operator-(const complex &r) const { return Sub(this, r); }
complex operator*(const complex &r) const { return Mul(this, r); }
complex operator/((const complex &r) const { return Div(this, r); }

But it would be more convenient to use usual operators "+", "-", "*" and "/" for ordinary arithmetic operations with complex numbers.

Keyword operator is used for defining a member function that performs type conversion. Unary and binary operations for class object variables can be overloaded as non-static member functions. They implicitly act on the class object.

Most binary operations can be overloaded like regular functions that take one or both arguments as a class variable or a pointer to an object of this class. For our type complex, overloading in the declaration will look like this:

//--- Operators
complex operator+(const complex &r) const { return Add(this, r); }
complex operator-(const complex &r) const { return Sub(this, r); }
complex operator*(const complex &r) const { return Mul(this, r); }
complex operator/((const complex &r) const { return Div(this, r); }

The full example of the script:

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+

void OnStart()
{
//--- Declare and initialize variables of type complex
complex a(2, 4), b(-4, -2);
PrintFormat("a=%.2f+i*%.2f, b=%.2f+i*%.2f", a.re, a.im, b.re, b.im);
//a.re=5;
//a.im=1;
//b.re=-1;
//b.im=-5;

//--- Sum up two numbers
complex z = a + b;
PrintFormat("a+b=%.2f+i*%.2f", z.re, z.im);

//--- Multiply two numbers
z = a * b;
PrintFormat("a*b=%.2f+i*%.2f", z.re, z.im);

//--- Divide two numbers
z = a / b;
PrintFormat("a/b=%.2f+i*%.2f", z.re, z.im);
Language Basics

PrintFormat("a/b=\%.2f+i*\%.2f",z.re,z.im);

//---
}

//+------------------------------------------------------------------+
// | A structure for operations with complex numbers
//+------------------------------------------------------------------+

struct complex
{
    double re; // Real part
    double im; // Imaginary part

    //--- Constructors
    complex():re(0.0),im(0.0) {}
    complex(const double r):re(r),im(0.0) {}
    complex(const double r,const double i):re(r),im(i) {}
    complex(const complex &o):re(o.re),im(o.im) {}

    //--- Arithmetic operations
    complex Add(const complex &l,const complex &r) const; // Addition
    complex Sub(const complex &l,const complex &r) const; // Subtraction
    complex Mul(const complex &l,const complex &r) const; // Multiplication
    complex Div(const complex &l,const complex &r) const; // Division

    //--- Binary operators
    complex operator+(const complex &r) const { return Add(this,r); }
    complex operator-(const complex &r) const { return Sub(this,r); }
    complex operator*(const complex &r) const { return Mul(this,r); }
    complex operator/(const complex &r) const { return Div(this,r); }
};

//+------------------------------------------------------------------+
// | Addition
//+------------------------------------------------------------------+

complex complex::Add(const complex &l,const complex &r) const
{
    complex res;
    //---
    res.re=l.re+r.re;
    res.im=l.im+r.im;
    //--- Result
    return res;
}

//+------------------------------------------------------------------+
// | Subtraction
//+------------------------------------------------------------------+

complex complex::Sub(const complex &l,const complex &r) const
{
    complex res;
    //---
    res.re=l.re-r.re;
    res.im=l.im-r.im;
    //--- Result
    return res;
//+------------------------------------------------------------------+
//| Multiplication                                                    |
//+------------------------------------------------------------------+
complex complex::Mul(const complex &l, const complex &r) const
{
    complex res;
    //---
    res.re=l.re*r.re-l.im*r.im;
    res.im=l.re*r.im+l.im*r.re;
    //--- Result
    return res;
}
//+------------------------------------------------------------------+
//| Division                                                          |
//+------------------------------------------------------------------+
complex complex::Div(const complex &l, const complex &r) const
{
    //--- Empty complex number
    complex res(EMPTY_VALUE,EMPTY_VALUE);
    //--- Check for zero
    if(r.re==0 && r.im==0)
    {
        Print(__FUNCTION__+": number is zero");
        return(res);
    }
    //--- Auxiliary variables
    double e;
    double f;
    //--- Selecting calculation variant
    if(MathAbs(r.im)<MathAbs(r.re))
    {
        e = r.im/r.re;
        f = r.re+r.im*e;
        res.re=(l.re+l.im*e)/f;
        res.im=(l.im-l.re*e)/f;
    }
    else
    {
        e = r.re/r.im;
        f = r.im+r.re*e;
        res.re=(l.im+l.re*e)/f;
        res.im=(-l.re+l.im*e)/f;
    }
    //--- Result
    return res;
}
Most unary operations for classes can be overloaded as ordinary functions that accept a single class object argument or a pointer to it. Add overloading of unary operations "-" and "!".

```cpp
// A structure for operations with complex numbers
struct complex
{
    double re;  // Real part
    double im;  // Imaginary part

    //--- Unary operators
    complex operator-() const;  // Unary minus
    bool operator!() const;     // Negation
};
```

Now we can check the value of a complex number for zero and get a negative value:

```cpp
// Script program start function
void OnStart()
{
    //--- Declare and initialize variables of type complex
    complex a(2,4), b(-4,-2);
    PrintFormat("a=%.2f+i*%.2f,  b=%.2f+i*%.2f", a.re, a.im, b.re, b.im);
    //--- Divide the two numbers
```
```c
complex z=a/b;

PrintFormat("a/b=%.2f+i*%.2f",z.re,z.im);

//--- A complex number is equal to zero by default (in the default constructor re==0 and im==0)
complex zero;

Print("!zero="!,zero);

//--- Assign a negative value
zero=-z;

PrintFormat("z=%.2f+i*%.2f, zero=%.2f+i*%.2f",z.re,z.im,zero.re,zero.im);

PrintFormat("-zero=%.2f+i*%.2f",-zero.re,-zero.im);

//--- Check for zero once again
Print("!zero="!,zero);
```

Note that we did not have to overload the assignment operator "=" as structures of simple types can be directly copied one into each other. Thus, we can now write a code for calculations involving complex numbers in the usual manner.

Overloading of the indexing operator allows to obtain the values of the arrays enclosed in an object, in a simple and familiar way, and it also contributes to a better readability of the source code. For example, we need to provide access to a symbol in the string at the specified position. A string in MQL5 is a separate type `string`, which is not an array of symbols, but with the help of an overloaded indexing operation we can provide a simple and transparent work in the generated CString class:

```c
//+------------------------------------------------------------------+
//| Class to access symbols in string as in array of symbols          |
//+------------------------------------------------------------------+
class CString
{
    string m_string;

public:

    CString(string str=NULL):m_string(str) { }

    ushort operator[](int x) { return StringGetCharacter(m_string,x); };
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- An array for receiving symbols from a string
    int x[]={ 19,4,18,19,27,14,15,4,17,0,19,14,17,27,26,28,27,5,14,
              17,27,2,11,0,18,18,27,29,30,19,17,8,13,6 };

    CString str("abcdefghi jklmnopqrstuvwxyz[ ]CS");

    string res;

    //--- Make up a phrase using symbols from the str variable
    for(int i=0, n=ArraySize(x);i<n;i++)
    {
        res+=ShortToString(str[x[i]]);
    }
```

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Another example of overloading of the indexing operation is operations with matrices. The matrix represents a two-dimensional dynamic array, the array size is not defined in advance. Therefore, you cannot declare an array of form array[][[]] without specifying the size of the second dimension, and then pass this array as a parameter. A possible solution is a special class CMatrix, which contains an array of CRow class objects.
//--- Get the matrix element by the number of the row and column
    double element=C[i][j]; // [i] - Access to CRow in the array m_rows[],
    // [j] - Overloaded operator of indexing in CRow
    com=com+StringFormat("a(\%d,\%d)=\%G ;",i,j,element);
  }
  com="\n";
//--- Output the values of the row
  Print(com);
}

//+------------------------------------------------------------------+
//| Class "Row"                                                      |
//+------------------------------------------------------------------+
class CRow
{
    private:
        double m_array[];
    public:
        //--- Constructors and a destructor
        CRow(void) { ArrayResize(m_array,0); }  
        CRow(const CRow &r) { this=r; }
        CRow(const double &array[]);         //--- Number of elements in the row
            int Size(void) const  { return(ArraySize(m_array));}
        //--- Returns a string with values
            string String(void) const;
        //--- Indexing operator
            double operator[](int i) const  { return(m_array[i]);  }
        //--- Assignment operators
            void operator=(const double &array[]); // An array
            void operator=(const CRow & r);        // Another CRow object
            double operator*(const CRow &o);       // CRow object for multiplication
};
//+------------------------------------------------------------------+
//| Constructor for initializing a row with an array                 |
//+------------------------------------------------------------------+
void CRow::CRow(const double &array[])
{
    int size=ArraySize(array);
    //--- If the array is not empty
    if(size>0)
    {
        ArrayResize(m_array,size);
        //--- Fill with values
        for(int i=0;i<size;i++)
            m_array[i]=array[i];
    }
    //---
void CRow::operator=(const double &array[])
{
    int size=ArraySize(array);
    if(size==0) return;
    //--- Fill the array with values
    ArrayResize(m_array,size);
    for(int i=0;i<size;i++) m_array[i]=array[i];
    //---
}

void CRow::operator=(const CRow &r)
{
    int size=r.Size();
    if(size==0) return;
    //--- Fill the array with values
    ArrayResize(m_array,size);
    for(int i=0;i<size;i++) m_array[i]=r[i];
    //---
}

double CRow::operator*(const CRow &o)
{
    double res=0;
    //--- Verifications
    int size=Size();
    if(size!=o.Size() || size==0)
    {
        Print("__FUNCSIG__",": Failed to multiply two matrices, their sizes are different’
        return(res);
    }
    //--- Multiply arrays elementwise and add the products
    for(int i=0;i<size;i++)
        res+=m_array[i]*o[i];
    //--- Result
    return(res);
}

string CRow::String(void) const
{
```cpp
string out="";
//--- If the size of the array is greater than zero
int size=ArraySize(m_array);
//--- We work only with a non-zero number of array elements
if(size>0)
{
    out="{";
    for(int i=0;i<size;i++)
    {
        //--- Collect the values to a string
        out+=StringFormat(" %G;",m_array[i]);
    }
    out+=" }");
}
//--- Result
return(out);
}
```
CMatrix::CMatrix(void)
{
    //--- The zero number of rows in the matrix
    ArrayResize(m_rows,0);
    //---
}

CMatrix CMatrix::GetColumnAsRow(const int col_index) const
{
    //--- A variable to get the values from the column
    CRow row();
    //--- The number of rows in the matrix
    int rows=Rows();
    //--- If the number of rows is greater than zero, execute the operation
    if(rows>0)
    {
        //--- An array to receive the values of the column with index col_index
        double array[];
        ArrayResize(array,rows);
        //--- Filling the array
        for(int i=0;i<rows;i++)
        {
            //--- Check the number of the column for row i - it may exceed the boundaries
            if(col_index>this[i].Size())
            {
                Print(__FUNCSIG__,: Error! Column number","col_index"," > row size ",i);
                break; // row will be uninitialized object
            }
            array[i]=this[i][col_index];
        }
        //--- Create a CRow row based on the array values
        row=array;
    }
    //--- Result
    return(row);
}

CMatrix CMatrix::operator+(const CMatrix &m)
{
    //--- The number of rows and columns in the passed matrix
    int cols=m.Cols();
    int rows=m.Rows();
    //--- The matrix to receive the addition results
    CMatrix res(rows);
    //--- The sizes of the matrix must match
```cpp
if(cols!=Cols() || rows!=Rows())
{
    //--- Addition impossible
    Print(__FUNCSIG__," : Failed to add two matrices, their sizes are different");
    return(res);
}
//--- Auxiliary array
double arr[];
ArrayResize(arr,cols);
//--- Go through rows to add
for(int i=0;i<rows;i++)
{
    //--- Write the results of addition of matrix strings in the array
    for(int k=0;k<cols;k++)
    {
        arr[k]=this[i][k]+m[i][k];
    }
    //--- Place the array to the matrix row
    res[i]=arr;
}
//--- return the result of addition of matrices
return(res);
```
```cpp
//+------------------------------------------------------------------+
//| Multiplication of two matrices                                   |
//+------------------------------------------------------------------+
CMatrix CMatrix::operator*(const CMatrix &m)
{
    //--- Number of columns of the first matrix, number of rows passed in the matrix
    int cols1=Cols();
    int rows2=m.Rows();
    int rows1=Rows();
    int cols2=m.Cols();
    //--- Matrix to receive the addition result
    CMatrix res(rows1);
    //--- Matrices should be coordinated
    if(cols1!=rows2)
    {
        //--- Multiplication impossible
        Print(__FUNCSIG__," : Failed to multiply two matrices, format is not compatible "
             " - number of columns in the first factor should be equal to the number of
             return(res);
    }
    //--- Auxiliary array
double arr[];
    ArrayResize(arr,cols1);
    //--- Fill the rows in the multiplication matrix
    for(int i=0;i<rows1;i++)// Go through rows
    {
```
//--- Reset the receiving array
ArrayInitialize(arr, 0);

//--- Go through elements in the row
for (int k = 0; k < cols1; k++)
{
    //--- Take values of column k of the matrix m in the for of CRow
    CRow column = m.GetColumnAsRow(k);
    //--- Multiply two rows and write the result of scalar multiplication of vectors
    arr[k] = this[i] * column;
}

//--- place array arr[] in the i-th row of the matrix
res[i] = arr;

//--- Return the product of two matrices
return (res);

//--- Assignment operation
CMatrix *CMatrix::operator=(const CMatrix &m)
{
    //--- Find and set the number of rows
    int rows = m.Rows();
    ArrayResize(m_rows, rows);
    //--- Fill our rows with the values of rows of the passed matrix
    for (int i = 0; i < rows; i++)
    {
        this[i] = m[i];
    }
    //---
    return (GetPointer(this));
}

//--- String representation of the matrix
string CMatrix::String(void) const
{
    string out = "";
    int rows = Rows();
    //--- Form string by string
    for (int i = 0; i < rows; i++)
    {
        out = out + this[i].String() + "\n";
    }
    //--- Result
    return (out);
}

See also

Overloading, Arithmetic Operations, Function Overloading, Precedence Rules
Description of External Functions

External functions defined in another module must be explicitly described. The description includes returned type, function name and series of input parameters with their types. The absence of such a description can lead to errors when compiling, building, or executing a program. When describing an external object, use the keyword `#import` indicating the module.

Examples:

```plaintext
#import "user32.dll"
int MessageBoxW(int hWnd, string szText, string szCaption, int nType);
int SendMessageW(int hWnd, int Msg, int wParam, int lParam);

#import "lib.ex5"
double round(double value);

With the help of import, it is easy to describe functions that are called from external DLL or compiled EX5 libraries. EX5 libraries are compiled ex5 files, which have the `library` property. Only function described with the `export` modifier can be imported from EX5 libraries.

Please keep in mind that DLL and EX5 libraries should have different names (regardless of the directories they are located in) if they are imported together. All imported functions have the scope resolution corresponding to the library's "file name".

Example:

```plaintext
#import "kernel32.dll"
int GetLastError();

#import "lib.ex5"
int GetLastError();

class CFoo
{
public:
    int GetLastError() { return(12345); }
    void func()
    {
        Print(GetLastError()); // call of the class method
        Print (::GetLastError()); // call of the MQL5 function
        Print(kernel32 ::GetLastError()); // call of the DLL library function from kernel.
        Print(lib ::GetLastError()); // call of the EX5 library function from lib.ex5
    }
};

void OnStart()
{
    CFoo foo;
    foo.func();
}
```
See also

Overload, Virtual Functions, Polymorphism
Exporting Functions

A function declared in a mql5 program with the `export` postmodifier can be used in another mql5 program. Such a function is called exportable, and it can be called from other programs after compilation.

```mql5
int Function() export
{
}
```

This modifier orders the compiler to add the function into the table of EX5 functions exported by this ex5 file. Only function with such a modifier are accessible ("visible") from other mql5 programs.

The `library` property tells the compiler that the EX5-file will be a library, and the compiler will show it in the header of EX5.

All functions that are planned as exportable ones must be marked with the `export` modifier.

See also

- Overload, Virtual Functions, Polymorphism
Event Handling Functions

The MQL5 language provides processing of some predefined events. Functions for handling these events must be defined in a MQL5 program; function name, return type, composition of parameters (if there are any) and their types must strictly conform to the description of the event handler function.

The event handler of the client terminal identifies functions, handling this or that event, by the type of return value and type of parameters. If other parameters, not corresponding to below descriptions, are specified for a corresponding function, or another return type is indicated for it, such a function will not be used as an event handler.

OnStart

The OnStart() function is the Start event handler, which is automatically generated only for running scripts. It must be of void type, with no parameters:

```c
void OnStart();
```

For the OnStart() function, the int return type can be specified.

OnInit

The OnInit() function is the Init event handler. It must be of void or int type, with no parameters:

```c
void OnInit();
```

The Init event is generated immediately after an Expert Advisor or an indicator is downloaded; this event is not generated for scripts. The OnInit() function is used for initialization. If OnInit() has the int type of the return value, the non-zero return code means unsuccessful initialization, and it generates the Deinit event with the code of deinitialization reason REASON_INITFAILED.

To optimize input parameters of an Expert Advisor, it is recommended to use values of the ENUM_INIT_RETCODE enumeration as the return code. These values are used for organizing the course of optimization, including the selection of the most appropriate testing agents. During initialization of an Expert Advisor before the start of testing you can request information about the configuration and resources of an agent (the number of cores, amount of free memory, etc.) using the TerminalInfoInteger() function. Based on the information obtained, you can either allow to use this testing agent, or reject using it during the optimization of this Expert Advisor.

**ENUM_INIT_RETCODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INIT_SUCCEEDED</td>
<td>Successful initialization, testing of the Expert Advisor can be continued. This code means the same as a null value – the Expert Advisor has been successfully initialized in the tester.</td>
</tr>
<tr>
<td>INIT_FAILED</td>
<td>Initialization failed; there is no point in continuing testing because of fatal errors. For example, failed to create an indicator that is required for the work of the Expert Advisor.</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
</tr>
<tr>
<td>INIT_PARAMETERS_INCORRECT</td>
<td>This value means the incorrect set of input parameters. The result string containing this return code is highlighted in red in the general optimization table. Testing for the given set of parameters of the Expert Advisor will not be executed, the agent is free to receive a new task. Upon receiving this value, the strategy tester will reliably not pass this task to other agents for retry.</td>
</tr>
<tr>
<td>INIT_AGENT_NOT_SUITABLE</td>
<td>No errors during initialization, but for some reason the agent is not suitable for testing. For example, not enough memory, no OpenCL support, etc. After the return of this code, the agent will not receive tasks until the end of this optimization.</td>
</tr>
</tbody>
</table>

The OnInit() function of the void type always denotes successful initialization.

**OnDeinit**

The OnDeinit() function is called during deinitialization and is the Deinit event handler. It must be declared as the void type and should have one parameter of the const int type, which contains the code of deinitialization reason. If a different type is declared, the compiler will generate a warning, but the function will not be called. For scripts the Deinit event is not generated and therefore the OnDeinit() function can't be used in scripts.

```c
void OnDeinit(const int reason);
```

The Deinit event is generated for Expert Advisors and indicators in the following cases:

- before reinitialization due to the change of a symbol or chart period, to which the mql5 program is attached;
- before reinitialization due to the change of input parameters;
- before unloading the mql5 program.

**OnTick**

The NewTick event is generated for Expert Advisors only when a new tick for a symbol is received, to the chart of which the Expert Advisor is attached. It's useless to define the OnTick() function in a custom indicator or script, because the NewTick event is not generated for them.

The Tick event is generated only for Expert Advisors, but this does not mean that Expert Advisors required the OnTick() function, since not only NewTick events are generated for Expert Advisors, but
also events of Timer, BookEvent and ChartEvent are generated. It must be declared as the `void` type, with no parameters:

```cpp
void OnTick();
```

### OnTimer

The `OnTimer()` function is called when the `Timer` event occurs, which is generated by the system timer only for Expert Advisors and indicators - it can't be used in scripts. The frequency of the event occurrence is set when subscribing to notifications about this event to be received by the `EventSetTimer()` function.

You can unsubscribe from receiving timer events for a particular Expert Advisor using the `EventKillTimer()` function. The function must be defined with the `void` type, with no parameters:

```cpp
void OnTimer();
```

It is recommended to call the `EventSetTimer()` function once in the `OnInit()` function, and the `EventKillTimer()` function should be called once in `OnDeinit()`.

Every Expert Advisor, as well as every indicator works with its own timer and receives events only from it. As soon as the mql5 program stops operating, the timer is destroyed forcibly, if it was created but hasn't been disabled by the `EventKillTimer()` function.

### OnTrade

The function is called when the `Trade` event occurs, which appears when you change the list of placed orders and open positions, the history of orders and history of deals. When a trade activity is performed (pending order opening, position opening/closing, stops setting, pending order triggering, etc.) the history of orders and deals and/or list of positions and current orders is changed accordingly.

```cpp
void OnTrade();
```

Users must independently implement in the code the verification of a trade account state when such an event is received (if this is required by the trade strategy conditions). If the `OrderSend()` function call has been completed successfully and returned a value of true, this means that the trading server has put the order into the queue for execution and assigned a ticket number to it. As soon as the server processes this order, the Trade event will be generated. And if a user remembers the ticket value, he/she will be able to find out what happened to the order using this value during `OnTrade()` event handling.

### OnTradeTransaction

When performing some definite actions on a trade account, its state changes. Such actions include:

- Sending a trade request from any MQL5 application in the client terminal using `OrderSend` and `OrderSendAsync` functions and its further execution;
- Sending a trade request via the terminal graphical interface and its further execution;
- Pending orders and stop orders activation on the server;
- Performing operations on a trade server side.

The following trade transactions are performed as a result of these actions:
handling a trade request;
• changing open orders;
• changing orders history;
• changing deals history;
• changing positions.

For example, when sending a market buy order, it is handled, an appropriate buy order is created for the account, the order is then executed and removed from the list of the open ones, then it is added to the orders history, an appropriate deal is added to the history and a new position is created. All these actions are trade transactions. Arrival of such a transaction at the terminal is a TradeTransaction event. It calls OnTradeTransaction handler

```cpp
void OnTradeTransaction(
    const MqlTradeTransaction& trans,  // trade transaction structure
    const MqlTradeRequest& request,    // request structure
    const MqlTradeResult& result       // result structure
);
```

The handler contains three parameters:

• `trans` - this parameter gets MqlTradeTransaction structure describing a trade transaction applied to a trade account;
• `request` - this parameter gets MqlTradeRequest structure describing a trade request;
• `result` - this parameter gets MqlTradeResult structure describing a trade request execution result.

The last two request and result parameters are filled by values only for TRADE_TRANSACTION_REQUEST type transaction, data on transaction can be received from type parameter of trans variable. Note that in this case, request_id field in result variable contains ID of request trade request, after the execution of which the trade transaction described in trans variable has been performed. Request ID allows to associate the performed action (OrderSend or OrderSendAsync functions call) with the result of this action sent to OnTradeTransaction().

One trade request manually sent from the terminal or via OrderSend()/OrderSendAsync() functions can generate several consecutive transactions on the trade server. Priority of these transactions' arrival at the terminal is not guaranteed. Thus, you should not expect that one group of transactions will arrive after another one when developing your trading algorithm.

• All types of trade transactions are described in ENUM_TRADE_TRANSACTION_TYPE enumeration.
• MqlTradeTransaction structure describing a trade transaction is filled in different ways depending on a transaction type. For example, only type field (trade transaction type) must be analyzed for TRADE_TRANSACTION_REQUEST type transactions. The second and third parameters of OnTradeTransaction function (request and result) must be analyzed for additional data. For more information, see "Structure of a Trade Transaction".
• A trade transaction description does not deliver all available information concerning orders, deals and positions (e.g., comments). OrderGet*, HistoryOrderGet*, HistoryDealGet* and PositionGet* functions should be used to get extended information.

After applying trade transactions for a client account, they are consistently placed to the terminal trade transactions queue, from which they consistently sent to OnTradeTransaction entry point in order of arrival at the terminal.
When handling trade transactions by an Expert Advisor using `OnTradeTransaction` handler, the terminal continues handling newly arrived trade transactions. Therefore, the state of a trade account can change during `OnTradeTransaction` operation already. For example, while an MQL5 program handles an event of adding a new order, it may be executed, deleted from the list of the open ones and moved to the history. Further on, the application will be notified of these events.

Transactions queue length comprises 1024 elements. If `OnTradeTransaction` handles a new transaction for too long, the old ones in the queue may be superseded by the newer ones.

- Generally, there is no accurate ratio of the number of `OnTrade` and `OnTradeTransaction` calls. One `OnTrade` call corresponds to one or several `OnTradeTransaction` calls.
- `OnTrade` is called after appropriate `OnTradeTransaction` calls.

**OnTester**

The `OnTester()` function is the handler of the `Tester` event that is automatically generated after a history testing of an Expert Advisor on the chosen interval is over. The function must be defined with the double type, with no parameters:

```cpp
double OnTester();
```

The function is called right before the call of `OnDeinit()` and has the same type of the return value - double. `OnTester()` can be used only in the testing of Expert Advisors. Its main purpose is to calculate a certain value that is used as the Custom max criterion in the genetic optimization of input parameters.

In the genetic optimization descending sorting is applied to results within one generation. I.e. from the point of view of the optimization criterion, the best results are those with largest values (for the Custom max optimization criterion values returned by the `OnTester` function are taken into account). In such a sorting, the worst values are positioned at the end and further thrown off and do not participate in the forming of the next generation.

**OnTesterInit**

The `OnTesterInit()` function is the handler of the `TesterInit` event, which is automatically generated before the start of Expert Advisor optimization in the strategy tester. The function must be defined with the void type. It has no parameters:

```cpp
void OnTesterInit();
```

With the start of optimization, an Expert Advisor with the `OnTesterDeinit()` or `OnTesterPass()` handler is automatically loaded in a separate terminal chart with the symbol and period specified in the tester, and receives the `TesterInit` event. The function is used for Expert Advisor initialization before the start of optimization for further processing of optimization results.

**OnTesterPass**

The `OnTesterPass()` function is the handler of the `TesterPass` event, which is automatically generated when a frame is received during Expert Advisor optimization in the strategy tester. The function must be defined with the void type. It has no parameters:

```cpp
void OnTesterPass();
```
An Expert Advisor with the OnTesterPass() handler is automatically loaded in a separate terminal chart with the symbol/period specified for testing, and gets TesterPass events when a frame is received during optimization. The function is used for dynamic handling of optimization results "on the spot" without waiting for its completion. Frames are added using the FrameAdd() function, which can be called after the end of a single pass in the OnTester() handler.

**OnTesterDeinit**

OnTesterDeinit() is the handler of the TesterDeinit event, which is automatically generated after the end of Expert Advisor optimization in the strategy tester. The function must be defined with the void type. It has no parameters:

```cpp
void OnTesterDeinit();
```

An Expert Advisor with the TesterDeinit() handler is automatically loaded on a chart at the start of optimization, and receives TesterDeinit after its completion. The function is used for final processing of all optimization results.

**OnBookEvent**

The OnBookEvent() function is the BookEvent handler. BookEvent is generated for Expert Advisors and indicators when Depth of Market changes. It must be of the void type and have one parameter of the string type:

```cpp
void OnBookEvent (const string& symbol);
```

To receive BookEvent events for any symbol, you just need to pre-subscribe to receive these events for this symbol using the MarketBookAdd() function. In order to unsubscribe from receiving the BookEvent events for a particular symbol, call MarketBookRelease().

Unlike other events, the BookEvent event is broadcast. This means that if one Expert Advisor subscribes to receiving BookEvent events using MarketBookAdd, all the other Experts Advisors that have the OnBookEvent() handler will receive this event. It is therefore necessary to analyze the name of the symbol, which is passed to the handler as the const string& symbol parameter.

**OnChartEvent**

OnChartEvent() is the handler of a group of ChartEvent events:

- CHARTEVENT_KEYDOWN — event of a keystroke, when the chart window is focused;
- CHARTEVENT_MOUSE_MOVE — mouse move events and mouse click events (if CHART_EVENT_MOUSE_MOVE=true is set for the chart);
- CHARTEVENT_OBJECT_CREATE — event of graphical object creation (if CHART_EVENT_OBJECT_CREATE=true is set for the chart);
- CHARTEVENT_OBJECT_CHANGE — event of change of an object property via the properties dialog;
- CHARTEVENT_OBJECT_DELETE — event of graphical object deletion (if CHART_EVENT_OBJECT_DELETE=true is set for the chart);
- CHARTEVENT_CLICK — event of a mouse click on the chart;
- CHARTEVENT_OBJECT_CLICK — event of a mouse click in a graphical object belonging to the chart;
- CHARTEVENT_OBJECT_DRAG — event of a graphical object move using the mouse;
- CHARTEVENT_OBJECT_ENDEDIT — event of the finished text editing in the entry box of the LabelEdit graphical object;
- CHARTEVENT_CHART_CHANGE — event of chart changes;
- CHARTEVENT_CUSTOM+n — ID of the user event, where n is in the range from 0 to 65535.
- CHARTEVENT_CUSTOM_LAST — the last acceptable ID of a custom event (CHARTEVENT_CUSTOM+65535).

The function can be called only in Expert Advisors and indicators. The function should be of void type with 4 parameters:

```cpp
void OnChartEvent(const int id, // Event ID
                  const long& lparam, // Parameter of type long event
                  const double& dparam, // Parameter of type double event
                  const string& sparam // Parameter of type string events
);```

For each type of event, the input parameters of the OnChartEvent() function have definite values that are required for the processing of this event. The events and values passed through these parameters are listed in the table below.

<table>
<thead>
<tr>
<th>Event</th>
<th>Value of the id parameter</th>
<th>Value of the lparam parameter</th>
<th>Value of the dparam parameter</th>
<th>Value of the sparam parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event of a keystroke</td>
<td>CHARTEVENT_KEYDOWN</td>
<td>code of a pressed key</td>
<td>Repeat count (the number of times the keystroke is repeated as a result of the user holding down the key)</td>
<td>The string value of a bit mask describing the status of keyboard buttons</td>
</tr>
<tr>
<td>Mouse events (if property CHART_EVENT MOUSE_MOVE=true is set for the chart)</td>
<td>CHARTEVENT_MOUSE_MOVE</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>The string value of a bit mask describing the status of mouse buttons</td>
</tr>
<tr>
<td>Event of graphical object creation (if CHART_EVENT_OBJECT_CREATE=true is set for the chart)</td>
<td>CHARTEVENT_OBJECT_CREATE</td>
<td>—</td>
<td>—</td>
<td>Name of the created graphical object</td>
</tr>
<tr>
<td>Event of change of an object property via the properties dialog</td>
<td>CHARTEVENT_OBJECT_CHANGE</td>
<td>—</td>
<td>—</td>
<td>Name of the modified graphical object</td>
</tr>
</tbody>
</table>
### Event Values

<table>
<thead>
<tr>
<th>Event Description</th>
<th>Value of the id parameter</th>
<th>Value of the lparam parameter</th>
<th>Value of the dparam parameter</th>
<th>Value of the sparam parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event of graphical object deletion (if CHART_EVENT_OBJECT_DELETE=true for the chart)</td>
<td>CHARTEVENT_OBJECT_DELETE</td>
<td>—</td>
<td>—</td>
<td>Name of the deleted graphical object</td>
</tr>
<tr>
<td>Event of a mouse click on the chart</td>
<td>CHARTEVENT_CLICK</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>—</td>
</tr>
<tr>
<td>Event of a mouse click in a graphical object belonging to the chart</td>
<td>CHARTEVENT_OBJECT_CLICK</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>Name of the graphical object, on which the event occurred</td>
</tr>
<tr>
<td>Event of a graphical object dragging using the mouse</td>
<td>CHARTEVENT_OBJECT_DRAG</td>
<td>—</td>
<td>—</td>
<td>Name of the moved graphical object</td>
</tr>
<tr>
<td>Event of the finished text editing in the entry box of the LabelEdit graphical object</td>
<td>CHARTEVENT_OBJECT_ENDEDIT</td>
<td>—</td>
<td>—</td>
<td>Name of the LabelEdit graphical object, in which text editing has completed</td>
</tr>
<tr>
<td>Event of chart Changes</td>
<td>CHARTEVENT_CHART_CHANGE</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>ID of the user event under the N number</td>
<td>CHARTEVENT_CUSTOM+N</td>
<td>Value set by the EventChartCUSTOM() function</td>
<td>Value set by the EventChartCUSTOM() function</td>
<td>Value set by the EventChartCUSTOM() function</td>
</tr>
</tbody>
</table>

### OnCalculate

The OnCalculate() function is called only in custom indicators when it's necessary to calculate the indicator values by the Calculate event. This usually happens when a new tick is received for the symbol, for which the indicator is calculated. This indicator is not required to be attached to any price chart of this symbol.

The OnCalculate() function must have a return type int. There are two possible definitions. Within one indicator you cannot use both versions of the function.

The first form is intended for those indicators that can be calculated on a single data buffer. An example of such an indicator is Custom Moving Average.
int OnCalculate (const int rates_total, // size of the price[] array
                const int prev_calculated, // bars handled on a previous call
                const int begin, // where the significant data start from
                const double& price[]) // array to calculate

As the price[] array, one of timeseries or a calculated buffer of some indicator can be passed. To determine the direction of indexing in the price[] array, call ArrayGetAsSeries(). In order not to depend on the default values, you must unconditionally call the ArraySetAsSeries() function for those arrays, that are expected to work with.

Necessary time series or an indicator to be used as the price[] array can be selected by the user in the "Parameters" tab when starting the indicator. To do this, you should specify the necessary item in the drop-down list of "Apply to" field.

To receive values of a custom indicator from other mql5 programs, the iCustom() function is used, which returns the indicator handle for subsequent operations. You can also specify the appropriate price[] array or the handle of another indicator. This parameter should be transmitted last in the list of input variables of the custom indicator.

Example:

    void OnStart()
    {
        //---
        string terminal_path=TerminalInfoString(STATUS_TERMINAL_PATH);
        int handle_customMA=iCustom(Symbol(),PERIOD_CURRENT, "Custom Moving Average",13,0,
                                       if(handle_customMA>0)
                                           Print("handle_customMA = ",handle_customMA);
                                       else
                                           Print("Cannot open or not EX5 file "+terminal_path+"\MQL5\Indicators\"+"Cust
    }

In this example, the last parameter passed is the PRICE_TYPICAL value (from the ENUM_APPLIED_PRICE enumeration), which indicates that the custom indicator will be built on typical
prices obtained as \((\text{High} + \text{Low} + \text{Close})/3\). If this parameter is not specified, the indicator is built based on \text{PRICE\_CLOSE} values, i.e. closing prices of each bar.

Another example that shows passing of the indicator handler as the last parameter to specify the price[] array, is given in the description of the \text{cript() function.}

The second form is intended for all other indicators, in which more than one time series is used for calculations.

```cpp
int OnCalculate (const int rates_total, // size of input time series
    const int prev_calculated, // bars handled in previous call
    const datetime& time[], // Time
    const double& open[], // Open
    const double& high[], // High
    const double& low[], // Low
    const double& close[], // Close
    const long& tick_volume[], // Tick Volume
    const long& volume[], // Real Volume
    const int& spread[]) // Spread
);
```

Parameters of open[], high[], low[] and close[] contain arrays with open prices, high and low prices and close prices of the current time frame. The time[] parameter contains an array with open time values, the spread[] parameter has an array containing the history of spreads (if any spread is provided for the traded security). The parameters of volume[] and tick_volume[] contain the history of trade and tick volume, respectively.

To determine the indexing direction of time[], open[], high[], low[], close[], tick_volume[], volume[] and spread[], call \text{rrayGetAsSeries().} In order not to depend on default values, you should unconditionally call the \text{rraySetAsSeries()} function for those arrays, which are expected to work with.

The first rates\_total parameter contains the number of bars, available to the indicator for calculation, and corresponds to the number of bars available in the chart.

We should note the connection between the return value of OnCalculate() and the second input parameter prev\_calculated. During the function call, the prev\_calculated parameter contains a value returned by OnCalculate() during previous call. This allows for economical algorithms for calculating the custom indicator in order to avoid repeated calculations for those bars that haven't changed since the previous run of this function.

For this, it is usually enough to return the value of the rates\_total parameter, which contains the number of bars in the current function call. If since the last call of OnCalculate() price data has changed (a deeper history downloaded or history blanks filled), the value of the input parameter prev\_calculated will be set to zero by the terminal.

\text{ote:} if OnCalculate returns zero, then the indicator values are not shown in the DataWindow of the client terminal.

To understand it better, it would be useful to start the indicator, which code is attached below.

\text{Indicator Example:}
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Line
#property indicator_label1 "Line"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrDarkBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//-- indicator buffers
double LineBuffer[];

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,LineBuffer,INDICATOR_DATA);
    //---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime& time[],
                const double& open[],
                const double& high[],
                const double& low[],
                const double& close[],
                const long& tick_volume[],
                const long& volume[],
                const int& spread[])
{
    //--- Get the number of bars available for the current symbol and chart period
    int bars=Bars(Symbol(),0);
    Print("Bars = ",bars," rates_total = ",rates_total," prev_calculated = ",prev_calculated);  
    Print("time[0] = ",time[0]," time[rates_total-1] = ",time[rates_total-1]);
    //--- return value of prev_calculated for next call
    return(rates_total);
}

See also

Running Programs, Client Terminal Events, Working with Events
Variables

Declaring Variables

Variables must be declared before they are used. Unique names are used to identify variables. To declare a variable, you must specify its type and a unique name. Declaration of variable is not an operator.

Simple types are:

- char, short, int, long, uchar, ushort, uint, ulong - integers;
- color - integer representing the RGB-color;
- datetime - the date and time, an unsigned integer containing the number of seconds since 0 hour January 1, 1970;
- bool - boolean values true and false;
- double - double-precision floating point number;
- float - single-precision floating point number;
- string - character strings.

Examples:

```plaintext
string szInfoBox;
int nOrders;
double dSymbolPrice;
bool bLog;
datetime tBegin_Data = D'2004.01.01 00:00';
color cModify_Color = C'0x44,0xB9,0xE6';
```

Complex or compound types:

Structures are composite data types, constructed using other types.

```plaintext
struct MyTime
{
    int hour;       // 0-23
    int minute;     // 0-59
    int second;     // 0-59
};
```

MyTime strTime; // Variable of the previously declared structure MyTime

You can't declare variables of the structure type until you declare the structure.

Arrays

Array is the indexed sequence of identical-type data:

```plaintext
int a[50];       // One-dimensional array of 50 integers.
double m[7][50]; // Two-dimensional array of seven arrays, each of them consisting of 50 numbers.
MyTime t[100];   // Array containing elements such as MyTime
```
Only an integer can be an array index. No more than four-dimensional arrays are allowed. Numbering of array elements starts with 0. The last element of a one-dimensional array has the number which is 1 less than the array size. This means that call for the last element of an array consisting of 50 integers will appear as a[49]. The same concerns multidimensional arrays: A dimension is indexed from 0 to the dimension size-1. The last element of a two-dimensional array from the example will appear as m[6][49].

Static arrays can't be represented as timeseries, i.e., the `ArraySetAsSeries()` function, which sets access to array elements from the end to beginning, can't be applied to them. If you want to provide access to an array the same as in `timeseries`, use the `dynamic array object`.

If there is an attempt to access out of the array range, the executing subsystem will generate a critical error and the program will be stopped.

**Access Specifiers**

Access specifiers define how the compiler can access variables, members of structures or classes.

The `const` specifier declares a variable as a constant, and does not allow to change this variable during runtime. A single initialization of a variable is allowed when declaring it.

Example:

```c
int OnCalculate (const int rates_total, // size of the price[] array
    const int prev_calculated, // bars handled on a previous call
    const int begin, // where the significant data start from
    const double price[] // array to calculate
);
```

To access members of structures and classes use the following qualifiers:

- **public** - allows unrestricted access to the variable or class method
- **protected** - allows access from methods of this class, as well as from methods of `publicly inherited` classes. Other access is impossible;
- **private** - allows access to variables and class methods only from methods of the same class.
- **virtual** - applies only to class methods (but not to methods of structures) and tells the compiler that this method should be placed in the table of virtual functions of the class.

**Storage Classes**

There are three storage classes: `static`, `input` and `extern`. These modifiers of a storage class explicitly indicate to the compiler that corresponding variables are distributed in a pre-allocated area of memory, which is called the global pool. Besides, these modifiers indicate the special processing of variable data. If a variable declared on a local level is not a `static` one, memory for such a variable is allocated automatically at a program stack. Freeing of memory allocated for a non-static array is also performed automatically when going beyond the visibility area of the block, in which the array is declared.

**See also**

- `Data Types`, `Encapsulation and Extensibility of Types`, `Initialization of Variables`, `Visibility Scope and Lifetime of Variables`, `Creating and Deleting Objects`, `Static Members of a Class`
Local Variables

A variable declared inside a function is local. The scope of a local variable is limited to the function range inside which it is declared. Local variable can be initialized by outcome of any expression. Every call of the function initializes a local variable. Local variables are stored in memory area of the corresponding function.

Example:

```c
int somefunc()
{
    int ret_code=0;
    ...
    return(ret_code);
}
```

Scope of a variable is a program part, in which a variable can be referred to. Variables declared inside a block (at the internal level), have the block as their scope. The block scope start with the variable declaration and ends with the final right brace.

Local variables declared in the beginning of a function also have the scope of block, as well as function parameters that are local variables. Any block can contain variable declarations. If blocks are nested and the identifier in the external block has the same name as the identifier in the internal block, the external block identifier is hidden, until the operation of the internal block is over.

Example:

```c
void OnStart()
{
    //---
    int i=5;   // local variable of the function
    {
        int i=10; // function variable
        Print("Inside block i = ",i); // result is i=10;
    }
    Print("Outside block i = ",i); // result is i=5;
}
```

This means that while the internal block is running, it sees values of its own local identifiers, not the values of identifiers with identical names in the external block.

Example:

```c
void OnStart()
{
    //---
    int i=5;   // local variable of the function
    for(int i=0;i<3;i++)
    {
        Print("Inside for i = ",i);
        Print("Outside the block i = ",i);
    }
    /* Execution result
```
Local variables declared as `static` have the scope of the block, despite the fact that they exist since the program start.

**Stack**

In every MQL5 program, a special memory area called stack is allocated for storing local function variables that are created automatically. One stack is allocated for all functions, its default size for indicators is equal to 1Mb. In Expert Advisors and scripts, stack size can be managed using the `#property stacksize` compiler directive (which sets the stack size in bytes), a memory of 8Mb is allocated by default for the stack.

`Static` local variables are stored in the same place where other static and `global` variables are stored - in a special memory area, which exists separately from the stack. `Dynamically` created variables also use a memory area separate from the stack.

With each function call, a place on the stack is allocated for internal non-static variables. After exiting the function, the memory is available for use again.

If from the first function the second one is called, then the second function occupies the required size from the remaining stack memory for its variables. Thus, when using included functions, stack memory will be sequentially occupied for each function. This may lead to a shortage of memory during one of the function calls, such a situation is called stack overflow.

Therefore, for large local data you should better use dynamic memory - when entering a function, allocate the memory, which is required for local needs, in the system (`new`, `ArrayResize()`, and when exiting the function, release the memory (`delete`, `ArrayFree()`).

See also

- Data Types, Encapsulation and Extensibility of Types, Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Formal Parameters

Parameters passed to the function are local. The scope is the function block. Formal parameters must have names differing from those of external variables and local variables defined within one function. Some values can be assigned to formal parameters in the function block. If a formal parameter is declared with the const modifier, its value can't be changed within the function.

Example:

```c
void func(const int & x[], double y, bool z)
{
    if(y>0.0 && !z)
        Print(x[0]);
    ...
}
```

Formal parameters can be initialized by constants. In this case, the initializing value is considered as the default value. Parameters, next to the initialized one, must also be initialized.

Example:

```c
void func(int x, double y = 0.0, bool z = true)
{
    ...
}
```

When calling such a function, the initialized parameters can be omitted, the defaults being substituted instead of them.

Example:

```c
func(123, 0.5);
```

Parameters of simple types are passed by value, i.e., modifications of the corresponding local variable of this type inside the called function will not be reflected in the calling function. Arrays of any type and data of the structure type are always passed by reference. If it is necessary to prohibit modifying the array or structure contents, the parameters of these types must be declared with the const keyword.

There is an opportunity to pass parameters of simple types by reference. In this case, modification of such parameters inside the calling function will affect the corresponding variables passed by reference. In order to indicate that a parameter is passed by reference, put the & modifier after the data type.

Example:

```c
void func(int & x, double & y, double & z[])
{
    double calculated_tp;
    ...
    for(int i=0; i<OrdersTotal(); i++)
    {
        if(i==ArraySize(z)) break;
        if(OrderSelect(i)==false) break;
    }
```
Parameters passed by reference can't be initialized by default values.

Maximum 64 parameters can be passed into a function.

See also

Input Variables, Data Types, Encapsulation and Extensibility of Types, Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Static Variables

The storage class of `static` defines a static variable. The static modifier is indicated before the data type.

Example:

```c
int somefunc()
{
    static int flag=10;
    ...
    return(flag);
}
```

A static variable can be **initialized** by a constant or constant expression corresponding to its type, unlike a simple local variable, which can be initialized by any expression.

Static variables exist from the moment of program execution and are initialized only once before the specialized functions `OnInit()` is called. If the initial values are not specified, variables of the static storage class are taking zero initial values.

**Local variables** declared with the `static` keyword retain their values throughout the function **lifetime**. With each next function call, such local variables contain the values that they had during the previous call.

Any variables in a block, except **formal parameters** of a function, can be defined as static. If a variable declared on a local level is not a static one, memory for such a variable is allocated automatically at a program stack.

Example:

```c
int Counter()
{
    static int count;
    count++;
    if(count%100==0) Print("Function Counter has been called ",count," times");
    return count;
}

void OnStart()
{
    //---
    int c=345;
    for(int i=0;i<1000;i++)
    {
        int c=Counter();
    }
    Print("c =",c);
}
```

See also
Data Types, Encapsulation and Extensibility of Types, Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects, Static Class Members
Global Variables

Global variables are created by placing their declarations outside function descriptions. Global variables are defined at the same level as functions, i.e., they are not local in any block.

Example:

```c
int GlobalFlag=10;  // Global variable
int OnStart()
{
    ... 
}
```

The scope of global variables is the entire program. Global variables are accessible from all functions defined in the program. They are initialized to zero unless another initial value is explicitly defined. A global variable can be initialized only by a constant or constant expression that corresponds to its type.

Global variables are initialized only once after the program is loaded into the client terminal memory and before the first handling of the `init` event. For global variables representing class objects, during their initialization the corresponding constructors are called. In scripts global variables are initialized before handling the `Start` event.

Note: Variables declared at global level must not be mixed up with the client terminal global variables that can be accessed using the `GlobalVariable...()` functions.

See also

- Data Types, Encapsulation and Extensibility of Types, Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Input Variables

The *input* storage class defines the external variable. The *input* modifier is indicated before the data type. A variable with the *input* modifier can't be changed inside mql5-programs, such variables can be accessed for reading only. Values of input variables can be changed only by a user from the program properties window. External variables are always reinitialized immediately before the `OnInit()` is called.

The maximum length of input variable names is 63 characters. For the input parameter of *string* type, the maximum value length (string length) can be from 191 to 253 characters (see the *Note*). The minimum length is 0 characters (the value is not set).

Example:

```c
//--- input parameters
input int MA_Period=13;
input int MA_Shift=0;
input ENUM_MA_METHOD MA_Method=MODE_SMMA;
```

Input variables determine the input parameters of a program. They are available from the Properties window of a program.

There is another way to set how your input parameter will look like in the Inputs tab. For this, place a string comment after the description of an input parameter in the same line. In this way you can make names of input parameters more understandable for users.

Example:

```c
//--- input parameters
input int InpMAPeriod=13; // Smoothing period
input int InpMAShift=0;  // Line horizontal shift
input ENUM_MA_METHOD InpMAMethod=MODE_SMMA; // Smoothing method
```
Note: Arrays and variables of complex types can't act as input variables.

Note: The length of a string comment for Input variables cannot exceed 63 characters.

Note: For input variables of string type, the limitation of the value length (string length) is set by the following conditions:

- the parameter value is represented by the "parameter_name=parameter_value" string ('=' is considered),
- maximum representation length of 255 characters (total_length_max=255 or 254 characters excluding '='),
- maximum length of the parameter_name_length string parameter = 63 characters.

Thus, the maximum string size for a string parameter is calculated using the equation:

\[
\text{parameter_value_length} = \text{total_length_max} - \text{parameter_name_length} = 254 - \text{parameter_name_length}
\]

This provides the maximum string size from 191 (parameter_name_length=63) to 253 characters (parameter_name_length=1).

Passing Parameters When Calling Custom Indicators from MQL5 Programs

Custom Indicators are called using the `iCustom()` function. After the name of the custom indicator, parameters should go in a strict accordance with the declaration of input variables of this custom indicator. If indicated parameters are less than input variables declared in the called custom indicator, the missing parameters are filled with values specified during the declaration of variables.

If the custom indicator uses the `OnCalculate` function of the first type (i.e., the indicator is calculated using the same array of data), then one of `ENUM_APPLIED_PRICE` values or handle of another indicator should be used as the last parameter when calling such a custom indicator. All parameters corresponding to input variables must be clearly indicated.
Enumerations as input Parameters

Not only built-in enumerations provided in MQL5, but also user defined variables can be used as input variables (input parameters for mql5 programs). For example, we can create the dayOfWeek enumeration, describing days of the week, and use the input variable to specify a particular day of the week, not as a number, but in a more common way.

Example:

```qpf
#property script_show_inputs
//--- day of week
enum dayOfWeek
{
    S=0,  // Sunday
    M=1,  // Monday
    T=2,  // Tuesday
    W=3,  // Wednesday
    Th=4, // Thursday
    Fr=5, // Friday,
    St=6, // Saturday
};
//--- input parameters
input dayOfWeek swapday=W;
```

In order to enable a user to select a necessary value from the properties window during the script startup, we use the preprocessor command `#property script_show_inputs`. We start the script and can choose one of values of the dayOfWeek enumeration from the list. We start the EnumInput script and go to the Inputs tab. By default, the value of swapday (day of triple swap charge) is Wednesday (W = 3), but we can specify any other value, and use this value to change the program operation.

Number of possible values of an enumeration is limited. In order to select an input value the drop-down list is used. Mnemonic names of enumeration members are used for values displayed in the list.
If a comment is associated with a mnemonic name, as shown in this example, the comment content is used instead of the mnemonic name.

Each value of the dayOfWeek enumeration has its value from 0 to 6, but in the list of parameters, comments specified for each value will be shown. This provides additional flexibility for writing programs with clear descriptions of input parameters.

Variables with `sinput` Modifier

Variables with `input` modifier allow not only setting external parameters values when launching programs but are also necessary when optimizing trading strategies in the Strategy Tester. Each input variable excluding the one of a string type can be used in optimization.

Sometimes, it is necessary to exclude some external program parameters from the area of all passes in the tester. `sinput` memory modifier has been introduced for such cases. `sinput` stands for static external variable declaration (sinput = static input). It means that the following declaration in an Expert Advisor code

```
sinput int layers=6; // Number of layers
```

will be equivalent to the full declaration

```
static input int layers=6; // Number of layers
```

The variable declared with `sinput` modifier is an input parameter of MQL5 program. The value of this parameter can be changed when launching the program. However, this variable is not used in the optimization of input parameters. In other words, its values are not enumerated when searching for the best set of parameters fitting a specified condition.

The Expert Advisor shown above has 5 external parameters. “Number of layers” is declared to be `sinput` and equal to 6. This parameter cannot be changed during a trading strategy optimization. We can specify the necessary value for it to be used further on. Start, Step and Stop fields are not available for such a variable.

Therefore, users will not be able to optimize this parameter after we specify `sinput` modifier for the variable. In other words, the terminal users will not be able to set initial and final values for it in the Strategy Tester for automatic enumeration in the specified range during optimization.

However, there is one exception to this rule: `sinput` variables can be varied in optimization tasks using `ParameterSetRange()` function. This function has been introduced specifically for the program control of available values sets for any `input` variable including the ones declared as `static input`
(sinput). The `ParameterGetRange()` function allows to receive input variables values when optimization is launched (in `OnTesterInit()` handler) and to reset a change step value and a range, within which an optimized parameter values will be enumerated.

In this way, combining the sinput modifier and two functions that work with input parameters, allows to create a flexible rules for setting optimization intervals of input parameters that depend on values of another input parameters.

**Arranging input parameters**

For the convenience of working with MQL5 programs, the input parameters can be divided into named blocks using the `group` keyword. This allows for visual separation of some parameters from others based on the logic embedded in them.

```plaintext
input group "Group name"
input int variable1 = ...
input double variable2 = ...
input double variable3 = ...
```

After such a declaration, all input parameters are visually joined into a specified group simplifying parameters configuration for MQL5 users when launching on a chart or in the strategy tester. Specification of each group is valid till a new group declaration appears:

```plaintext
input group "Group name #1"
input int group1_var1 = ...
input double group1_var2 = ...
input double group1_var3 = ...
input group "Group name #2"
input int group2_var1 = ...
input double group2_var2 = ...
input double group2_var3 = ...
```

A sample EA featuring the block of inputs separated by their purpose:

```plaintext
input group "Signal"
input int ExtBBPeriod = 20; // Bollinger Bands period
input double ExtBBDeviation= 2.0; // deviation
input ENUM_TIMEFRAMES ExtSignalTF=PERIOD_M15; // BS timeframe

input group "Trend"
input int ExtMAPeriod = 13; // Moving Average period
input ENUM_TIMEFRAMES ExtTrendTF=PERIOD_M15; // MA timeframe

input group "ExitRules"
input bool ExtUseSL = true; // use StopLoss
input int Ext_SL_Points = 50; // StopLoss in points
input bool ExtUseTP = false; // use TakeProfit
input int Ext_TP_Points = 100; // TakeProfit in points
```
When launching such an EA in the strategy tester, you can double-click a group name to collapse/expand the inputs block, as well as click the group checkbox to select all its parameters for optimization.

See also

iCustom, Enumerations, Properties of Programs
Extern Variables

The `extern` keyword is used for declaring variable identifiers as identifiers of the `static storage class` with global `lifetime`. These variables exist from the start of the program and memory for them is allocated and initialized immediately after the start of the program.

You can create programs that consist of multiple source files; in this case a directive to the preprocessor `#include` is used. Variables declared as an extern with the same type and identifier can exist in different source files of one project.

When compiling the whole project, all the extern variables with the same type and an identifier are associated with one part of memory of the global variable pool. Extern variables are useful for separate compilation of source files. Extern variables can be initialized, but only once - existence of several initialized extern variables of the same type and with the same identifier is prohibited.

See also

Data Types, Encapsulation and Extensibility of Types, Initialization of Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Initialization of Variables

Any variable can be initialized during definition. If a variable is not initialized explicitly, the value stored in this variable can be any. Implicit initialization is not used.

Global and static variables can be initialized only by a constant of the corresponding type or a constant expression. Local variables can be initialized by any expression, not just a constant.

Initialization of global and static variables is performed only once. Initialization of local variables is made every time you call the corresponding functions.

Examples:

```c
int n = 1;
string s = "hello";
double f[] = {0.0, 0.236, 0.382, 0.5, 0.618, 1.0};
int a[4][4] = {{1, 1, 1, 1}, {2, 2, 2, 2}, {3, 3, 3, 3}, {4, 4, 4, 4}};
//--- from tetris
int right[4]= {WIDTH_IN_PIXELS+VERT_BORDER,WIDTH_IN_PIXELS+VERT_BORDER,
               WIDTH_IN_PIXELS+VERT_BORDER,WIDTH_IN_PIXELS+VERT_BORDER};
//--- initialization of all fields of the structure with zero values
MqlTradeRequest request=();
```

List of values of the array elements must be enclosed in curly brackets. Missed initializing sequences are considered equal to 0.

If the size of the initialized array is not specified, it is determined by a compiler, based on the size of the initialization sequence.

Examples:

```c
struct str3
{
    int low_part;
    int high_part;
};
struct str10
{
    str3 s3;
    double d1[10];
    int i3;
};
void OnStart()
{
    str10 s10_1={{1,0},{1.0,2.1,3.2,4.4,5.3,6.1,7.8,8.7,9.2,10.0},100};
    str10 s10_2={{1,0},{}},100};
    str10 s10_3={{1,0},{1.0}};
    //---
    Print("1. s10_1.d1[5] = ",s10_1.d1[5]);
    Print("2. s10_2.d1[5] = ",s10_2.d1[5]);
```
For structure type variable partial initialization is allowed, as well as for static arrays (with an implicitly set size). You can initialize one or more first elements of a structure or array, the other elements will be initialized with zeroes in this case.

See also

Data Types, Encapsulation and Extensibility of Types, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Visibility Scope and Lifetime of Variables

There are two basic types of scope: local scope and global scope.

A variable declared outside all functions is located into the global scope. Access to such variables can be done from anywhere in the program. These variables are located in the global pool of memory, so their lifetime coincides with the lifetime of the program.

A variable declared inside a block (part of code enclosed in curly brackets) belongs to the local scope. Such a variable is not visible (and therefore not available) outside the block, in which it is declared. The most common case of local declaration is a variable declared within a function. A variable declared locally, is located on the stack, and the lifetime of such a variable is equal to the lifetime of the function.

Since the scope of a local variable is the block in which it is declared, it is possible to declare variables with the same name, as those of variables declared in other blocks; as well as of those declared at upper levels, up to the global level.

Example:

```c
void CalculateLWMA(int rates_total, int prev_calculated, int begin, const double &price[])
{
    int i, limit;
    static int weightsum=0;
    double sum=0;
    //---
    if (prev_calculated==0)
    {
        limit=MA_Period+begin;
        //--- set empty value for first limit bars
        for(i=0; i<limit; i++) LineBuffer[i]=0.0;
        //--- calculate first visible value
        double firstValue=0;
        for(int i=begin; i<limit; i++)
        {
            int k=i-begin+1;
            weightsum+=k;
            firstValue+=k*price[i];
        }
        firstValue/=(double)weightsum;
        LineBuffer[limit-1]=firstValue;
    }
    else
    {
        limit=prev_calculated-1;
    }
    for(i=limit; i<rates_total; i++)
    {
        sum=0;
    }
```
Pay attention to the variable `i`, declared in line

```cpp
for(int i=begin; i<limit; i++)
{
    int k=i-begin+1;
    weightsum+=k;
    firstValue+=k*price[i];
}
```

Its scope is only the `for` loop; outside of this loop there is another variable with the same name, declared at the beginning of the function. In addition, the `k` variable is declared in the loop body, its scope is the loop body.

Local variables can be declared with the access specifier `static`. In this case, the compiler has a variable in the global pool of memory. Therefore, the lifetime of a static variable is equal to the lifetime of the program. Here the scope of such a variable is limited to the block in which it is declared.

See also

- Data Types
- Encapsulation and Extensibility of Types
- Initialization of Variables
- Creating and Deleting Objects
Creating and Deleting Objects

After a MQL5 program is loaded for execution, memory is allocated to each variable according to its type. According to the access level, all variables are divided into two types - global variables and local variables. According to the memory class, they can be input parameters of a MQL5 program, static and automatic. If necessary, each variable is initialized by a corresponding value. After being used a variable is uninitialized and memory used by it is returned to the MQL5 executable system.

Initialization and Deinitialization of Global Variables

Global variables are initialized automatically right after a MQL5 program is loaded and before any function is called. During initialization initial values are assigned to variables of simple types and a constructor (if there is any) is called for objects. Input variables are always declared at a global level, and are initialized by values set by a user in the dialog during the program start.

Despite the fact that static variables are usually declared at a local level, the memory for these variables is pre-allocated, and initialization is performed right after a program is loaded, the same as for global variables.

The initialization order corresponds to the variable declaration order in the program. Deinitialization is performed in the reverse order. This rule is true only for the variables that were not created by the new operator. Such variables are created and initialized automatically right after loading, and are deinitialized before the program unloading.

Initialization and Deinitialization of Local Variables

If a variable declared on a local level is not a static one, memory is allocated automatically for such a variable. Local variables, as well as global ones, are initialized automatically at the moment when the program execution meets their declaration. Thus the initialization order corresponds to the order of declaration.

Local variables are deinitialized at the end of the program block, in which they were declared, and in the order opposite to their declaration. A program block is a compound operator that can be a part of selection operator switch, loop operator (for, while, do-while), a function body or a part of the if-else operator.

Local variables are initialized only at the moment when the program execution meets the variable declaration. If during the program execution the block, in which the variable is declared, was not executed, such a variable is not initialized.

Initialization and Deinitialization of Objects Placed

A special case is that with object pointers, because declaration of a pointer does not entail initialization of a corresponding objects. Dynamically placed objects are initialized only at the moment when the class sample is created by the new operator. Initialization of objects presupposes call of a constructor of a corresponding class. If there is no corresponding constructor in the class, its members of a simple type will not be automatically initialized; members of types string, dynamic array and complex object will be automatically initialized.

Pointers can be declared on a local or global level; and they can be initialized by the empty value of NULL or by the value of the pointer of the same or inherited type. If the new operator is called for a
pointer declared on a local level, the \textit{delete} operator for this pointer must be performed before exiting the level. Otherwise the pointer will be lost and the explicit deletion of the object will fail.

All objects created by the expression of \textit{object\_pointer=new Class\_name}, must be then deleted by the \textit{delete} operator when the program is completed, the corresponding entry will appear in the "Experts" journal. One can declare several variables and assign a pointer of one object to all of them.

If a dynamically created object has a constructor, this constructor will be called at the moment of the \textit{new} operator execution. If an object has a destructor, it will be called during the execution of the \textit{delete} operator.

Thus dynamically placed objects are created only at the moment when the corresponding \textit{new} operator is invoked, and are assuredly deleted either by the \textit{delete} operator or automatically by the executing system of MQL5 during the program unloading. The order of declaration of pointers of dynamically created object doesn't influence the order of their initialization. The order of initialization and deinitialization is fully controlled by the programmer.

\textbf{Dynamic memory allocation in MQL5}

When working with dynamic arrays, released memory is immediately returned back to the operating system.

When working with dynamic class objects using the \textit{new} operator, first memory is requested from the class memory pool the memory manager is working with. If there is not enough memory in the pool, memory is requested from the operating system. When deleting the dynamic object using the \textit{delete} operator, released memory is immediately returned back to the class memory pool.

Memory manager releases memory back to the operating system immediately after exiting the following event handling functions: \texttt{OnInit()}, \texttt{OnDeinit()}, \texttt{OnStart()}, \texttt{OnTick()}, \texttt{OnCalculate()}, \texttt{OnTimer()}, \texttt{OnTrade()}, \texttt{OnTester()}, \texttt{OnTesterInit()}, \texttt{OnTesterPass()}, \texttt{OnTesterDeinit()}, \texttt{OnChartEvent()}, \texttt{OnBookEvent()}.

\textbf{Brief Characteristics of Variables}

The main information about the order of creation, deletion, about calls of constructors and destructors is given in the below table.

<table>
<thead>
<tr>
<th></th>
<th>Global automatic variable</th>
<th>Local automatic variable</th>
<th>Dynamically created object</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Initialization</strong></td>
<td>right after a mql5 program is loaded</td>
<td>when the code line where it is declared is reached during execution</td>
<td>at the execution of the new operator</td>
</tr>
<tr>
<td><strong>Initialization order</strong></td>
<td>in the order of declaration</td>
<td>in the order of declaration</td>
<td>irrespective of the order of declaration</td>
</tr>
<tr>
<td><strong>Deinitialization</strong></td>
<td>before a mql5 program is unloaded</td>
<td>when execution exits the declaration block</td>
<td>when the \textit{delete} operator is executed</td>
</tr>
</tbody>
</table>
### Language Basics

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td><strong>Deinitialization order</strong></td>
<td>in the order opposite to the initialization order</td>
<td>in the order opposite to the initialization order</td>
<td>irrespective of the initialization order</td>
</tr>
<tr>
<td><strong>Constructor call</strong></td>
<td>at mql5 program loading</td>
<td>at initialization</td>
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<tr>
<td><strong>Destructor call</strong></td>
<td>at mql5 program unloading</td>
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</tr>
<tr>
<td><strong>Error logs</strong></td>
<td>log message in the &quot;Experts&quot; journal about the attempt to delete an automatically created object</td>
<td>log message in the &quot;Experts&quot; journal about the attempt to delete an automatically created object</td>
<td>log message in the &quot;Experts&quot; journal about undeleted dynamically created objects at the unload of a mql5 program</td>
</tr>
</tbody>
</table>

**See also**

Data Types, Encapsulation and Extensibility of Types, Initialization of Variables, Visibility Scope and Lifetime of Variables
Preprocessor

Preprocessor is a special subsystem of the MQL5 compiler that is intended for preparation of the program source code immediately before the program is compiled.

Preprocessor allows enhancement of the source code readability. The code can be structured by including of specific files containing source codes of mql5-programs. The possibility to assign mnemonic names to specific constants contributes to enhancement of the code readability.

Preprocessor also allows determining specific parameters of mql5-programs:

- Declare constants
- Set program properties
- Include files in program text
- Import functions
- Conditional Compilation

The preprocessor directives are used by the compiler to preprocess the source code before compiling it. The directive always begins with #, therefore the compiler prohibits using the symbol in names of variables, functions etc.

Each directive is described by a separate entry and is valid until the line break. You cannot use several directives in one entry. If the directive entry is too big, it can be broken into several lines using the \ symbol. In this case, the next line is considered a continuation of the directive entry.

```c
//+------------------------------------------------------------------+
//|  foreach pseudo-operator                                         |
//+------------------------------------------------------------------+
#define ForEach(index, array) for (int index = 0, |
        max_##index=ArraySize((array)); |
        index<max_##index; index++) |
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    string array[]={"12","23","34","45"];
    //--- bypass the array using ForEach
    ForEach(i,array)
    {
        printf("%d: array[%d]=%s",i,i,array[i]);
    }
    //+------------------------------------------------------------------+
/* Output result
  0: array[0]=12
  1: array[1]=23
  2: array[2]=34
  3: array[3]=45
 */
```

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For the compiler, all these three `#define` directive lines look like a single long line. The example above also applies `##` character which is a merge operator used in the `#define` macros to merge the two macro tokens into one. The tokens merge operator cannot be the first or last one in a macro definition.
Macro substitution (#define)

The preprocessor directives are used by the compiler to preprocess the source code before compiling it. The directive always begins with #, therefore the compiler prohibits using the symbol in names of variables, functions, etc.

Each directive is described by a separate entry and is valid until the line break. You cannot use several directives in one entry. If the directive entry is too big, it can be broken into several lines using the \ symbol. In this case, the next line is considered a continuation of the directive entry.

The #define directive can be used to assign mnemonic names to constants. There are two forms:

```c
#define identifier expression       // parameter-free form
#define identifier(par1,... par8) expression // parametric form
```

The #define directive substitutes expression for all further found entries of identifier in the source text. The identifier is replaced only if it is a separate token. The identifier is not replaced if it is part of a comment, part of a string, or part of another longer identifier.

The constant identifier is governed by the same rules as variable names. The value can be of any type:

```c
#define ABC               100
#define PI                3.14
#define COMPANY_NAME "MetaQuotes Software Corp."
...
void ShowCopyright()
{
    Print("Copyright 2001-2009, ", COMPANY_NAME);
    Print("https://www.metaquotes.net");
}
```

does not move the input to the next line. Example:

```c
#define TWO        2
#define THREE      3
#define INCOMPLETE TWO+THREE
#define COMPLETE   (TWO+THREE)
void OnStart()
{
    Print("2 + 3*2 = ", INCOMPLETE*2);
    Print("(2 + 3)*2 = ", COMPLETE*2);
}
// Result
// 2 + 3*2 = 8
// (2 + 3)*2 = 10
```

Parametric Form #define
With the parametric form, all the subsequent found entries of identifier will be replaced by expression taking into account the actual parameters. For example:

```c
// example with two parameters a and b
#define A 2+3
#define B 5-1
#define MUL(a, b) ((a)*(b))

double c=MUL(A,B);
Print("c=",c);
/*
expression double c=MUL(A,B);
is equivalent to double c=((2+3)*(5-1));
*/
// Result
// c=20
```

Be sure to enclose parameters in parentheses when using the parameters in expression, as this will help avoid non-obvious errors that are hard to find. If we rewrite the code without using the brackets, the result will be different:

```c
// example with two parameters a and b
#define A 2+3
#define B 5-1
#define MUL(a, b) a*b

double c=MUL(A,B);
Print("c=",c);
/*
expression double c=MUL(A,B);
is equivalent to double c=2+3*5-1;
*/
// Result
// c=16
```

When using the parametric form, maximum 8 parameters are allowed.

```c
// correct parametric form
#define LOG(text) Print(__FILE__,"","\LINE",") :",text) // one parameter - 'text

// incorrect parametric form
#define WRONG_DEF(p1, p2, p3, p4, p5, p6, p7, p8, p9) p1+p2+p3+p4 // more than 8 pa
```

**The #undef directive**

The #undef directive cancels declaration of the macro substitution, defined before.

**Example:**

```c
#define MACRO
```
void func1()
{
    #ifdef MACRO
        Print("MACRO is defined in ", __FUNCTION__);
    #else
        Print("MACRO is not defined in ", __FUNCTION__);
    #endif
}

#undef MACRO

void func2()
{
    #ifdef MACRO
        Print("MACRO is defined in ", __FUNCTION__);
    #else
        Print("MACRO is not defined in ", __FUNCTION__);
    #endif
}

void OnStart()
{
    func1();
    func2();
}

/* Result:
MACRO is defined in func1
MACRO is not defined in func2
*/

See also

Identifiers, Character Constants
Program Properties (#property)

Every mq5-program allows to specify additional specific parameters named #property that help client terminal in proper servicing for programs without the necessity to launch them explicitly. This concerns external settings of indicators, first of all. Properties described in included files are completely ignored. Properties must be specified in the main mq5-file.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>icon</td>
<td>string</td>
<td>Path to the file of an image that will be used as an icon of the EX5 program. Path specification rules are the same as for resources. The property must be specified in the main module with the MQL5 source code. The icon file must be in the ICO format.</td>
</tr>
<tr>
<td>link</td>
<td>string</td>
<td>Link to the company website</td>
</tr>
<tr>
<td>copyright</td>
<td>string</td>
<td>The company name</td>
</tr>
<tr>
<td>version</td>
<td>string</td>
<td>Program version, maximum 31 characters</td>
</tr>
<tr>
<td>description</td>
<td>string</td>
<td>Brief text description of a mq5-program. Several description can be present, each of them describes one line of the text. The total length of all description can not exceed 511 characters including line feed.</td>
</tr>
<tr>
<td>stacksize</td>
<td>int</td>
<td>MQL5 program stack size. The stack of sufficient size is necessary when executing function recursive calls. When launching a script or an Expert Advisor on the chart, the stack of at least 8 MB is allocated. In case of indicators, the stack size is always fixed and equal to 1 MB. When a program is launched in the strategy tester, the stack of 16 MB is always allocated for it.</td>
</tr>
<tr>
<td>library</td>
<td></td>
<td>A library; no start function is assigned, functions with the export</td>
</tr>
<tr>
<td>Constant</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>indicator_applied_price</td>
<td>int</td>
<td>Specifies the default value for the \textit{Apply to} field. You can specify one of the values of \texttt{ENUM_APPLIED_PRICE}. If the property is not specified, the default value is \texttt{PRICE_CLOSE}</td>
</tr>
<tr>
<td>indicator_chart_window</td>
<td></td>
<td>Show the indicator in the chart window</td>
</tr>
<tr>
<td>indicator_separate_window</td>
<td></td>
<td>Show the indicator in a separate window</td>
</tr>
<tr>
<td>indicator_height</td>
<td>int</td>
<td>Fixed height of the indicator subwindow in pixels (property \texttt{INDICATOR_HEIGHT})</td>
</tr>
<tr>
<td>indicator_buffers</td>
<td>int</td>
<td>Number of buffers for indicator calculation</td>
</tr>
<tr>
<td>indicator_plots</td>
<td>int</td>
<td>Number of \texttt{graphic series} in the indicator</td>
</tr>
<tr>
<td>indicator_minimum</td>
<td>double</td>
<td>The bottom scaling limit for a separate indicator window</td>
</tr>
<tr>
<td>indicator_maximum</td>
<td>double</td>
<td>The top scaling limit for a separate indicator window</td>
</tr>
<tr>
<td>indicator_labelN</td>
<td>string</td>
<td>Sets a label for the N-th \texttt{graphic series} displayed in DataWindow. For graphic series requiring multiple indicator buffers (\texttt{DRAW_CANDLES, DRAW_FILLING} and others), the label names are defined using the separator ';'.</td>
</tr>
<tr>
<td>indicator_colorN</td>
<td>color</td>
<td>The color for displaying line N, where N is the number of \texttt{graphic series}; numbering starts from 1</td>
</tr>
<tr>
<td>indicator_widthN</td>
<td>int</td>
<td>Line thickness in \texttt{graphic series}, where N is the number of graphic series; numbering starts from 1</td>
</tr>
<tr>
<td>indicator_styleN</td>
<td>int</td>
<td>Line style in \texttt{graphic series}, specified by the values of \texttt{ENUM_LINE_STYLE}. N is the number of graphic series; numbering starts from 1</td>
</tr>
<tr>
<td>Constant</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>indicator_typeN</td>
<td>int</td>
<td>Type of graphical plotting, specified by the values of <code>ENUM_DRAW_TYPE</code>. N is the number of graphic series; numbering starts from 1</td>
</tr>
<tr>
<td>indicator_levelN</td>
<td>double</td>
<td>Horizontal level of N in a separate indicator window</td>
</tr>
<tr>
<td>indicator_levelcolor</td>
<td>color</td>
<td>Color of horizontal levels of the indicator</td>
</tr>
<tr>
<td>indicator_levelwidth</td>
<td>int</td>
<td>Thickness of horizontal levels of the indicator</td>
</tr>
<tr>
<td>indicator_levelstyle</td>
<td>int</td>
<td>Style of horizontal levels of the indicator</td>
</tr>
<tr>
<td>script_show_confirm</td>
<td></td>
<td>Display a confirmation window before running the script</td>
</tr>
<tr>
<td>script_show_inputs</td>
<td></td>
<td>Display a window with the properties before running the script and disable this confirmation window</td>
</tr>
<tr>
<td>tester_indicator</td>
<td>string</td>
<td>Name of a custom indicator in the format of “indicator_name.ex5”. Indicators that require testing are defined automatically from the call of the <code>iCustom()</code> function, if the corresponding parameter is set through a constant string. For all other cases (use of the <code>IndicatorCreate()</code> function or use of a non-constant string in the parameter that sets the indicator name) this property is required</td>
</tr>
<tr>
<td>tester_file</td>
<td>string</td>
<td>File name for a tester with the indication of extension, in double quotes (as a constant string). The specified file will be passed to tester. Input files to be tested, if there are necessary ones, must always be specified.</td>
</tr>
<tr>
<td>tester_library</td>
<td>string</td>
<td>Library name with the extension, in double quotes. A library can have ‘dll’ or ‘ex5’ as file extension. Libraries that require testing are defined automatically. However, if</td>
</tr>
<tr>
<td>Constant</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>--------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>any of libraries is used by a custom indicator, this property is required</td>
<td></td>
<td></td>
</tr>
<tr>
<td>tester_set</td>
<td>string</td>
<td>Name of the set file with the values and the step of the input parameters. The file is passed to tester before testing and optimization. The file name is specified with an extension and double quotes as a constant string.</td>
</tr>
<tr>
<td>tester_no_cache</td>
<td>string</td>
<td>When performing optimization, the strategy tester saves all results of executed passes to the optimization cache, in which the test result is saved for each set of the input parameters. This allows using the ready-made results during re-optimization on the same parameters without wasting time on re-calculation. But in some tasks (for example, in math calculations), it may be necessary to carry out calculations regardless of the availability of ready-made results in the optimization cache. In this case, the file should include the</td>
</tr>
<tr>
<td>Constant</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>--------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>tester_no_cache</td>
<td></td>
<td><em>tester_no_cache</em> property. The test results are still stored in the cache, so that you can see all the data on performed passes in the strategy tester.</td>
</tr>
</tbody>
</table>
| tester_everytick_calculate   | string | In the Strategy Tester, indicators are only calculated when their data are accessed, i.e. when the values of indicator buffers are requested. This provides a significantly faster testing and optimization speed, if you do not need to obtain indicator values on each tick. By specifying the *tester_everytick_calculate* property, you can enable the forced calculation of the indicator on every tick. Indicators in the Strategy Tester are also forcibly calculated on every tick in the following cases:  
• when testing in the *visual mode*;  
• if the indicator has any of the following functions: *EventChartCustom*, *OnChartEvent*, *OnTimer*;  
• if the indicator was created using the compiler with *build number* below 1916.  
This feature only applies in the Strategy Tester, while in the terminal indicators are always calculated on each received tick. |
| optimization_chart_mode      | string | Specifies the chart type and the names of two *input parameters* which will be used for the visualization of optimization results. For example, "3d, InpX, InpY" means that the results will be shown in a 3D chart with the coordinate axes based on the tested InpX and InpY parameter |
values. Thus, the property enables the specification of parameters that will be used to display the optimization chart and the chart type, directly in the program code. Possible options:

- "3d, input_parameter_name1, input_parameter_name2" means a 3D visualization chart, which can be rotated, zoomed in and out. The chart is built using two parameters.
- "2d, input_parameter_name1, input_parameter_name2" means a 2D grid chart, in which each cell is painted in a certain color depending on the result. The chart is built using two parameters.
- "1d, input_parameter_name1, input_parameter_name2" means a linear chart, in which the results are sorted by the specified parameter. Each pass is displayed as a point. The chart is built based on one parameter.
- "0d, input_parameter_name1, input_parameter_name2" means a regular chart with results sorted by the pass result arrival time. Each pass is displayed as a point in the chart. Parameter indication is not required, but the specified parameters can be used for the manual switch to other chart types.

Optionally, you can indicate only the chart type, without specifying one or two input parameters. In this case, the terminal will select...
Language Basics

<table>
<thead>
<tr>
<th>Constant</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>the required parameters to show the optimization chart.</td>
</tr>
</tbody>
</table>

Sample Task of Description and Version Number

```
#property version       "3.70"       // Current version of the Expert Advisor
#property description   "ZigZag universal with Pesavento Patterns"
#property description   "At the moment in the indicator several ZigZags with different algorithms are included"
#property description   "It is possible to embed a large number of other indicators showing the highs and lows and automatically build from these highs and lows various graphical tools"
```

Examples of Specifying a Separate Label for Each Indicator Buffer ("C open; C high; C low; C close")

```
#property indicator_chart_window
#property indicator_buffers 4
#property indicator_plots   1
#property indicator_type1   DRAW_CANDLES
#property indicator_width1  3
#property indicator_label1  "C open; C high; C low; C close"
```
Including Files (#include)

The `#include` command line can be placed anywhere in the program, but usually all inclusions are placed at the beginning of the source code. Call format:

```cpp
#include <file_name>
#include "file_name"
```

Examples:

```cpp
#include <WinUser32.mqh>
#include "mylib.mqh"
```

The preprocessor replaces the line `#include <file_name>` with the content of the file `WinUser32.mqh`. Angle brackets indicate that the `WinUser32.mqh` file will be taken from the standard directory (usually it is `terminal_installation_directory\MQL5\Include`). The current directory is not included in the search.

If the file name is enclosed in quotation marks, the search is made in the current directory (which contains the main source file). The standard directory is not included in the search.

See also

Standard Library, Importing Functions
Importing Function (#import)

Functions are imported from compiled MQL5 modules (*.ex5 files) and from operating system modules (*.dll files). The module name is specified in the #import directive. For compiler to be able to correctly form the imported function call and organize proper transmission parameters, the full description of functions is needed. Function descriptions immediately follow the #import "module name" directive. New command #import (can be without parameters) completes the block of imported function descriptions.

```plaintext
#import "file_name"
    func1 define;
    func2 define;
    ...
    funcN define;
#import
```

Imported functions can have any names. Functions having the same names but from different modules can be imported at the same time. Imported functions can have names that coincide with the names of built-in functions. Operation of scope resolution defines which of the functions should be called.

The order of searching for a file specified after the #import keyword is described in Call of Imported Functions.

Since the imported functions are outside the compiled module, the compiler can not verify the validity of passed parameters. Therefore, to avoid run-time errors, one must accurately describe the composition and order of parameters passed to imported functions. Parameters passed to imported functions (both from EX5, and from the DLL-module) can have default values.

The following can't be used for parameters in imported functions:

- pointers (*);
- links to objects that contain dynamic arrays and/or pointers.

Classes, string arrays or complex objects that contain strings and/or dynamic arrays of any types cannot be passed as a parameter to functions imported from DLL.

Examples:

```plaintext
#import "stdlib.ex5"
string ErrorDescription(int error_code);
int   RGB(int red_value, int green_value, int blue_value);
bool  CompareDoubles(double number1, double number2);
string DoubleToStrMorePrecision(double number, int precision);
string IntegerToHexString(int integer_number);
#import "ExpertSample.dll"
int   GetIntValue(int);
double GetDoubleValue(double);
string GetStringValue(string);
double GetArrayItemValue(double &arr[], int, int);
bool  SetArrayItemValue(double &arr[], int, int, double);
double GetRatesItemValue(double &rates[][6], int, int, int);
#import
```
To import functions during execution of a mql5 program, early binding is used. This means that the library is loaded during the loading of a program using its ex5 program.

It's not recommended to use a fully qualified name of the loadable module of type \Drive:\Directory\FileName.Ext. MQL5 libraries are loaded from the terminal_dir\MQL5\Libraries folder.

If the imported function has different call versions for 32- and 64-bit Windows versions, both of them should be imported, and the right function version should be called explicitly using the _IsX64 variable.

Example:

```csharp
#pragma import "user32.dll"

//--- For the 32-bit system
int MessageBox(int hWnd, string lpText, string lpCaption, int uType);

//--- For the 64-bit system
int MessageBox(ulong hWnd, string lpText, string lpCaption, int uType);

#pragma import

//+------------------------------------------------------------------+
//| MessageBox_32_64_bit uses the proper version of MessageBoxW()   |
//+------------------------------------------------------------------+
int MessageBox_32_64_bit()
{
    int res=-1;
    //--- If we are using the 64-bit Windows
    if(_IsX64)
    {
        ulong hwnd=0;
        res=MessageBoxW(hwnd,"64-bit MessageBoxW call example","MessageBoxW 64 bit",MB_OK|MB_ICONINFORMATION);
    }
    else // We are using the 32-bit Windows
    {
        uint hwnd=0;
        res=MessageBoxW(hwnd,"32-bit MessageBoxW call example","MessageBoxW 32 bit",MB_OK|MB_ICONINFORMATION);
    }
    return (res);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //---
    int ans=MessageBox_32_64_bit();
    PrintFormat("MessageBox_32_64_bit returned %d",ans);
}
```

Importing functions from .NET libraries
To work with .NET library functions, simply import DLL itself without defining specific functions. MetaEditor automatically imports all functions it is possible to work with:

- Simple structures (POD, plain old data) — structures that contain only simple data types.
- Public static functions having parameters, in which only simple types and POD structures or their arrays are used

To call functions from the library, simply import it:

```csharp
#import "TestLib.dll"

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    int x=41;
    TestClass::Inc(x);
    Print(x);
}
```

The C# code of the Inc function of the TestClass looks as follows:

```csharp
public class TestClass
{
    public static void Inc(ref int x)
    {
        x++;
    }
}
```

As a result of execution, the script returns the value of 42.

See also

- Including Files
Conditional Compilation (#ifdef, #ifndef, #else, #endif)

The preprocessor directives are used by the compiler to preprocess the source code before compiling it. The directive always begins with #, therefore the compiler prohibits using the symbol in names of variables, functions, etc.

Each directive is described by a separate entry and is valid until the line break. You cannot use several directives in one entry. If the directive entry is too big, it can be broken into several lines using the \ symbol. In this case, the next line is considered a continuation of the directive entry.

Preprocessor conditional compilation directives allow compiling or skipping a part of the program depending on the fulfillment of a certain condition.

That condition can take one of the following forms.

```
#ifdef identifier
    // the code located here is compiled if the identifier has already been defined for
#endif

#ifndef identifier
    // the code located here is compiled if the identifier is not currently defined by
#endif
```

Any of the conditional compilation directives can be followed by any number of lines possibly containing #else directive and ending with #endif. If the verified condition is true, the lines between #else and #endif are ignored. If the verified condition is not fulfilled, all lines between checking and #else directive (or #endif directive if the former is absent) are ignored.

Example:

```
#ifndef TestMode
    #define TestMode
#endif

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    #ifdef TestMode
        Print("Test mode");
    #else
        Print("Normal mode");
    #endif
}
```

Depending on the program type and compilation mode, the standard macros are defined the following way:

- __MQL5__ macro is defined when compiling ".mq5" file, __MQL4__ macro is defined when compiling ".mq4" one.
- __DEBUG__ macro is defined when compiling in debug mode.
- __RELEASE__ macro is defined when compiling in release mode.
Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart() {
    #ifdef __MQL5__
        #ifdef _DEBUG
            Print("Hello from MQL5 compiler [DEBUG]");
        #else
            #ifdef _RELEASE
                Print("Hello from MQL5 compiler [RELEASE]");
            #endif
        #endif
    #else
        #ifdef __MQL4__
            #ifdef _DEBUG
                Print("Hello from MQL4 compiler [DEBUG]");
            #else
                #ifdef _RELEASE
                    Print("Hello from MQL4 compiler [RELEASE]");
                #endif
            #endif
        #else
            #endif
        #endif
    #endif
}
```
Object-Oriented Programming

Object-oriented programming (OOP) is programming primarily focused on data, while data and behavior are being inseparably linked. Data and behavior together constitute a class, while objects are class instances.

The components of the object-oriented approach are:
- **Encapsulation and type extensibility**
- **Inheritance**
- **Polymorphism**
- **Overloading**
- **Virtual functions**

OOP considers computation as modeling of behavior. The modeled item is the object represented by computational abstractions. Suppose we want to write a well known game “Tetris”. To do this, we must learn how to model the appearance of random shapes composed of four squares joined together by edges. Also we need to regulate the falling speed of shapes, define operations of rotation and shift of shapes. Moving of shapes on the screen is limited by the walls boundaries, this requirement must also be modeled. Besides that, filled rows of cubes must be destroyed and achieved points must be counted.

Thus, this easy-to-understand game requires the creation of several models - shape model, well model, shape movement model and so on. All these models are abstractions, represented by calculations in the computer. To describe these models, the concept of Abstract Data Type, ADT (or complex data type) is used. Strictly speaking, the model of the “shapes” motion in the DOM is not a data type, but it is a set of operations on the “shape” data type, using the restrictions of the “well” data type.

Objects are **class** variables. Object-oriented programming allows you to easily create and use ADT. Object-oriented programming uses the inheritance mechanism. The benefit of inheritance is in the fact that it allows obtaining derivative types from data types already defined by a user.

For example, to create Tetris shapes, it’s convenient to create a base class Shape first. The other classes representing all seven possible shape types can be derived on its basis. Behavior of shapes is defined in the base class, while implementation of behavior of each separate shape is defined in derivative classes.

In OOP objects are responsible for their behavior. ADT developer should include a code to describe any behavior that would normally be expected from the corresponding objects. The fact that the object itself is responsible for its behavior, greatly simplifies the task of programming for the user of this object.

If we want to draw a shape on the screen, we need to know where the center will be and how to draw it. If a separate shape knows how to draw itself, the programmer should send a “draw” message when using such a shape.

The MQL5 Language is a C++ like, and it also has the encapsulation mechanism for the implementation of ADT. On the one hand encapsulation combines the internal details of the implementation of a particular type, and on the other hand it combines externally accessible functions that can influence objects of this type. Implementation details may be inaccessible for a program that uses this type.
The concept of OOP has a set of related concepts, including the following:

- Simulation of actions from the real world
- User-defined data types
- Hiding the implementation details
- Possibility of the code reuse through inheritance
- Interpretation of function calls during execution

Some of these concepts are rather vague, some are abstract, others are general.
Encapsulation and Extensibility of Types

OOP is a balanced approach to writing software. Data and behavior are packed together. This encapsulation creates user-defined data types, extending the language data types and interacting with them. Types extensibility is an opportunity to add to the language user-defined data types, which are also easy to use, as well as basic types.

An abstract data type, for example, a string, is a description of the ideal, well known behavior type.

The string user knows that the string operations, such as concatenation or print, have a certain behavior. Concatenation and print operations are called methods.

A certain implementation of ADT may have some restrictions, for example, strings can be limited in length. These limitations affect the behavior opened to all. At the same time, internal or private implementation details do not affect directly the way the user sees the object. For example, the string is often implemented as an array, while the internal base address of this array and its name are not essential for the user.

Encapsulation is the ability to hide the implementation details when the open interfaces to user-defined type is provided. In MQL5, as well as in C++, class and structure definitions (class and struct) are used for the encapsulation provisions in combination with access keywords private, protected and public.

The public keyword shows that access to the members that stand behind it is open without restrictions. Without this keyword, class members are locked by default. Private members are accessible only by member functions only of its class.

Protected class functions are available to class functions not only in its class, but also in its inheritor classes. Public class functions are available for any function within the scope of the class declaration. The protection makes possible to hide part of the class implementation, thus preventing unexpected changes in the structure of data. Access restriction or data hiding is a feature of the object-oriented programming.

Usually, class functions are protected and declared with the protected modifier, the reading and writing of the values are performed by using special so-called set-and get-methods that are defined by the public access modifier.

Example:

```cpp
class CPerson
{
    protected:
        string m_name; // name

    public:
        void SetName(string n){m_name=n;} // sets name
        string GetName(){return (m_name);} // returns name
};
```
This approach offers several advantages. First, by function name we can understand what it does - sets or gets the value of a class member. Secondly, perhaps in the future we will need to change the type of the m_name variable in the CPerson class or in any of its derivative classes.

In this case, we'll need just to change the implementation of functions SetName() and GetName(), while objects of the CPerson class will be available for using in a program without any code changes because the user will not even know that the data type of m_name has changed.

Example:

```cpp
struct Name
{
    string first_name;  // name
    string last_name;   // last name
};

class CPerson
{
    protected:
        Name m_name;       // name
    public:
        void SetName(string n);
        string GetName(){return(m_name.first_name+" "+m_name.last_name);}
    private:
        string GetFirstName(string full_name);
        string GetLastName(string full_name);
};

void CPerson::SetName(string n)
{
    m_name.first_name=GetFirstName(n);
    m_name.last_name=GetLastName(n);
}

string CPerson::GetFirstName(string full_name)
{
    int pos=StringFind(full_name," ");
    if(pos>0) StringSetCharacter(full_name,pos,0);
    return(full_name);
}

string CPerson::GetLastName(string full_name)
{
    string ret_string;
    int pos=StringFind(full_name," ");
    if(pos>0) ret_string=StringSubstr(full_name,pos+1);
    else        ret_string=full_name;
    return(ret_string);
}
See also

Data Types
Inheritance

The characteristic feature of OOP is the encouragement of code reuse through inheritance. A new class is made from the existing, which is called the base class. The derived class uses the members of the base class, but can also modify and supplement them.

Many types are variations of the existing types. It is often tedious to develop a new code for each of them. In addition, the new code implies new errors. The derived class inherits the description of the base class, thus any re-development and re-testing of code is unnecessary. The inheritance relationships are hierarchical.

Hierarchy is a method that allows to copy the elements in all their diversity and complexity. It introduces the objects classification. For example, the periodic table of elements has gases. They possess to properties inherent to all periodic elements.

Inert gases constitute the next important subclass. The hierarchy is that the inert gas, such as argon is a gas, and gas, in its turn, is part of the system. Such a hierarchy allows to interpret behaviour of inert gases easily. We know that their atoms contain protons and electrons, that is true for all other elements.

We know that they are in a gaseous state at room temperature, like all the gases. We know that no gas from inert gas subclass enters usual chemical reaction with other elements, and it is a property of all inert gases.

Consider an example of the inheritance of geometric shapes. To describe the whole variety of simple shapes (circle, triangle, rectangle, square etc.), the best way is to create a base class (ADT), which is the ancestor of all the derived classes.

Let's create a base class CShape, which contains just the most common members describing the shape. These members describe properties that are characteristic of any shape - the type of the shape and main anchor point coordinates.

Example:

```cpp
//--- The base class Shape
class CShape
{
protected:
  int m_type; // Shape type
  int m_xpos; // X - coordinate of the base point
  int m_ypos; // Y - coordinate of the base point
public:
  CShape(){m_type=0; m_xpos=0; m_ypos=0;} // constructor
  void SetXPos(int x){m_xpos=x;} // set X
  void SetYPos(int y){m_ypos=y;} // set Y
};
```

Next, create new classes derived from the base class, in which we will add necessary fields, each specifying a certain class. For the Circle shape it is necessary to add a member that contains the radius value. The Square shape is characterized by the side value. Therefore, derived classes, inherited from the base class CShape will be declared as follows:
//--- The derived class circle
class CCircle : public CShape // After a colon we define the base class
{
    // from which inheritance is made
private:
    int m_radius; // circle radius
public:
    CCircle(){m_type=1;}// constructor, type 1
};

For the Square shape class declaration is similar:

//--- the derived class Square
class CSquare : public CShape // After a colon we define the base class
{
    // from which inheritance is made
private:
    int m_square_side; // square side
public:
    CSquare(){m_type=2;}// constructor, type 2
};

It should be noted that while object is created the base class constructor is called first, and then the constructor of the derived class is called. When an object is destroyed first the destructor of the derived class is called, and then a base class destructor is called.

Thus, by declaring the most general members in the base class, we can add an additional members in derived classes, which specify a particular class. Inheritance allows creating powerful code libraries that can be reused many times.

The syntax for creating a derived class from an already existing one is as follows:

class class name :
    (public | protected | private) opt base_class_name
{
    class members declaration

};

One of aspects of the derived class is the visibility (openness) of its members successors (heirs). The public, protected and private keywords are used to indicate the extent, to which members of the base class will be available for the derived one. The public keyword after a colon in the header of a derived class indicates that the protected and public members of the base class CShape should be inherited as protected and public members of the derived class CCircle.

The private class members of the base class are not available for the derived class. The public inheritance also means that derived classes (CCircle and CSquare) are CShapes. That is, the Square (CSquare) is a shape (CShape), but the shape does not necessarily have to be a square.
The derived class is a modification of the base class, it inherits the protected and public members of the base class. The constructors and destructors of the base class cannot be inherited. In addition to members of the base class, new members are added in a derivative class.

The derived class may include the implementation of member functions, different from the base class. It has nothing common with an overload, when the meaning of the same function name may be different for different signatures.

In protected inheritance, public and protected members of base class become protected members of derived class. In private inheritance, the public and protected members of base class become private members of the derived class.

In protected and private inheritance, the relation that "the object of a derivative class is object of a base class" is not true. The protected and private inheritance types are rare, and each of them needs to be used carefully.

It should be understood that the type of inheritance (public, protected or private) does not affect the ways of accessing the members of base classes in the hierarchy of inheritance from a derived class. With any type of inheritance, only base class members declared with public and protected access specifiers will be available out of the derived classes. Let's consider it in the following example:

```cpp
//+------------------------------------------------------------------+
//| Example class with a few access types                            |
//+------------------------------------------------------------------+
class CBaseClass
{
private: //--- The private member is not available from derived classes
    int m_member;
protected: //--- The protected method is available from the base class and .
    int Member(){return(m_member);}
public: //--- Class constructor is available to all members of classes
    CBaseClass(){m_member=5;return;};
private: //--- A private method for assigning a value to m_member
    void Member(int value) { m_member=value;};
};
//+------------------------------------------------------------------+
//| Derived class with errors                                        |
//+------------------------------------------------------------------+
class CDerived: public CBaseClass // specification of public inheritance can be omitt
{
public:
    void Func() // In the derived class, define a function with calls to base class mem
    {
        //--- An attempt to modify a private member of the base class
        m_member=0; // Error, the private member of the base class is not availa
        Member(0); // Error, the private method of the base class is not availa
    }
};
```

---

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In the above example, CBaseClass has only a public method – the constructor. Constructors are called automatically when creating a class object. Therefore, the private member m_member and the protected methods Member() cannot be called from the outside. But in case of public inheritance, the Member() method of the base class will be available from the derived classes.

In case of protected inheritance, all the members of the base class with public and protected access become protected. It means that if public data members and methods of the base class were accessible from the outside, with protected inheritance they are available only from the classes of the derived class and its further derivatives.

```cpp
//--- Reading the member of the base class
Print(m_member);    // Error, the private member of the base class is not available
Print(Member());   // No error, protected method is available from the base class.
}

In the above example, CBaseClass has only a public method - the constructor. Constructors are called automatically when creating a class object. Therefore, the private member m_member and the protected methods Member() cannot be called from the outside. But in case of public inheritance, the Member() method of the base class will be available from the derived classes.

In case of protected inheritance, all the members of the base class with public and protected access become protected. It means that if public data members and methods of the base class were accessible from the outside, with protected inheritance they are available only from the classes of the derived class and its further derivatives.

```cpp
//+------------------------------------------------------------------+
//| Example class with a few access types                             |
//+------------------------------------------------------------------+
class CBaseMathClass
{
    private:    //--- The private member is not available from derived classes
        double m_Pi;
    public:     //--- Getting and setting a value for m_Pi
        void SetPI(double v){m_Pi=v; return;};
        double GetPI(){return m_Pi;};
    public:     // The class constructor is available to all members
        CBaseMathClass() {SetPI(3.14); PrintFormat("%s",__FUNCTION__);};
};
//+------------------------------------------------------------------+
//| Derived class, in which m_Pi cannot be modified                   |
//+------------------------------------------------------------------+
class CProtectedChildClass: protected CBaseMathClass // Protected inheritance
{
    private:
        double m_radius;
    public:     //--- Public methods in the derived class
        void SetRadius(double r){m_radius=r; return;};
        double GetCircleLength(){return GetPI()*m_radius;};
};
//+------------------------------------------------------------------+
//| Script starting function                                         |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- When creating a derived class, the constructor of the base class will be called
    CProtectedChildClass pt;
    //--- Specify radius
    pt.SetRadius(10);
    PrintFormat("Length=%G",pt.GetCircleLength());
```
The example shows that methods `SetPI()` and `GetPI()` in the base class `CBaseMathClass` are open and available for calling from any place of the program. But at the same time, for `CProtectedChildClass` which is derived from it these methods can be called only from the methods of the `CProtectedChildClass` class or its derived classes.

In case of private inheritance, all the members of the basic class with the public and protected access become private, and calling them becomes impossible in further inheritance.

MQL5 has no multiple inheritance.

See also

*Structures and Classes*
Polymorphism

Polymorphism is an opportunity for different classes of objects, related through inheritance, to respond in various ways when calling the same function element. It helps to create a universal mechanism describing the behavior of not only the base class, but also descendant classes.

Let's continue to develop a base class CShape, and define a member function GetArea(), designed to calculate the area of a shape. In all the descendant classes, produced by inheritance from the base class, we redefine this function in accordance with rules of calculating the area of a particular shape.

For a square (class CSquare), the area is calculated through its sides, for a circle (class CCircle), area is expressed through its radius etc. We can create an array to store objects of CShape type, in which both objects of a base class and those of all descendant classes can be stored. Further we can call the same function for each element of the array.

Example:

```cpp
//--- Base class
class CShape
{
    protected:
        int m_type;      // Shape type
        int m_xpos;      // X - coordinate of the base point
        int m_ypos;      // Y - coordinate of the base point
    public:
        void CShape(){m_type=0;}     // constructor, type=0
        int GetType(){return(m_type);} // returns type of the shape
        virtual double GetArea(){return(0); } // returns area of the shape
    }
}

//--- The derived class Circle
class CCircle : public CShape     // After a colon we define the base class
{
    private:
        double m_radius;   // circle radius
    public:
        void CCircle(){m_type=1;}     // constructor, type=1
        void SetRadius(double r){m_radius=r;};
        virtual double GetArea(){return (3.14*m_radius*m_radius);} // circle area
    }

For the class Square the declaration is the same:

```
private:
  double m_square_side; // square side

public:
  void CSquare(){m_type=2;} // constructor, type=1
  void SetSide(double s){m_square_side=s;};
  virtual double GetArea(){return (m_square_side*m_square_side);} // square area

For calculating the area of the square and circle, we need the corresponding values of m_radius and m_square_side, so we have added the functions SetRadius() and SetSide() in the declaration of the corresponding class.

It is assumed that object of different types (CCircle and CSquare) derived from one base type CShape are used in our program. Polymorphism allows creating an array of objects of the base CShape class, but when declaring this array, these objects are yet unknown and their type is undefined.

The decision on what type of object will be contained in each element of the array will be taken directly during program execution. This involves the dynamic creation of objects of the appropriate classes, and hence the necessity to use object pointers instead of objects.

The new operator is used for dynamic creation of objects. Each such object must be individually and explicitly deleted using the delete operator. Therefore we will declare an array of pointers of CShape type, and create an object of a proper type for each element (new Class_Name), as shown in the following script example:

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
  //--- Declare an array of object pointers of the base type
  CShape *shapes[5]; // An array of pointers to CShape object

  //--- Here fill in the array with derived objects
  //--- Declare a pointer to the object of CCircle type
  CCircle *circle=new CCircle();
  //--- Set object properties at the circle pointer
  circle.SetRadius(2.5);
  //--- Place the pointer value in shapes[0]
  shapes[0]=circle;

  //--- Create another CCircle object and write down its pointer in shapes[1]
  circle=new CCircle();
  shapes[1]=circle;
  circle.SetRadius(5);

  //--- Here we intentionally "forget" to set a value for shapes[2]
  //circle=new CCircle();
  //circle.SetRadius(10);
  //shapes[2]=circle;
```

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/--- Set NULL for the element that is not used
shapes[2]=NULL;

//--- Create a CSquare object and write down its pointer to shapes[3]
CSquare *square=new CSquare();
square.SetSide(5);
shapes[3]=square;

//--- Create a CSquare object and write down its pointer to shapes[4]
square=new CSquare();
square.SetSide(10);
shapes[4]=square;

//--- We have an array of pointers, get its size
int total=ArraySize(shapes);
//-- Pass in a loop through all pointers in the array
for(int i=0; i<5;i++)
{
    //--- If the pointer at the specified index is valid
    if(CheckPointer(shapes[i])!=POINTER_INVALID)
    {
        //--- Log the type and square of the shape
        PrintFormat("The object of type %d has the square %G",
            shapes[i].GetType(),
            shapes[i].GetArea());
    }
    //--- If the pointer has type POINTER_INVALID
    else
    {
        //--- Notify of an error
        PrintFormat("Object shapes[%d] has not been initialized! Its pointer is %s",
            i,EnumToString(CheckPointer(shapes[i])));
    }
}

//-- We must delete all created dynamic objects
for(int i=0;i<total;i++)
{
    //--- We can delete only the objects with pointers of POINTER_DYNAMIC type
    if(CheckPointer(shapes[i])==POINTER_DYNAMIC)
    {
        //--- Notify of deletion
        PrintFormat("Deleting shapes[%d]",i);
        //--- Delete an object by its pointer
        delete shapes[i];
    }
}
Please note that when deleting an object using the `delete` operator, the type of its pointer must be checked. Only objects with the `POINTER_DYNAMIC` pointer can be deleted using `delete`. For pointers of other type, an error will be returned.

But besides the redefining of functions during inheritance, polymorphism also includes the implementation of one and the same functions with different sets of parameters within a class. This means that the class may have several functions with the same name but with a different type and/or set of parameters. In this case, polymorphism is implemented through the `function overload`.

See also

- `Standard Library`
Overload

Within one class it is possible to define two or more methods that use the same name, but have different numbers of parameters. When this occurs, methods are called overloaded and such a process is referred to as method overloading.

Method overloading is one of ways of polymorphism realization. Overloading of methods is performed according to the same rules as the function overloading.

If the called function has no exact match, the compiler searches for a suitable function on three levels sequentially:

1. search within class methods.
2. search within the base class methods, consistently from the nearest ancestor to the very first.
3. search among other functions.

If there is no exact correspondence at all levels, but several suitable functions at different levels have been found, the function found at the least level is used. Within one level, there can't be more than one suitable function.

See also

Function Overloading
Virtual Functions

The virtual keyword is the function specifier, which provides a mechanism to select dynamically at runtime an appropriate function-member among the functions of basic and derived classes. Structures cannot have virtual functions. It can be used to change the declarations for function-members only.

The virtual function, like an ordinary function, must have an executable body. When called, its semantic is the same as that of other functions.

A virtual function may be overridden in a derived class. The choice of what function definition should be called for a virtual function is made dynamically (at runtime). A typical case is when a base class contains a virtual function, and derived classes have their own versions of this function.

The pointer to the base class can indicate either a base class object or the object of a derived class. The choice of the member-function to call will be performed at runtime and will depend on the type of the object, not the type of the pointer. If there is no member of a derived type, the virtual function of the base class is used by default.

Destructors are always virtual, regardless of whether they are declared with the virtual keyword or not.

Let’s consider the use of virtual functions on the example of MT5_Tetris.mq5. The base class CTetrisShape with the virtual function Draw is defined in the included file MT5_TetrisShape.mqh.

```cpp
//+------------------------------------------------------------------+
class CTetrisShape
{
    protected:
        int m_type;
        int m_xpos;
        int m_ypos;
        int m_xsize;
        int m_ysize;
        int m_prev_turn;
        int m_turn;
        int m_right_border;

public:
    void CTetrisShape();
    void SetRightBorder(int border) { m_right_border=border; }
    void SetYPos(int ypos) { m_ypos=ypos; }
    void SetXPos(int xpos) { m_xpos=xpos; }
    int GetYPos() { return m_ypos; }
    int GetXPos() { return m_xpos; }
    int GetYSize() { return m_ysize; }
    int GetXSize() { return m_xsize; }
    int GetType() { return m_type; }
    void Left() { m_xpos-=SHAPE_SIZE; }
    void Right() { m_xpos+=SHAPE_SIZE; }
    void Rotate() { m_prev_turn=m_turn; if(++m_turn>3) ;
    virtual void Draw() { return; }
    virtual bool CheckDown(int& pad_array[]);
    virtual bool CheckLeft(int& side_row[]);
```
Further, for each derived class, this function is implemented in accordance with characteristics of a descendant class. For example, the first shape CTetrisShape1 has its own implementation of the Draw() function:

```cpp
class CTetrisShape1 : public CTetrisShape
{
public:
    //--- shape drawing
    virtual void Draw()
    {
        int i;
        string name;
        //---
        if(m_turn==0 || m_turn==2)
        {
            //--- horizontal
            for(i=0; i<4; i++)
            {
                name=SHAPE_NAME+(string)i;
                ObjectSetInteger(0,name,OBJPROP_XDISTANCE,m_xpos+i*SHAPE_SIZE);
                ObjectSetInteger(0,name,OBJPROP_YDISTANCE,m_ypos);
            }
        }
        else
        {
            //--- vertical
            for(i=0; i<4; i++)
            {
                name=SHAPE_NAME+(string)i;
                ObjectSetInteger(0,name,OBJPROP_XDISTANCE,m_xpos);
                ObjectSetInteger(0,name,OBJPROP_YDISTANCE,m_ypos+i*SHAPE_SIZE);
            }
        }
    }
}
```

The Square shape is described by class CTetrisShape6 and has its own implementation of the Draw() method:

```cpp
class CTetrisShape6 : public CTetrisShape
{
public:
    //--- Shape drawing
    virtual void Draw()
    {
        int i;
        string name;
```
//---
for (i = 0; i < 2; i++)
{
    name = SHAPE_NAME + (string)i;
    ObjectSetInteger(0, name, OBPROP_XDISTANCE, m_xpos + i * SHAPE_SIZE);
    ObjectSetInteger(0, name, OBPROP_YDISTANCE, m_ypos);
}
for (i = 2; i < 4; i++)
{
    name = SHAPE_NAME + (string)i;
    ObjectSetInteger(0, name, OBPROP_XDISTANCE, m_xpos + (i - 2) * SHAPE_SIZE);
    ObjectSetInteger(0, name, OBPROP_YDISTANCE, m_ypos + SHAPE_SIZE);
}
}

Depending on the class, to which the created object belongs, it calls the virtual function of this or that derived class.

```cpp
void CTetrisField::NewShape()
{
    //--- creating one of the 7 possible shapes randomly
    int nshape = rand() % 7;
    switch (nshape)
    {
    case 0: m_shape = new CTetrisShape1; break;
    case 1: m_shape = new CTetrisShape2; break;
    case 2: m_shape = new CTetrisShape3; break;
    case 3: m_shape = new CTetrisShape4; break;
    case 4: m_shape = new CTetrisShape5; break;
    case 5: m_shape = new CTetrisShape6; break;
    case 6: m_shape = new CTetrisShape7; break;
    }
    //--- draw
    m_shape.Draw();
    //---
}
```

Modifier 'override'

The 'override' modifier means that the declared function must override the method of a parent class. Use of this method allows you to avoid overriding errors, for example it allows you to avoid accidental modification of the method signature. Suppose, the 'func' method is defined in the base class. The method accepts an int variable as an argument:

```cpp
class CFoo
{
    void virtual func(int x) const { } //---
};
```

Next, the method is overridden in the child class:
However, the argument type is mistakenly changed from int to short. In fact, this is not method overriding, but it is method overloading. Acting in accordance with the overloaded function defining algorithm, the compiler can in certain situations choose a method defined in the base class instead of the overridden method.

In order to avoid such errors, you should explicitly add the 'override' modifier to the method you want to override.

```cpp
class CBar : public CFoo
{
  void func(short x) override {
  }
};
```

If the method signature is changed during overriding, the compiler will not be able to find a method with the same signature in the parent class, and it will return a compilation error:

`'CBar::func' method is declared with 'override' specifier but does not override any base class method`  

### Modifier 'final'

The 'final' modifier does the opposite — it prohibits method overriding in child classes. If a method implementation is sufficient and fully complete, declare this method with the 'final' modifier so as to make sure that it will not be modified later.

```cpp
class CFoo
{
  void virtual func(int x) final {
  }
};
```

```cpp
class CBar : public CFoo
{
  void func(int) {
  }
};
```

If you try to override a method with the 'final' modifier as shown in the above example, the compiler will return an error:

`'CFoo::func' method declared as 'final' cannot be overridden by 'CBar::func'
see declaration of 'CFoo::func'`
Static members of a Class/Structure

Static Members

The members of a class can be declared using the storage class modifier static. These data members are shared by all instances of this class and are stored in one place. Non-static data members are created for each class object variable.

The inability to declare static members of a class would have led to the need to declare these data on the global level of the program. It would break the relationship between the data and their class, and is not consistent with the basic paradigm of the OOP - joining data and methods for handling them in a class. The static member allows class data that are not specific to a particular instance to exist in the class scope.

Since a static class member does not depend on the particular instance, the reference to it is as follows:

```
  class_name::variable
```

where class_name is the name of the class, and variable is the name of the class member.

As you see, to access the static member of a class, context resolution operator :: is used. When you access a static member within class methods, the context operator is optional.

Static member of a class has to be explicitly initialized with desired value. For this it must be declared and initialized in global scope. The sequence of static members initialization will correspond to the sequence of their declaration in global scope.

For example, we have a class CParser used for parsing the text, and we need to count the total number of processed words and characters. We only need to declare the necessary class members as static and initialize them at the global level. Then all instances of the class will use common counters of words and characters.

```cpp
//+------------------------------------------------------------------+
//| Class "Text analyzer"                                           |
//+------------------------------------------------------------------+
class CParser{
    
    public:
    static int s_words;
    static int s_symbols;
    //--- Constructor and destructor
    CParser(void);
    ~CParser(void){};
    
};

//--- Initialization of static members of the Parser class at the global level
int CParser::s_words=0;
int CParser::s_symbols=0;
```

A static class member can be declared with the const keyword. Such static constants must be initialized at the global level with the const keyword:
//+------------------------------------------------------------------+
//| Class "Stack" for storing processed data                           |
//+------------------------------------------------------------------+
class CStack
{
public:
    CStack(void);
    ~CStack(void);
...
private:
    static const int s_max_length; // Maximum stack capacity
};

//--- Initialization of the static constant of the CStack class
const int CStack::s_max_length=1000;

**Pointer this**

The keyword *this* denotes an implicitly declared pointer to itself - to a specific instance of the class, in the context of which the method is executed. It can be used only in non-static methods of the class. Pointer this is an implicit non-static member of any class.

In static functions you can access only static members/methods of a class.

**Static Methods**

In MQL5 member functions of type *static* can be used. The *static* modifier must precede the return type of a function in the declaration inside a class.

class CStack
{
public:
    //--- Constructor and destructor
    CStack(void);
    ~CStack(void);
    //--- Maximum stack capacity
    static int Capacity();
private:
    int m_length;   // The number of elements in the stack
    static const int s_max_length; // Maximum stack capacity
};

//+------------------------------------------------------------------+
//| Returns the maximum number of elements to store in the stack       |
//+------------------------------------------------------------------+
int CStack::Capacity(void)
{
    return(s_max_length);
}

//--- Initialization of the static constant of the CStack class
const int CStack::s_max_length=1000;
A method with the `const` modifier is called constant and cannot modify implicit members of its class. Declaration of constant functions of a class and constant parameters is called `const-correctness` control. Through this control you can be sure that the compiler will ensure the consistency of values of objects and will return an error during compilation if there is something wrong.

The `const` modifier is placed after the list of arguments inside a class declaration. Definition outside a class should also include the `const` modifier:

```cpp
//+------------------------------------------------------------------+
//| Class "Rectangle"                                               |
//+------------------------------------------------------------------+
class CRectangle
{
private:
    double m_width;     // Width
    double m_height;    // Height
public:
    //--- Constructors and destructor
    CRectangle(void):m_width(0),m_height(0){};
    CRectangle(const double w,const double h):m_width(w),m_height(h);
    ~CRectangle(void){};
    //--- Calculating the area
    double Square(void) const;
    static double Square(const double w,const double h); // { return(w*h); }
};
//+------------------------------------------------------------------+
//| Returns the area of the "Rectangle" object                       |
//+------------------------------------------------------------------+
double CRectangle::Square(void) const
{
    return(Square(m_width,m_height));
}
//+------------------------------------------------------------------+
//| Returns the product of two variables                             |
//+------------------------------------------------------------------+
static double CRectangle::Square(const double w,const double h)
{
```
return (w*h);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
//--- Create a rectangle rect with the sides equal to 5 and 6
CRectangle rect(5,6);
//--- Find the rectangle area using a constant method
PrintFormat("rect.Square()=%.2f", rect.Square());
//--- Find the product of numbers using the static method of class CRectangle
PrintFormat("CRectangle::Square(2.0,1.5)=%f", CRectangle::Square(2.0,1.5));
}

An additional argument in favor of using the constancy control is the fact that in this case, the compiler generates a special optimization, for example, places a constant object in read-only memory.

A static function cannot be determined with the const modifier, because this modifier ensures the constancy of the instance members when calling this function. But, as mentioned above, the static function cannot access non-static class members.

See also

Static Variables, Variables, References, Modifier & and Keyword this
Function templates

Overloaded functions are commonly used to perform similar operations on various data types. `ArraySize()` is a simple example of such function in MQL5. It returns size of any type of array. In fact, this system function is overloaded and the entire implementation of such an overload is hidden from MQL5 application developers:

```cpp
int ArraySize(
    void& array[] // checked array
);
```

It means that MQL5 language compiler inserts necessary implementation for each call of this function. For example, that is how it can be done for integer type arrays:

```cpp
int ArraySize(
    int& array[] // array with int type elements
);
```

`ArraySize()` function can be displayed the following way for `MqlRates` type array for working with quotations in historical data format:

```cpp
int ArraySize(
    MqlRates& array[] // array filled with MqlRates type values
);
```

Thus, it is very convenient to use the same function for working with different types. However, all preliminary work should be carried out - the necessary function should be overloaded for all data types it should correctly work with.

There is a convenient solution. If similar operations should be executed for each data type, it is possible to use function templates. In this case, a programmer needs to write only one function template description. When describing the template in such a way, we should specify only some formal parameter instead of some definite data type the function should work with. The compiler will automatically generate various functions for the appropriate handling of each type based on the types of the arguments used when calling the function.

Function template definition starts with the `template` keyword followed by the list of formal parameters in angle brackets. Each formal parameter is preceded by the `typename` keyword. Formal parameter types are built-in or user-defined types. They are used:

- to specify the types of function arguments,
- to specify the types of function's return value,
- to declare the variables inside the function definition

Number of template parameters cannot exceed eight. Each formal parameter in the template definition should appear in the list of function parameters at least once. Each name of the formal parameter should be unique.

Below is an example of a function template for searching the highest value in the array of any numeric type (integer and real numbers):
This template defines the function that finds the highest value in the passed array and returns this value as a result. Keep in mind that the `ArrayMaximum()` function built in MQL5 returns only the highest value index that can be used to find the value itself. For example:

```cpp
//--- create an array
double array[];
int size=50;
ArrayResize(array,size);
//--- fill with random values
for(int i=0;i<size;i++)
{
    array[i]=MathRand();
}
//--- find position of the highest value in the array
int max_position=ArrayMaximum(array);
//--- now, get the highest value itself in the array
double max=array[max_position];
//--- display the found value
Print("Max value = ",max);
```

Thus, we have performed two steps to get the highest value in the array. With `ArrayMax()` function template, we can get the result of the necessary type just by passing the array of an appropriate type into this function. It means that instead of two last lines

```cpp
//--- find position of the highest value in the array
int max_position=ArrayMaximum(array);
//--- now, get the highest value itself in the array
double max=array[max_position];
```

we now can use only one line, in which the returned result has the same type as the array passed into function:

```cpp
//--- find the highest value
double max=ArrayMax(array);
```

In this case, the type of result returned by the `ArrayMax()` function will automatically match the type of array.
Use the **typename** keyword to get the argument type as a string in order to create general purpose methods of working with various data types. Let's consider a specific example of the function that returns data type as a string:

```cpp
#include <Trade\Trade.mqh>
#include "MQL5.h"

void OnStart()
{
    //---
    CTrade trade;
    double d_value=M_PI;
    int i_value=INT_MAX;
    Print("d_value: type=",GetTypeName(d_value),", value=", d_value);
    Print("i_value: type=",GetTypeName(i_value),", value=", i_value);
    Print("trade: type=",GetTypeName(trade));
    //---
}
```

Function templates can also be used for class methods, for example:

```cpp
class CFile
{
    ...
public:
    ...
    template<typename T>
    uint WriteStruct(T &data);
};
```

```cpp
template<typename T>
uint CFile::WriteStruct(T &data)
{
    ...
    return (FileWriteStruct(m_handle, data));
}
```
Function templates should not be declared with `export`, `virtual` and `#import` keywords.

**Template function overload**

A template function overload may be necessary sometimes. For example, we have a template function that writes the value of the second parameter to the first one using typecasting. MQL5 does not allow typecasting `string` to `bool`. We can do that ourselves – let’s create an overload of a template function. For example:

```c++
//+------------------------------------------------------------------+
//| Template function                                                |
//+------------------------------------------------------------------+
template<typename T1, typename T2>
string Assign(T1 &var1, T2 var2)
{
    var1=(T1)var2;
    return (__FUNCSIG__);
}
//+------------------------------------------------------------------+
//| Special overload for bool+string                     |
//+------------------------------------------------------------------+
string Assign(bool &var1,string var2)
{
    var1=(StringCompare(var2,"true",false) || StringToInteger(var2)!=0);
    return (__FUNCSIG__);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    int i;
    bool b;
    Print(Assign(i,"test"));
    Print(Assign(b,"test"));
}
```

As a result of the code execution, we can see that the `Assign()` template function has been used for the `int+string` pair, while the overloaded version has already been used for the `bool+string` pair during the second call.

```c++
string Assign<int,string>(int&,string)
string Assign<bool&,string>
```

See also

**Overload**
Template advantages

Function templates are used when you need to perform similar operations on various data types, for example, searching for a maximum element in the array. The main advantage of applying the templates is that you do not have to code a separate overload for each type. Instead of declaring multiple overloads of each type

```cpp
double ArrayMax(double array[]) {
    ...
}
int ArrayMax(int array[]) {
    ...
}
uint ArrayMax(uint array[]) {
    ...
}
long ArrayMax(long array[]) {
    ...
}
datetime ArrayMax(datetime array[]) {
    ...
}
```

we need to write only one template function

```cpp
template<typename T>
T ArrayMax(T array[]) {
    if(ArraySize()==0)
        return(0);
    uint max_index=ArrayMaximum(array);
    return(array[max_index]);
}
```

to use it in your code:

```cpp
double high[];
datetime time[];
....
double max_high=ArrayMax(high);
datetime lasttime=ArrayMax(time);
```

Here, the $T$ formal parameter specifying a type of used data is replaced with an actually applied type during compilation, i.e. the compiler automatically generates a separate function for each type - double, datetime, etc. MQL5 also allows you to develop class templates using all the advantages of the approach.
**Class templates**

A class template is declared using the `template` keyword followed by angle brackets `<>` enumerating the list of formal parameters with the `typename` keyword. This entry informs the compiler that it deals with a generic class with the `T` formal parameter defining a real variable type when implementing a class. For example, let's create a vector class for storing an array with `T` type elements:

```cpp
#define TOSTR(x) #x" " // macro for displaying an object name
//+------------------------------------------------------------------+
//| Vector class for storing T-type elements | 
//+------------------------------------------------------------------+
template <typename T>
class TArray
{
    protected:
        T                 m_array[];
    public:
        //--- constructor creates an array for 10 elements by default
        void TArray(void){ArrayResize(m_array,10);} //--- constructor for creating a vector with a specified array size
        void TArray(int size){ArrayResize(m_array,size);} //--- return a type and amount of data stored in the TArray type object
        string Type(void){return typename(m_array[0])+:"+{string}ArraySize(m_array);};
};
```

Next, let's apply different methods to create three `TArray` objects in the program for working with various types:

```cpp
void OnStart()
{
    TArray<double> double_array; // vector has a default size of 10
    TArray<int> int_array(15); // vector has a size of 15
    TArray<string> *string_array; // pointer to TArray<string> vector
    //--- create a dynamic object
    string_array=new TArray<string>(20);
    //--- display an object name, data type and vector size in the Journal
    PrintFormat("%s (%s)",TOSTR(double_array),double_array.Type());
    PrintFormat("%s (%s)",TOSTR(int_array),int_array.Type());
    PrintFormat("%s (%s)",TOSTR(string_array),string_array.Type());
    //--- remove a dynamic object before completing the program
    delete(string_array);
}
```

Script execution results:

```
double_array  (double:10)
int_array     (int:15)
string_array  (string:20)
```

Now, we have 3 vectors with different data types: double, int and string.
Class templates are well suited for developing containers - objects designed for encapsulating other objects of any type. Container objects are collections already containing objects of one certain type. Usually, working with stored data is instantly built into the container.

For example, you can create a class template that does not allow accessing an element outside the array, thus avoiding the "out of range" critical error.

```cpp
//+------------------------------------------------------------------+
//| Class for a free access to an array element                     |
//+------------------------------------------------------------------+
template<typename T>
class TSafeArray
{
protected:
  T m_array[];
public:
  //--- default constructor
  void TSafeArray(void){}
  //--- constructor for creating the array of a specified size
  void TSafeArray(int size){ArrayResize(m_array,size);}
  //--- array size
  int Size(void){return(ArraySize(m_array));}
  //--- change the array size
  int Resize(int size, int reserve){return(ArrayResize(m_array,size,reserve));}
  //--- release the array
  void Erase(void){ZeroMemory(m_array);}
  //--- operator for accessing the array element by index
  T operator[](int index);
  //--- assignment operator for receiving all elements from the array at once
  void operator=(const T &array[]); // T type array
};
//+------------------------------------------------------------------+
//| Receiving an element by index                                   |
//+------------------------------------------------------------------+
template<typename T>
T TSafeArray::operator[](int index)
{
  static T invalid_value;
  //---
  int max=ArraySize(m_array)-1;
  if(index<0 || index>ArraySize(m_array))
  {
    PrintFormat("%s index %d is not in range (0-%d)!",__FUNCTION__,index,max);
    return(invalid_value);
  }
  //---
  return(m_array[index]);
}
```

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```cpp
// Assigning for the array
//+------------------------------------------------------------------+
template <typename T>
void TSafeArray::operator=(const T &array[])
{
    int size=ArraySize(array);
    ArrayResize(m_array,size);
    //--- T type should support the copying operator
    for(int i=0;i<size;i++)
        m_array[i]=array[i];
    //---
}
//+------------------------------------------------------------------+

// Script program start function
void OnStart()
{
    int copied,size=15;
    MqlRates rates[];
    //--- copy the array of quotes
    if((copied=CopyRates(_Symbol,_Period,0,size,rates))!=size)
    {
        PrintFormat("CopyRates(%s,%s,0,%d) returned %d error code",
            _Symbol,EnumToString(_Period),size,GetLastError());
        return;
    }
    //--- create a container and insert the MqlRates value array to it
    TSafeArray<MqlRates> safe_rates;
    safe_rates=rates;
    //--- index within the array
    int index=3;
    PrintFormat("Close[%d]=%G",index,safe_rates[index].close);
    //--- index outside the array
    index=size;
    PrintFormat("Close[%d]=%G",index,safe_rates[index].close);
}
```

Please note that template declaration should also be used when describing methods outside the class declaration:

```cpp
template<typename T>
T TSafeArray::operator[](int index)
{
    ...
}
template<typename T>
void TSafeArray::operator=(const T &array[])
{
    ...
}
Class and function templates allow you to define multiple comma-separated formal parameters, for example, Map collection for storing “key-value” pairs:

```cpp
template<typename Key, template<typename Value>
class TMap
{
    ...
}
```

See also

Function templates, Overload
Abstract Classes and Pure Virtual Functions

Abstract classes are used for creating generic entities, that you expect to use for creating more specific derived classes. An abstract class can only be used as the base class for some other class, that is why it is impossible to create an object of the abstract class type.

A class which contains at least one pure virtual function in it is abstract. Therefore, classes derived from the abstract class must implement all its pure virtual functions, otherwise they will also be abstract classes.

A virtual function is declared as “pure” by using the pure-specifier syntax. Consider the example of the CAnimal class, which is only created to provide common functions - the objects of the CAnimal type are too general for practical use. Thus, CAnimal is a good example for an abstract class:

```cpp
class CAnimal
{
    public:
        CAnimal(); // Constructor
        virtual void Sound() = 0; // A pure virtual function
    private:
        double m_legs_count; // The number of the animal's legs
};
```

Here Sound() is a pure virtual function, because it is declared with the specifier of the pure virtual function PURE (=0).

Pure virtual functions are only the virtual functions for which the PURE specifier is set: (=NULL) or (=0). Example of abstract class declaration and use:

```cpp
class CAnimal
{
    public:
        virtual void Sound()=NULL; // PURE method, should be overridden in the der:
    private:
};
//--- Derived from an abstract class
class CCat : public CAnimal
{
    public:
        virtual void Sound() { Print("Myau"); } // PURE is overridden, CCat is not ab
};
//--- Examples of wrong use
new CAnimal; // Error of 'CAnimal' - the compiler returns the "cannot instan:
CAnimal some_animal; // Error of 'CAnimal' - the compiler returns the "cannot instan:
//--- Examples of proper use
new CCat; // No error - the CCat class is not abstract
CCat cat; // No error - the CCat class is not abstract
```
Restrictions on abstract classes

If the constructor for an abstract class calls a pure virtual function (either directly or indirectly), the result is undefined.

```cpp
//+------------------------------------------------------------------+
//| An abstract base class                                          |
//+------------------------------------------------------------------+
class CAnimal
{
public:
     //--- A pure virtual function
     virtual void Sound(void)=NULL;
     //--- Function
     void CallSound(void) { Sound(); }
     //--- Constructor
     CAnimal()
     {
          //--- An explicit call of the virtual method
          Sound();
          //--- An implicit call (using a third function)
          CallSound();
          //--- A constructor and/or destructor always calls its own functions,
          //--- even if they are virtual and overridden by a called function in a derived class
          //--- If the called function is pure virtual,
          //--- its call will cause a critical runtime error: "pure virtual function call"
     }
};
```

However, constructors and destructors for abstract classes can call other member functions.
Namespaces

A namespace is a specially declared area, within which various IDs are defined: variables, functions, classes, etc. It is set using the `namespace` keyword:

```
namespace name_of_space {
    // list of function, class and variable definitions
}
```

Applying 'namespace' allows splitting the global namespace into subspaces. All IDs within the namespace are available to each other without a specification. The `::` operator (context resolution operation) is used to access namespace members from the outside.

```
namespace ProjectData
{
    class DataManager
    {
        public:
            void LoadData() {}
    };
    void Func(DataManager& manager) {}

    //+------------------------------------------------------------------+
    //| Script program start function                                    |
    //+------------------------------------------------------------------+
    void OnStart()
    {
        //--- working with ProjectData namespace
        ProjectData::DataManager mgr;
        mgr.LoadData();
        ProjectData::Func(mgr);
    }
}
```

Namespaces are used to arrange a code in the form of logical groups and to avoid name conflicts that may occur when several libraries are used in a program. In such cases, each library can be declared in its namespace to explicitly access the necessary functions and classes of each library.

A namespace can be declared in several blocks in one or several files. The compiler combines all parts together during a preprocessing and the resulting namespace contains all the members declared in all parts. Suppose that we have a class implemented in the Sample.mqh include file:

```
//+------------------------------------------------------------------+
//|                                                       Sample.mqh |
//+------------------------------------------------------------------+
class A
{
    public:
        A() {Print(__FUNCTION__);}
};
```
We want to use this class in our project, but we already have A class. To be able to use both classes and avoid ID conflict, simply wrap the included file in a namespace:

```cpp
//--- declare the first A class
class A
{
    public:
        A() {Print(__FUNCTION__);}
};
//--- wrap the A class from the Sample.mqh file in the Library namespace to avoid a conflict
namespace Library
{
    #include "Sample.mqh"
}
//--- add yet another class to the Library namespace
namespace Library
{
class B
{
    public:
        B() {Print(__FUNCTION__);}
};

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- use the A class from the global namespace
    A a1;
    //--- use the A and B classes from the Library namespace
    Library::A a2;
    Library::B b;

    //+------------------------------------------------------------------+

    /*
    Result:
    A::A
    Library::A::A
    Library::B::B
    */

    Namespaces can be nested. A nested namespace has unlimited access to members of its parent space, but members of the parent space do not have unlimited access to the nested namespace.

    namespace General
    {
        int Func();
    }
```
namespace Details{
    int Counter;
    int Refresh() {return Func(); }
}

int GetBars() {return iBars(Symbol(), Period());};
int Size{int i} {return Details::Counter;}

Global namespace

If the ID is not explicitly declared in the namespace, it is considered to be an implicit part of the global namespace. To set the global ID explicitly, use the scope resolution operator without a name. This will allow you to distinguish this ID from any other element with the same name located in a different namespace. For example, when importing a function:

#import "lib.dll"
int Func();
#import
//+------------------------------------------------------------------+
//|  Some function                                              |
//+------------------------------------------------------------------+
int Func() {
    return(0);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart() {
    //++++ call the imported function
    Print(lib::Func());
    //++++ call our function
    Print(::Func());
}

In this case, all the functions imported from the DLL function were included in the namespace of the same name. This allowed the compiler to clearly determine the function to be called.

See also

Global Variables, Local Variables, Visibility Scope and Lifetime of Variables, Creating and Deleting Objects
Constants, Enumerations and Structures

To simplify the program writing and to make program texts more convenient for perception, the MQL5 language provides predefined standard constants and enumerations. Besides that, service structures are used for storing information.

Standard constants are similar to macros and are of `int` type.

The constants are grouped by their purposes:

- **Chart constants** are used when working with price charts: opening, navigation, setting parameters;
- **Objects constants** are intended for processing graphical objects that can be created and displayed in charts;
- **Indicators constants** are used for working with standard and custom indicators;
- **Environment state** constants describe properties of a MQL5-program, show information about a client terminal, financial instrument and current account;
- **Trade constants** allow to specify a variety of information in the course of trading;
- **Named constants** are constants of the MQL5 language;
- **Data structures** describe data storage formats used;
- **Codes of errors and warnings** describe compiler messages and trading server answers to trade requests;
- **In/out constants** are designed for working with file functions and displaying messages on the screen by the `MessageBox()` function.
Chart Constants

Constants describing various properties of charts are divided into the following groups:

- **Types of events** - events that occur when working with charts;
- **Chart timeframes** - standard built-in periods;
- **Properties of chart** - identifiers that are used as parameters of chart functions;
- **Positioning constants** - value of a parameter of the `ChartNavigate()` function;
- **Displaying charts** - setting the chart appearance.
Types of Chart Events

There are 11 types of events that can be processed using the predefined function `OnChartEvent()`. For custom events 65535 identifiers are provided in the range of CHARTEVENT_CUSTOM to CHARTEVENT_CUSTOM_LAST inclusive. To generate a custom event, the `EventChartCustom()` function should be used.

### ENUM_CHART_EVENT

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARTEVENT_KEYDOWN</td>
<td>Keystrokes</td>
</tr>
<tr>
<td>CHARTEVENT_MOUSE_MOVE</td>
<td>Mouse move, mouse clicks (if <code>CHART_EVENT_MOUSE_MOVE</code>=true is set for the chart)</td>
</tr>
<tr>
<td>CHARTEVENT_MOUSE_WHEEL</td>
<td>Pressing or scrolling the mouse wheel (if <code>CHART_EVENT_MOUSE_WHEEL</code>=True for the chart)</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_CREATE</td>
<td>Graphical object created (if <code>CHART_EVENT_OBJECT_CREATE</code>=true is set for the chart)</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_CHANGE</td>
<td>Graphical object property changed via the properties dialog</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_DELETE</td>
<td>Graphical object deleted (if <code>CHART_EVENT_OBJECT_DELETE</code>=true is set for the chart)</td>
</tr>
<tr>
<td>CHARTEVENT_CLICK</td>
<td>Clicking on a chart</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_CLICK</td>
<td>Clicking on a <strong>graphical object</strong></td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_DRAG</td>
<td>Drag and drop of a <strong>graphical object</strong></td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_ENDEDIT</td>
<td>End of text editing in the graphical object Edit</td>
</tr>
<tr>
<td>CHARTEVENT_CHART_CHANGE</td>
<td>Change of the chart size or modification of chart properties through the Properties dialog</td>
</tr>
<tr>
<td>CHARTEVENT_CUSTOM</td>
<td>Initial number of an event from a range of custom events</td>
</tr>
<tr>
<td>CHARTEVENT_CUSTOM_LAST</td>
<td>The final number of an event from a range of custom events</td>
</tr>
</tbody>
</table>

For each type of event, the input parameters of the `OnChartEvent()` function have definite values that are required for the processing of this event. The events and values passed through this parameters are listed in the below table.
<table>
<thead>
<tr>
<th>Event</th>
<th>Value of the id parameter</th>
<th>Value of the lparam parameter</th>
<th>Value of the dparam parameter</th>
<th>Value of the sparam parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event of a keystroke</td>
<td>CHARTEVENT_KEYBOARD</td>
<td>code of a pressed key</td>
<td>Repeat count</td>
<td>The string value of a bit mask describing the status of keyboard buttons</td>
</tr>
<tr>
<td>Mouse events (if CHART_EVENT_MOUSE_MOVE=true is set for the chart)</td>
<td>CHARTEVENT_MOUSE_MOVE</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>The string value of a bit mask describing the status of mouse buttons</td>
</tr>
<tr>
<td>Mouse wheel event (if CHART_EVENT_MOUSE_WHEEL=true for the chart)</td>
<td>CHARTEVENT_MOUSE_WHEEL</td>
<td>Flags of states of keys and mouse buttons, the X and Y coordinates of the mouse pointer. See description in the example below</td>
<td>The Delta value of the mouse wheel scroll</td>
<td>—</td>
</tr>
<tr>
<td>Event of graphical object creation (if CHART_EVENT_OBJECT_CREATE=true is set for the chart)</td>
<td>CHARTEVENT_OBJECT_CREATE</td>
<td>—</td>
<td>—</td>
<td>Name of the created graphical object</td>
</tr>
<tr>
<td>Event of change of an object property via the properties dialog</td>
<td>CHARTEVENT_OBJECT_CHANGE</td>
<td>—</td>
<td>—</td>
<td>Name of the modified graphical object</td>
</tr>
<tr>
<td>Event of graphical object deletion (if CHART_EVENT_OBJECT_DELETE=true is set for the chart)</td>
<td>CHARTEVENT_OBJECT_DELETE</td>
<td>—</td>
<td>—</td>
<td>Name of the deleted graphical object</td>
</tr>
<tr>
<td>Event of a mouse click on</td>
<td>CHARTEVENT_CLICK</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>—</td>
</tr>
</tbody>
</table>

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### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Event</th>
<th>Value of the id parameter</th>
<th>Value of the lparam parameter</th>
<th>Value of the dparam parameter</th>
<th>Value of the sparam parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>the chart</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Event of a mouse click in a graphical object belonging to the chart</td>
<td>CHAREVENT_OBJECT_CLICK</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>Name of the graphical object, on which the event occurred</td>
</tr>
<tr>
<td>Event of a graphical object dragging using the mouse</td>
<td>CHAREVENTOBJECT_DRAG</td>
<td>–</td>
<td>–</td>
<td>Name of the moved graphical object</td>
</tr>
<tr>
<td>Event of the finished text editing in the entry box of the LabelEdit graphical object</td>
<td>CHAREVENTOBJECT_ENDEDIT</td>
<td>–</td>
<td>–</td>
<td>Name of the LabelEdit graphical object, in which text editing has completed</td>
</tr>
<tr>
<td>Event of change of the chart size or modification of chart properties through the Properties dialog</td>
<td>CHAREVENT_CHART_CHANGE</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>ID of the user event under the N number</td>
<td>CHAREVENTCUSTOM+N</td>
<td>Value set by the EventChartCustom() function</td>
<td>Value set by the EventChartCustom() function</td>
<td>Value set by the EventChartCustom() function</td>
</tr>
</tbody>
</table>

**Example:**

```c
#define KEY_NUPAD_5 12
#define KEY_LEFT 37
#define KEY_UP 38
#define KEY_RIGHT 39
#define KEY_DOWN 40
#define KEY_NUMLOCK_DOWN 98
#define KEY_NUMLOCK_LEFT 100
#define KEY_NUMLOCK_5 101
#define KEY_NUMLOCK_RIGHT 102
#define KEY_NUMLOCK_UP 104

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
```
{  
//--- the key has been pressed
  Print("The专家 with name ", MQL5InfoString(MQL5_PROGRAM_NAME), ", is running");
//--- enable object create events
  ChartSetInteger(ChartID(), CHART_EVENT_OBJECT_CREATE, true);
//--- enable object delete events
  ChartSetInteger(ChartID(), CHART_EVENT_OBJECT_DELETE, true);
//--- forced updating of chart properties ensures readiness for event processing
  ChartRedraw();
//---
  return(INIT_SUCCEEDED);
}

void OnChartEvent(const int id, // Event identifier
                   const long& lparam, // Event parameter of long type
                   const double& dparam, // Event parameter of double type
                   const string& sparam // Event parameter of string type
)
{
//--- the left mouse button has been pressed on the chart
  if(id==CHARTEVENT_CLICK)
  {
    Print("The coordinates of the mouse click on the chart are: \( x = \), \( y = \) ");
  }
//--- the mouse has been clicked on the graphic object
  if(id==CHARTEVENT_OBJECT_CLICK)
  {
    Print("The mouse has been clicked on the object with name ", sparam); 
  }
//--- the key has been pressed
  if(id==CHARTEVENT_KEYDOWN)
  {
    switch(lparam)
    {
    case KEY_NUMLOCK_LEFT:  Print("The KEY_NUMLOCK_LEFT has been pressed");
    case KEY_LEFT:  Print("The KEY_LEFT has been pressed");
    case KEY_NUMLOCK_UP:  Print("The KEY_NUMLOCK_UP has been pressed");
    case KEY_UP:  Print("The KEY_UP has been pressed");
    case KEY_NUMLOCK_RIGHT:  Print("The KEY_NUMLOCK_RIGHT has been pressed");
    case KEY_RIGHT:  Print("The KEY_RIGHT has been pressed");
    case KEY_NUMLOCK_DOWN:  Print("The KEY_NUMLOCK_DOWN has been pressed");
    case KEY_DOWN:  Print("The KEY_DOWN has been pressed");
    case KEY_NUMPAD_5:  Print("The KEY_NUMPAD_5 has been pressed");
    case KEY_NUMLOCK_5:  Print("The KEY_NUMLOCK_5 has been pressed");
    default:  Print("Some not listed key has been pressed");
    }
  }
  ChartRedraw();
For CHARTEVENT_MOUSE_MOVE event the \texttt{sparam} string parameter contains information about state of the keyboard and mouse buttons:

\begin{tabular}{|c|p{15cm}|}
\hline
\textbf{Bit} & \textbf{Description} \\
\hline
1 & State of the left mouse button \\
2 & State of the right mouse button \\
3 & State of the SHIFT button \\
4 & State of the CTRL button \\
5 & State of the middle mouse button \\
6 & State of the first extra mouse button \\
7 & State of the second extra mouse button \\
\hline
\end{tabular}

Example:

```c
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
void OnInit()
{
    //--- enable CHARTEVENT_MOUSE_MOVE messages
    ChartSetInteger(0, CHARTEVENT_MOUSE_MOVE, 1);
    //--- disable the context menu of the chart (on the right)
```
Constants, Enumerations and Structures

```
ChartSetInteger(0, CHART_CONTEXT_MENU, 0);
// --- disable the crosshair (by the middle button)
ChartSetInteger(0, CHART_CROSSHAIR_TOOL, 0);
// --- forced updating of chart properties ensures readiness for event processing
ChartRedraw();
}

//| MouseState
//|---------------------------------------------+
// string MouseState(uint state)
{
  string res;
  res+="nML: " +((state&1)==1)?"DN":"UP"; // mouse left
  res+="nMR: " +(state&2)==2)?"DN":"UP"; // mouse right
  res+="nMM: " +(state&16)==16)?"DN":"UP"; // mouse middle
  res+="nMX: " +(state&32)==32)?"DN":"UP"; // mouse first X key
  res+="nMY: " +(state&64)==64)?"DN":"UP"; // mouse second X key
  res+="nSHIFT: " +(state&4)==4)?"DN":"UP"; // shift key
  res+="nCTRL: " +(state&8)==8)?"DN":"UP"; // control key
  return(res);
}

//| ChartEvent function
//|---------------------------------------------------------------+
void OnChartEvent(const int id, const long &lparam, const double &dparam, const string &sparam)
{
  if(id==CHARTEVENT_MOUSE_MOVE)
    Comment("POINT: ", (int)lparam," ", (int)dparam," \n", MouseState((uint)sparm));
}
```

For the CHARTEVENT_MOUSE_WHEEL event, parameters lparam and dparam contain information about the states of the Ctrl and Shift keys, of mouse buttons, cursor coordinates and the mouse wheel scroll value. For a better understanding, run this Expert Advisor on a chart and scroll the mouse wheel, while pressing different buttons and holding down the keys described in the code.

**Example of CHARTEVENT_MOUSE_WHEEL event processing:**

```
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
init OnInit()
{
  // --- Enabling mouse wheel scrolling messages
  ChartSetInteger(0, CHART_EVENT_MOUSE_WHEEL, 1);
  // --- forced updating of chart properties ensures readiness for event processing
  ChartRedraw();
  // ---
  return(INIT_SUCCEEDED);
```

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//+------------------------------------------------------------------+
//| ChartEvent function                                              |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, const long &lparam, const double &dparam, const string &sparam)
{
    if(id==CHARTEVENT_MOUSE_WHEEL)
    {
        //--- Consider the state of mouse buttons and wheel for this event
        int flg_keys = (int)(lparam>>32); // The flag of states of the Ctrl and Shift keys, and mouse buttons
        int x_cursor = (int)(short)(lparam>>16); // the X coordinate where the mouse wheel event occurred
        int y_cursor = (int)(short)(lparam>>8); // the Y coordinate where the mouse wheel event occurred
        int delta = (int)dparam; // the total value of mouse scroll, triggers when +120 or -120 is reached

        //--- Processing the flag
        string str_keys="";
        if((flg_keys&0x0001)!=0) str_keys+="LMOUSE ";
        if((flg_keys&0x0002)!=0) str_keys+="RMOUSE ";
        if((flg_keys&0x0004)!=0) str_keys+="SHIFT ";
        if((flg_keys&0x0008)!=0) str_keys+="CTRL ";
        if((flg_keys&0x0010)!=0) str_keys+="MMOUSE ";
        if((flg_keys&0x0020)!=0) str_keys+="X1MOUSE ";
        if((flg_keys&0x0040)!=0) str_keys+="X2MOUSE ";

        if(!str_keys="")
            str_keys="", keys=""+StringSubStr(str_keys,0,StringLen(str_keys)-1) + ";";
        PrintFormat("%s: X=%d, Y=%d, delta=%d%s",EnumToString(CHARTEVENT_MOUSE_WHEEL),x,
    }

    //--- Processing the flag
    }|

    //+------------------------------------------------------------------+
    /*
    Example of the output
    CHARTEVENT_MOUSE_WHEEL: Ctrl pressed: X=193, Y=445, delta=-120
    CHARTEVENT_MOUSE_WHEEL: Shift pressed: X=186, Y=446, delta=120
    CHARTEVENT_MOUSE_WHEEL: X=178, Y=447, delta=-120
    CHARTEVENT_MOUSE_WHEEL: X=231, Y=449, delta=120
    CHARTEVENT_MOUSE_WHEEL: MiddleButton pressed: X=231, Y=449, delta=120
    CHARTEVENT_MOUSE_WHEEL: LeftButton pressed: X=279, Y=320, delta=-120
    CHARTEVENT_MOUSE_WHEEL: RightButton pressed: X=253, Y=330, delta=120 */
}

See also

Event Handling Functions, Working with events
Chart Timeframes

All predefined timeframes of charts have unique identifiers. The PERIOD_CURRENT identifier means the current period of a chart, at which a mq5-program is running.

**ENUM_TIMEFRAMES**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PERIOD_CURRENT</td>
<td>Current timeframe</td>
</tr>
<tr>
<td>PERIOD_M1</td>
<td>1 minute</td>
</tr>
<tr>
<td>PERIOD_M2</td>
<td>2 minutes</td>
</tr>
<tr>
<td>PERIOD_M3</td>
<td>3 minutes</td>
</tr>
<tr>
<td>PERIOD_M4</td>
<td>4 minutes</td>
</tr>
<tr>
<td>PERIOD_M5</td>
<td>5 minutes</td>
</tr>
<tr>
<td>PERIOD_M6</td>
<td>6 minutes</td>
</tr>
<tr>
<td>PERIOD_M10</td>
<td>10 minutes</td>
</tr>
<tr>
<td>PERIOD_M12</td>
<td>12 minutes</td>
</tr>
<tr>
<td>PERIOD_M15</td>
<td>15 minutes</td>
</tr>
<tr>
<td>PERIOD_M20</td>
<td>20 minutes</td>
</tr>
<tr>
<td>PERIOD_M30</td>
<td>30 minutes</td>
</tr>
<tr>
<td>PERIOD_H1</td>
<td>1 hour</td>
</tr>
<tr>
<td>PERIOD_H2</td>
<td>2 hours</td>
</tr>
<tr>
<td>PERIOD_H3</td>
<td>3 hours</td>
</tr>
<tr>
<td>PERIOD_H4</td>
<td>4 hours</td>
</tr>
<tr>
<td>PERIOD_H6</td>
<td>6 hours</td>
</tr>
<tr>
<td>PERIOD_H8</td>
<td>8 hours</td>
</tr>
<tr>
<td>PERIOD_H12</td>
<td>12 hours</td>
</tr>
<tr>
<td>PERIOD_D1</td>
<td>1 day</td>
</tr>
<tr>
<td>PERIOD_W1</td>
<td>1 week</td>
</tr>
<tr>
<td>PERIOD_MN1</td>
<td>1 month</td>
</tr>
</tbody>
</table>

Example:

```c
string chart_name="test_Object_Chart";
Print("Let's try to create a Chart object with the name ",chart_name);
//--- If such an object does not exist - create it
if (ObjectFind(0,chart_name)<0) ObjectCreate(0,chart_name,OBJ_CHART,0,0,0,0,0);
```
//--- Define symbol
ObjectSetString(0,chart_name,OBJPROP_SYMBOL,"EURUSD");
//--- Set X coordinate of the anchor point
ObjectSetInteger(0,chart_name,OBJPROP_XDISTANCE,100);
//--- Set Y coordinate of the anchor point
ObjectSetInteger(0,chart_name,OBJPROP_YDISTANCE,100);
//--- Set the width of chart
ObjectSetInteger(0,chart_name,OBJPROP_XSIZE,400);
//--- Set the height
ObjectSetInteger(0,chart_name,OBJPROP_YSIZE,300);
//--- Set the timeframe
ObjectSetInteger(0,chart_name,OBJPROP_PERIOD,PERIOD_D1);
//--- Set scale (from 0 to 5)
ObjectSetDouble(0,chart_name,OBJPROP_SCALE,4);
//--- Disable selection by a mouse
ObjectSetInteger(0,chart_name,OBJPROP_SELECTABLE,false);

**Timeseries identifiers**

The identifiers of timeseries are used in the **iHighest()** and **iLowest()** functions. They can be equal to a value the enumeration

**ENUM_SERIESMODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MODE_OPEN</td>
<td>Opening price</td>
</tr>
<tr>
<td>MODE_LOW</td>
<td>Low price</td>
</tr>
<tr>
<td>MODE_HIGH</td>
<td>High price</td>
</tr>
<tr>
<td>MODE_CLOSE</td>
<td>Close price</td>
</tr>
<tr>
<td>MODE_VOLUME</td>
<td>Tick volume</td>
</tr>
<tr>
<td>MODE_REAL_VOLUME</td>
<td>Real volume</td>
</tr>
<tr>
<td>MODE_SPREAD</td>
<td>Spread</td>
</tr>
</tbody>
</table>

See also

PeriodSeconds, Period, Date and Time, Visibility of objects
Chart Properties

Identifiers of ENUM_CHARTPROPERTY enumerations are used as parameters of functions for working with charts. The abbreviation of r/o in the “Property Type” column means that this property is read-only and cannot be changed. The w/o abbreviation in the “Property Type” column means that this property is write-only and it cannot be received. When accessing certain properties, it’s necessary to specify an additional parameter-modifier (modifier), which serves to indicate the number of chart subwindows. 0 means the main window.

The functions defining the chart properties are actually used for sending change commands to the chart. If these functions are executed successfully, the command is included in the common queue of the chart events. The changes are implemented to the chart when handling the queue of the chart events.

Thus, do not expect an immediate visual update of the chart after calling these functions. Generally, the chart is updated automatically by the terminal following the change events - a new quote arrival, resizing the chart window, etc. Use ChartRedraw() function to forcefully update the chart.

For functions ChartSetInteger() and ChartGetInteger()

<table>
<thead>
<tr>
<th>ENUM_CHART_PROPERTY_INTEGER</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>Description</td>
<td>Property Type</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------------------</td>
</tr>
<tr>
<td>CHART_CONTEXT_MENU</td>
<td>Enabling/disabling access to the context menu using the right click. When CHART_CONTEXT_MENU=false, only the chart context menu is disabled. The context menu of objects on the chart remains available.</td>
<td>bool (default is true)</td>
</tr>
<tr>
<td>CHART_CROSSHAIR_TOOL</td>
<td>Enabling/disabling access to the Crosshair tool using the middle click.</td>
<td>bool (default is true)</td>
</tr>
<tr>
<td>CHART_MOUSE_SCROLL</td>
<td>Scrolling the chart horizontally using the left mouse button. Vertical scrolling is also available if the value of any following properties is set to true: CHART_SCALEFIX, CHART_SCALEFIX_11 or CHART_SCALE_PT_PER_BAR. When CHART_MOUSE_SCROLL=false, chart scrolling with the mouse wheel is unavailable.</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_EVENT_MOUSE_WHEEL</td>
<td>Sending messages about mouse wheel events (CHART_EVENT_MOUSE_WHEEL) to all mql5 programs on a chart</td>
<td>bool (default is true)</td>
</tr>
<tr>
<td>CHART_EVENT_MOUSE_MOVE</td>
<td>Send notifications of mouse move and mouse click events (CHART_EVENT_MOUSE_MOVE) to all mql5 programs on a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_EVENT_OBJECT_CREATE</td>
<td>Send a notification of an event of new object creation (CHART_EVENT_OBJECT_CREATE) to all mql5-programs on a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_EVENT_OBJECT_DELETE</td>
<td>Send a notification of an event of object deletion (CHART_EVENT_OBJECT_DELETE) to all mql5-programs on a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_MODE</td>
<td>Chart type (candlesticks, bars or line)</td>
<td>enum ENUM_CHART_MODE</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Property Type</td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>CHART_FOREGROUND</td>
<td>Price chart in the foreground</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHIFT</td>
<td>Mode of price chart indent from the right border</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_AUTOSCROLL</td>
<td>Mode of automatic moving to the right border of the chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_KEYBOARD_CONTROL</td>
<td>Allow managing the chart using a keyboard (&quot;Home&quot;, &quot;End&quot;, &quot;PageUp&quot;, &quot;+&quot;, &quot;-&quot;, &quot;Up arrow&quot;, etc.). Setting CHART_KEYBOARD_CONTROL to false disables chart scrolling and scaling while leaving intact the ability to receive the keys pressing events in OnChartEvent().</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_QUICK_NAVIGATION</td>
<td>Allow the chart to intercept Space and Enter key strokes to activate the quick navigation bar. The quick navigation bar automatically appears at the bottom of the chart after double-clicking the mouse or pressing Space/Enter. It allows you to quickly change a symbol, timeframe and first visible bar date.</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SCALE</td>
<td>Scale</td>
<td>int from 0 to 5</td>
</tr>
<tr>
<td>CHART_SCALEFIX</td>
<td>Fixed scale mode</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SCALEFIX_11</td>
<td>Scale 1:1 mode</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SCALE_PT_PER_BAR</td>
<td>Scale to be specified in points per bar</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_TICKER</td>
<td>Display a symbol ticker in the upper left corner. Setting CHART_SHOW_TICKER to 'false' also sets CHART_SHOW_OHLC to 'false' and disables OHLC</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_OHLC</td>
<td>Display OHLC values in the upper left corner. Setting CHART_SHOW_OHLC to 'true' also sets CHART_SHOW_TICKER to 'true' and enables the ticker</td>
<td>bool</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Property Type</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>CHART_SHOW_BID_LINE</td>
<td>Display Bid values as a horizontal line in a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_ASK_LINE</td>
<td>Display Ask values as a horizontal line in a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_LAST_LINE</td>
<td>Display Last values as a horizontal line in a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_PERIOD_SEP</td>
<td>Display vertical separators between adjacent periods</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_GRID</td>
<td>Display grid in the chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_VOLUMES</td>
<td>Display volume in the chart</td>
<td>enum</td>
</tr>
<tr>
<td></td>
<td><strong>ENUM</strong>_CHART_VOLUME_MODE</td>
<td></td>
</tr>
<tr>
<td>CHART_SHOW_OBJECT_DESCR</td>
<td>Display textual descriptions of objects (not available for all objects)</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_VISIBLE_BARS</td>
<td>The number of bars on the chart that can be displayed</td>
<td>int r/o</td>
</tr>
<tr>
<td>CHART_WINDOWS_TOTAL</td>
<td>The total number of chart windows, including indicator subwindows</td>
<td>int r/o</td>
</tr>
<tr>
<td>CHART_WINDOW_IS_VISIBLE</td>
<td>Visibility of subwindows</td>
<td>bool r/o</td>
</tr>
<tr>
<td></td>
<td><strong>Modifier - subwindow number</strong></td>
<td></td>
</tr>
<tr>
<td>CHART_WINDOW_HANDLE</td>
<td>Chart window handle (HWND)</td>
<td>int r/o</td>
</tr>
<tr>
<td>CHART_WINDOW_YDISTANCE</td>
<td>The distance between the upper frame of the indicator subwindow and the upper frame of the main chart window, along the vertical Y axis, in pixels. In case of a mouse event, the cursor coordinates are passed in terms of the coordinates of the main chart window, while the coordinates of graphical objects in an indicator subwindow are set relative to the upper left corner of the subwindow. The value is required for converting the absolute coordinates of the main chart to the local coordinates of a subwindow for correct work</td>
<td>int r/o</td>
</tr>
<tr>
<td></td>
<td><strong>Modifier - subwindow number</strong></td>
<td></td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Property Type</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>CHART_FIRST_VISIBLE_BAR</td>
<td>Number of the first visible bar in the chart. Indexing of bars is the same as for <em>timeseries</em>.</td>
<td>int r/o</td>
</tr>
<tr>
<td>CHART_WIDTH_IN_BARS</td>
<td>Chart width in bars</td>
<td>int r/o</td>
</tr>
<tr>
<td>CHART_WIDTH_IN_PIXELS</td>
<td>Chart width in pixels</td>
<td>int r/o</td>
</tr>
<tr>
<td>CHART_HEIGHT_IN_PIXELS</td>
<td>Chart height in pixels</td>
<td>int r/o</td>
</tr>
<tr>
<td>CHART_COLOR_BACKGROUND</td>
<td>Chart background color</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_FOREGROUND</td>
<td>Color of axes, scales and OHLC line</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_GRID</td>
<td>Grid color</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_VOLUME</td>
<td>Color of volumes and position opening levels</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_CHART_UP</td>
<td>Color for the up bar, shadows and body borders of bull candlesticks</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_CHART_DOWN</td>
<td>Color for the down bar, shadows and body borders of bear candlesticks</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_CHART_LINE</td>
<td>Line chart color and color of &quot;Doji&quot; Japanese candlesticks</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_CANDLE_BULL</td>
<td>Body color of a bull candlestick</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_CANDLE_BEAR</td>
<td>Body color of a bear candlestick</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_BID</td>
<td>Bid price level color</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_ASK</td>
<td>Ask price level color</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_LAST</td>
<td>Line color of the last executed deal price (Last)</td>
<td>color</td>
</tr>
<tr>
<td>CHART_COLOR_STOP_LEVEL</td>
<td>Color of stop order levels (Stop Loss and Take Profit)</td>
<td>color</td>
</tr>
<tr>
<td>CHART_SHOW_TRADE_LEVELS</td>
<td>Displaying trade levels in the chart (levels of open positions, Stop Loss, Take Profit and pending orders)</td>
<td>bool</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_DRAG_TRADE_LEVELS</td>
<td>Permission to drag trading levels on a chart with a mouse. The drag mode is enabled by default (true value)</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_DATE_SCALE</td>
<td>Showing the time scale on a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_PRICE_SCALE</td>
<td>Showing the price scale on a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_SHOW_ONE_CLICK</td>
<td>Showing the &quot;One click trading&quot; panel on a chart</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_IS_MAXIMIZED</td>
<td>Chart window is maximized</td>
<td>bool r/o</td>
</tr>
<tr>
<td>CHART_IS_MINIMIZED</td>
<td>Chart window is minimized</td>
<td>bool r/o</td>
</tr>
<tr>
<td>CHART_IS_DOCKED</td>
<td>The chart window is docked. If set to false, the chart can be dragged outside the terminal area</td>
<td>bool</td>
</tr>
<tr>
<td>CHART_FLOAT_LEFT</td>
<td>The left coordinate of the undocked chart window relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td>CHART_FLOAT_TOP</td>
<td>The top coordinate of the undocked chart window relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td>CHART_FLOAT_RIGHT</td>
<td>The right coordinate of the undocked chart window relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td>CHART_FLOAT_BOTTOM</td>
<td>The bottom coordinate of the undocked chart window relative to the virtual screen</td>
<td>int</td>
</tr>
</tbody>
</table>

For functions **ChartSetDouble()** and **ChartGetDouble()**

### ENUM_CHART_PROPERTY_DOUBLE

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_SHIFT_SIZE</td>
<td>The size of the zero bar indent from the right border in percents</td>
<td>double (from 10 to 50 percents)</td>
</tr>
<tr>
<td>CHART_FIXED_POSITION</td>
<td>Chart fixed position from the left border in percent value. Chart fixed position is marked by a small gray triangle on the horizontal time axis. It is</td>
<td>double</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

#### ID Description Property Type

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_FIXED_MAX</td>
<td>Fixed chart maximum</td>
<td>double</td>
</tr>
<tr>
<td>CHART_FIXED_MIN</td>
<td>Fixed chart minimum</td>
<td>double</td>
</tr>
<tr>
<td>CHART_POINTS_PER_BAR</td>
<td>Scale in points per bar</td>
<td>double</td>
</tr>
<tr>
<td>CHART_PRICE_MIN</td>
<td>Chart minimum</td>
<td>double r/o modifier - subwindow number</td>
</tr>
<tr>
<td>CHART_PRICE_MAX</td>
<td>Chart maximum</td>
<td>double r/o modifier - subwindow number</td>
</tr>
</tbody>
</table>

For functions `ChartSetString()` and `ChartGetString()`

#### ENUM_CHART_PROPERTY_STRING

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_COMMENT</td>
<td>Text of a comment in a chart</td>
<td>string</td>
</tr>
<tr>
<td>CHART_EXPERT_NAME</td>
<td>The name of the Expert Advisor running on the chart with the specified chart_id</td>
<td>string r/o</td>
</tr>
<tr>
<td>CHART_SCRIPT_NAME</td>
<td>The name of the script running on the chart with the specified chart_id</td>
<td>string r/o</td>
</tr>
</tbody>
</table>

**Example:**

```c
int chartMode=ChartGetInteger(0, CHART_MODE);
switch(chartMode)
{
    case(CHART_BARS): Print("CHART_BARS"); break;
    case(CHART_CANDLES): Print("CHART_CANDLES");break;
    default:Print("CHART_LINE");
}
bool shifted=ChartGetInteger(0, CHART_SHIFT);
if(shifted) Print("CHART_SHIFT = true");
else Print("CHART_SHIFT = false");
bool autoscroll=ChartGetInteger(0, CHART_AUTOSCROLL);
if(autoscroll) Print("CHART_AUTOSCROLL = true");
else Print("CHART_AUTOSCROLL = false");
int chartHandle=ChartGetInteger(0, CHART_WINDOW_HANDLE);
```
Print("CHART_WINDOW_HANDLE = ",chartHandle);
int windows=ChartGetInteger(0,CHART_WINDOWS_TOTAL);
Print("CHART_WINDOWS_TOTAL = ",windows);
if(windows>1)
{
    for(int i=0;i<windows;i++)
    {
        int height=ChartGetInteger(0,CHART_HEIGHT_IN_PIXELS,i);
        double priceMin=ChartGetDouble(0,CHART_PRICE_MIN,i);
        double priceMax=ChartGetDouble(0,CHART_PRICE_MAX,i);
        Print(i": CHART_HEIGHT_IN_PIXELS = ",height," pixels");
        Print(i": CHART_PRICE_MIN = ",priceMin);
        Print(i": CHART_PRICE_MAX = ",priceMax);
    }
}

See also

Examples of Working with the Chart
Positioning Constants

Three identifiers from the ENUM_CHART_POSITION list are the possible values of the position parameter for the ChartNavigate() function.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_BEGIN</td>
<td>Chart beginning (the oldest prices)</td>
</tr>
<tr>
<td>CHART_CURRENT_POS</td>
<td>Current position</td>
</tr>
<tr>
<td>CHART_END</td>
<td>Chart end (the latest prices)</td>
</tr>
</tbody>
</table>

Example:

```cpp
long handle=ChartOpen("EURUSD", PERIOD_H12);
if(handle!=0)
{
    ChartSetInteger(handle,CHART_AUTOSCROLL,false);
    ChartSetInteger(handle,CHART_SHIFT,true);
    ChartSetInteger(handle,CHART_MODE,CHART_LINE);
    ResetLastError();
    bool res=ChartNavigate(handle,CHART_END,150);
    if(!res) Print("Navigate failed. Error = ",GetLastError());
    ChartRedraw();
}
```
Chart Representation

Price charts can be displayed in three ways:

- as bars;
- as candlesticks;
- as a line.

The specific way of displaying the price chart is set by the function `ChartSetInteger(chart_handle, CHART_MODE, chart_mode)`, where `chart_mode` is one of the values of the `ENUM_CHART_MODE` enumeration.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_BARS</td>
<td>Display as a sequence of bars</td>
</tr>
<tr>
<td>CHART_CANDLES</td>
<td>Display as Japanese candlesticks</td>
</tr>
<tr>
<td>CHART_LINE</td>
<td>Display as a line drawn by Close prices</td>
</tr>
</tbody>
</table>

To specify the mode of displaying volumes in the price chart the function `ChartSetInteger(chart_handle, CHART_SHOW_VOLUMES, volume_mode)` is used, where `volume_mode` is one of values of the `ENUM_CHART_VOLUME_MODE` enumeration.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_VOLUME_HIDE</td>
<td>Volumes are not shown</td>
</tr>
<tr>
<td>CHART_VOLUME_TICK</td>
<td>Tick volumes</td>
</tr>
<tr>
<td>CHART_VOLUME_REAL</td>
<td>Trade volumes</td>
</tr>
</tbody>
</table>

Example:

```c
//--- Get the handle of the current chart
long handle=ChartID();
if(handle>0) // If it succeeded, additionally customize
{
    //--- Disable autoscroll
    ChartSetInteger(handle, CHART_AUTOSCROLL, false);
    //--- Set the indent of the right border of the chart
    ChartSetInteger(handle, CHART_SHIFT, true);
    //--- Display as candlesticks
    ChartSetInteger(handle, CHART_MODE, CHART_CANDLES);
    //--- Scroll by 100 bars from the beginning of history
    ChartNavigate(handle, CHART_CURRENT_POS, 100);
    //--- Set the tick volume display mode
    ChartSetInteger(handle, CHART_SHOW_VOLUMES, CHART_VOLUME_TICK);
```
See also

ChartOpen, ChartID
Examples of Working with the Chart

This section contains examples of working with chart properties. One or two complete functions are displayed for each property. These functions allow setting/receiving the value of the property. These functions can be used "as is" in custom mql5 applications.

The screenshot below demonstrates the graphic panel illustrating how changing of the chart property changes its appearance. Clicking Next button allows setting the new value of the appropriate property and view the changes in the chart window.

The panel's source code is located below.

Chart Properties and Sample Functions for Working with Them

- **CHART_IS_OBJECT** defines if an object is a real chart or a graphic object.
//+------------------------------------------------------------------+
//| Checks if an object is a chart. If it is a graphic object, the result |
//| is true. If it is a real chart, the result variable has the value of  |
//| false.                                                              |
//+------------------------------------------------------------------+

bool ChartIsObject(bool &result, const long chart_ID=0) {
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- get the chart property
    if(!ChartGetInteger(chart_ID, CHART_IS_OBJECT, 0, value)) {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        //--- return false
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

• CHART_BRING_TO_TOP shows the chart on top of all others.

//+------------------------------------------------------------------+
//| Sends command to the terminal to display the chart above all others |
//+------------------------------------------------------------------+

bool ChartBringToTop(const long chart_ID=0) {
    //--- reset the error value
    ResetLastError();
    //--- show the chart on top of all others
    if(!ChartSetInteger(chart_ID, CHART_BRING_TO_TOP, 0, true)) {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
• **CHART_MOUSE_SCROLL** is a property for scrolling the chart using left mouse button.

```csharp
bool ChartMouseScrollGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_MOUSE_SCROLL,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

bool ChartMouseScrollSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID,CHART_MOUSE_SCROLL,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

• **CHART_EVENT_MOUSE_MOVE** is a property of sending messages concerning move events and mouse clicks to mql5 applications (CHART_EVENT_MOUSE_MOVE).

```csharp
//+------------------------------------------------------------------+
//| Checks if messages concerning move events and mouse clicks       |
//| are sent to all MQL5 applications on the chart                   |
//+------------------------------------------------------------------+
```
bool ChartEventMouseMoveGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_EVENT_MOUSE_MOVE, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

bool ChartEventMouseMoveSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_EVENT_MOUSE_MOVE, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_EVENT_OBJECT_CREATE is a property of sending messages concerning the event of a graphic object creation to mql5 applications (CHARTEVENT_OBJECT_CREATE).

    //-------------------------------------------------------------------------------------------------
    //| Checks if messages concerning the event of a graphic object creation are sent to all MQL5 applications on the chart |
    //-------------------------------------------------------------------------------------------------
    bool ChartEventObjectCreateGet(bool &result, const long chart_ID=0)
    {
        //--- prepare the variable to get the property value
        long value;
--- reset the error value
ResetLastError();
--- receive the property value
if(!ChartGetInteger(chart_ID, CHART_EVENT_OBJECT_CREATE, 0, value))
{
    // display the error message in Experts journal
    Print(__FUNCTION__ + ", Error Code = ", GetLastError());
    return(false);
}
--- store the value of the chart property in memory
result=value;
--- successful execution
return(true);
--- prepare the variable to get the property value
long value;
--- reset the error value
ResetLastError();
--- receive the property value
if(!ChartGetInteger(chart_ID, CHART_EVENT_OBJECT_CREATE, 0, value))
{
    // display the error message in Experts journal
    Print(__FUNCTION__ + ", Error Code = ", GetLastError());
    return(false);
}
--- successful execution
return(true);

- **CHART_EVENT_OBJECT_DELETE** is a property of sending messages concerning the event of a graphic object deletion to mql5 applications (CHART_EVENT_OBJECT_DELETE).

--- prepare the variable to get the property value
bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_EVENT_OBJECT_DELETE, 0, value))
```cpp
//--- display the error message in Experts journal
Print(__FUNCTION__ +", Error Code = ", GetLastError());
return(false);
}

//--- store the value of the chart property in memory
result=value;
//--- successful execution
return(true);

} //--- reset the error value
ResetLastError();
//--- set property value
if(!ChartSetInteger(chart_ID,CHART_EVENT_OBJECT_DELETE,0,value))
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__ +", Error Code = ", GetLastError());
    return(false);
}
//--- successful execution
return(true);
```

**CHART_MODE** - type of the chart (candlesticks, bars or line).

```cpp
//+------------------------------------------------------------------+
//| Gets chart display type (candlesticks, bars or line)             |
//+------------------------------------------------------------------+

ENUM_CHART_MODE ChartModeGet(const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long result=WRONG_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_MODE,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
    }
    //--- return the value of the chart property
    return((ENUM_CHART_MODE)result);
```
### CHART_FOREGROUND

Is a property of displaying a price chart in the foreground.

```cpp
//+------------------------------------------------------------------+
//| Checks if a price chart is displayed in the foreground           |
//+------------------------------------------------------------------+
bool ChartForegroundGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_FOREGROUND, 0, value))
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}
```

### ChartModeSet

Sets chart display type (candlesticks, bars or line).

```cpp
bool ChartModeSet(const long value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_MODE, value))
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    //--- successful execution
    return(true);
}
```
### Constants, Enumerations and Structures

- **CHART_SHIFT** - mode of shift of the price chart from the right border.

```cpp
//+-------------------------------------------------------------------+
//| Checks if shifting a price chart from the right border is enabled |
//+-------------------------------------------------------------------+
bool ChartShiftGet(bool &result, const long chart_ID=0)
{
  //--- prepare the variable to get the property value
  long value;
  //--- reset the error value
  ResetLastError();
  //--- receive the property value
  if(!ChartGetInteger(chart_ID, CHART_SHIFT, 0, value))
  {
    //--- display the error message in Experts journal
    Print(__FUNCTION__ + "", Error Code = ", GetLastError());
    return(false);
  }
  //--- store the value of the chart property in memory
  result=value;
  //--- successful execution
  return(true);
}
//+---------------------------------------------------------------------------------+
//| Enables/disables displaying of a price chart with a shift from the right border |
//+---------------------------------------------------------------------------------+
bool ChartShiftSet(const bool value, const long chart_ID=0)
{
  //--- reset the error value
  ResetLastError();
  //--- set property value
  if(!ChartSetInteger(chart_ID, CHART_SHIFT, 0, value))
  {
    //--- display the error message in Experts journal
    Print(__FUNCTION__ + "", Error Code = ", GetLastError());
    return(false);
  }
  //--- successful execution
  return(true);
}
```
//--- successful execution
return (true);
}

CHART_AUTOSCROLL - the mode of automatic shift to the right border of the chart.

//+------------------------------------------------------------------+
//| Checks if automatic scrolling of a chart to the right             |
//| on new ticks arrival is enabled                                  |
//+------------------------------------------------------------------+
bool ChartAutoscrollGet(bool &result, const long chart_ID=0)
{
  //--- prepare the variable to get the property value
  long value;
  //--- reset the error value
  ResetLastError();
  //--- receive the property value
  if(!ChartGetInteger(chart_ID, CHART_AUTOSCROLL, 0, value))
  {
    //--- display the error message in Experts journal
    Print(__FUNCTION__ +", Error Code = ", GetLastError());
    return (false);
  }
  //--- store the value of the chart property in memory
  result=value;
  //--- successful execution
  return (true);
}

//+------------------------------------------------------------------+
//| Enables/disables automatic scrolling of a chart to the right     |
//| on new ticks arrival                                             |
//+------------------------------------------------------------------+
bool ChartAutoscrollSet(const bool value, const long chart_ID=0)
{
  //--- reset the error value
  ResetLastError();
  //--- set property value
  if(!ChartSetInteger(chart_ID, CHART_AUTOSCROLL, 0, value))
  {
    //--- display the error message in Experts journal
    Print(__FUNCTION__ +", Error Code = ", GetLastError());
    return (false);
  }
  //--- successful execution
  return (true);
}
• **CHART_SCALE** - chart scale property.

```cpp
//+------------------------------------------------------------------+
//| Gets chart scale (from 0 to 5)                                   |
//+------------------------------------------------------------------+
int ChartScaleGet(const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long result=-1;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_SCALE,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__, " Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return((int)result);
}
```

```cpp
//+------------------------------------------------------------------+
//| Sets chart scale (from 0 to 5)                                   |
//+------------------------------------------------------------------+
bool ChartScaleSet(const long value,const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID,CHART_SCALE,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__, " Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

• **CHART_SCALEFIX** - the mode of fixed chart scale.

```cpp
//+------------------------------------------------------------------+
//| Checks if the fixed scale mode is enabled                        |
//+------------------------------------------------------------------+
```
bool ChartScaleFixGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_SCALEFIX,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

bool ChartScaleFixSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID,CHART_SCALEFIX,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_SCALEFIX_11 - 1:1 chart scale mode.

bool ChartScaleFix11Get(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value

if(!ChartGetInteger(chart_ID, CHART_SCALEFIX_11, 0, value))
  {
      //--- display the error message in Experts journal
      Print(__FUNCTION__ + ", Error Code = ", GetLastError());
      return(false);
  }
  //--- store the value of the chart property in memory
  result=value;
  //--- successful execution
  return(true);
}

bool ChartScaleFix11Set(const bool value, const long chart_ID=0)
{
      //--- reset the error value
      ResetLastError();
      //--- set property value
      if(!ChartSetInteger(chart_ID, CHART_SCALEFIX_11, 0, value))
      {
          //--- display the error message in Experts journal
          Print(__FUNCTION__ + ", Error Code = ", GetLastError());
          return(false);
      }
      //--- successful execution
      return(true);
}

- **CHART_SCALE_PT_PER_BAR** - the mode of specifying the chart scale in points per bar.

bool ChartScalePerBarGet(bool &result, const long chart_ID=0)
{
  //--- prepare the variable to get the property value
  long value;
  //--- reset the error value
  ResetLastError();
  //--- receive the property value
  if(!ChartInteger(chart_ID, CHART_SCALE_PT_PER_BAR, 0, value))
  {
      //--- display the error message in Experts journal
      Print(__FUNCTION__ + ", Error Code = ", GetLastError());
      return(false);
  }
  //--- store the value of the chart property in memory
  return(true);
```csharp
result=value;
//--- successful execution
    return (true);
}
//+------------------------------------------------------------------+
//| Enables/disables the "points per bar" chart scaling mode          |
//+------------------------------------------------------------------+
bool ChartScalePerBarSet(const bool value, const long chart_ID=0)
{
//--- reset the error value
    ResetLastError();
//--- set property value
    if (!ChartSetInteger(chart_ID, CHART_SCALE_PT_PER_BAR, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return (false);
    }
//--- successful execution
    return (true);
}

• CHART_SHOW_OHLC - the property of displaying OHLC values in the upper left corner.

//+------------------------------------------------------------------+
//| Checks if displaying of OHLC values in the upper left corner of chart is enabled |
//+------------------------------------------------------------------+
bool ChartShowOHLCGet(bool &result, const long chart_ID=0)
{
//--- prepare the variable to get the property value
    long value;
//--- reset the error value
    ResetLastError();
//--- receive the property value
    if (!ChartGetInteger(chart_ID, CHART_SHOW_OHLC, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return (false);
    }
//--- store the value of the chart property in memory
    result=value;
//--- successful execution
    return (true);
}
//+------------------------------------------------------------------+
//| Enables/disables displaying of OHLC values in the upper left corner of chart |
bool ChartShowOHLCSet(const bool value, const long chart_ID=0) 
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_SHOW_OHLC, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_SHOW_BID_LINE - the property of displaying Bid value as a horizontal line on the chart.

bool ChartShowBidLineGet(bool &result, const long chart_ID=0) 
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_SHOW_BID_LINE, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

bool ChartShowBidLineSet(const bool value, const long chart_ID=0) 
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_SHOW_BID_LINE, 0, value))
    {
//--- display the error message in Experts journal
Print(__FUNCTION__+"", Error Code = ",GetLastError()");
return(false);

//--- successful execution
return(true);

• CHART_SHOW_ASK_LINE - the property of displaying Ask value as a horizontal line on a chart.

bool ChartShowAskLineGet(bool &result, const long chart_ID=0) {

    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_SHOW_ASK_LINE,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError()");
        return(false);
    }

    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

bool ChartShowAskLineSet(const bool value, const long chart_ID=0) {

    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID,CHART_SHOW_ASK_LINE,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError()");
        return(false);
    }

    //--- successful execution
    return(true);
}
• **CHART_SHOW_LAST_LINE** - the property of displaying Last value as a horizontal line on a chart.

```c
//+-----------------------------------------------------------------------------+
//| Checks if displaying of line for the last performed deal's price is enabled |+
//+-----------------------------------------------------------------------------+
bool ChartShowLastLineGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_SHOW_LAST_LINE,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}
//+-------------------------------------------------------------------------+
//| Enables/disables displaying of line for the last performed deal's price |+
//+-------------------------------------------------------------------------+
bool ChartShowLastLineSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID,CHART_SHOW_LAST_LINE,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

• **CHART_SHOW_PERIOD_SEP** - the property of displaying vertical separators between adjacent periods.

```c
//+-------------------------------------------------------------------------------------------------
//| Checks if displaying of vertical separators between adjacent periods is enabled |+
```

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bool ChartShowPeriodSeparatorGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_SHOW_PERIOD_SEP, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+, Error Code = &, GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

bool ChartShowPeriodSeparatorSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_SHOW_PERIOD_SEP, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+, Error Code = &, GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_SHOW_GRID - the property of displaying the chart grid.

bool ChartShowGridGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
//--- receive the property value
if(!ChartGetInteger(chart_ID, CHART_SHOW_GRID, 0, value))
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__+", Error Code = ",GetLastError());
    return(false);
}
//--- store the value of the chart property in memory
result=value;
//--- successful execution
return(true);
}

bool ChartShowGridSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the property value
    if(!ChartSetInteger(chart_ID, CHART_SHOW_GRID, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_SHOW_VOLUMES - the property of displaying the volumes on a chart.

//+------------------------------------------------------------------+
//| Enables/disables displaying of grid on chart                     |
//+------------------------------------------------------------------+

enum CHART_VOLUME_MODE ChartShowVolumesGet(const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long result=WRONG_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_SHOW_VOLUMES, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
    }
Constants, Enumerations and Structures

--- return the value of the chart property

```cpp
return((ENUM_CHAR_VOLUME_MODE)result);
```

--- Sets mode of displaying volumes on chart

```cpp
bool ChartShowVolumesSet(const long value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_SHOW_VOLUMES, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

- **CHART_SHOW_OBJECT_DESCR** - the property of graphical object pop-up descriptions.

--- Checks if pop-up descriptions of graphical objects are displayed when hovering mouse over them

```cpp
bool ChartShowObjectDescriptionGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_SHOW_OBJECT_DESCR, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}
```
 CONSTANTS, ENUMERATIONS AND STRUCTURES

```c
// Enables/disables displaying of pop-up descriptions of graphical objects when hovering mouse over them
bool ChartShowObjectDescriptionSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if (!ChartSetInteger(chart_ID, CHART_SHOW_OBJECT_DESCR, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__, "", Error Code = ", GetLastErr()});
        return(false);
    }
    //--- successful execution
    return(true);
}
```

- **CHART_VISIBLE_BARS** defines the number of bars on a chart that are available for display.

```c
// Gets the number of bars that are displayed (visible) in chart window
int ChartVisibleBars(const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long result=-1;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if (!ChartGetInteger(chart_ID, CHART_VISIBLE_BARS, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__, "", Error Code = ", GetLastErr()});
    }
    //--- return the value of the chart property
    return((int)result);
}
```

- **CHART_WINDOWS_TOTAL** defines the total number of chart windows including indicator subwindows.

```c
// Gets the total number of chart windows including indicator subwindows
int ChartWindowsTotal(const long chart_ID=0)
{
}
```
//--- prepare the variable to get the property value
long result=-1;
//--- reset the error value
ResetLastError();
//--- receive the property value
if(!ChartGetInteger(chart_ID, CHART_WINDOWS_TOTAL, 0, result))
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__+", Error Code = ",GetLastError());
}
//--- return the value of the chart property
return ((int)result);
}

• CHART_WINDOW_IS_VISIBLE defines the subwindow's visibility.

//+------------------------------------------------------------------+
//| Checks if the current chart window or subwindow is visible       |
//+------------------------------------------------------------------+
bool ChartWindowsIsVisible(bool &result, const long chart_ID=0, const int sub_window=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_WINDOW_IS_VISIBLE, sub_window, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}

• CHART_WINDOW_HANDLE returns the chart handle.

//+------------------------------------------------------------------+
//| Gets the chart handle                                           |
//+------------------------------------------------------------------+
int ChartWindowsHandle(const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long result=-1;
//--- reset the error value
ResetLastError();
//--- receive the property value
if(!ChartGetInteger(chart_ID,CHART_WINDOW_HANDLE,0,result))
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__+"", Error Code = ",GetLastError()");
}
//--- return the value of the chart property
return((int)result);

- **CHART_WINDOW_YDISTANCE** defines the distance in pixels between the upper frame of the indicator subwindow and the upper frame of the chart's main window.

    //+------------------------------------------------------------------+
    //| Gets the distance in pixels between the upper border of          |
    //| subwindow and the upper border of chart's main window           |
    //+------------------------------------------------------------------+
    int ChartWindowsYDistance(const long chart_ID=0, const int sub_window=0)
    {
        //--- prepare the variable to get the property value
        long result=-1;
        //--- reset the error value
        ResetLastError();
        //--- receive the property value
        if(!ChartGetInteger(chart_ID,CHART_WINDOW_YDISTANCE,sub_window,result))
        {
            //--- display the error message in Experts journal
            Print(__FUNCTION__+"", Error Code = ",GetLastError()");
        }
        //--- return the value of the chart property
        return((int)result);
    }

- **CHART_FIRST_VISIBLE_BAR** returns the number of the first visible bar on the chart (bar indexing corresponds to the time series).

    //+------------------------------------------------------------------+
    //| Gets the index of the first visible bar on chart.                |
    //| Indexing is performed like in timeseries: latest bars have smallest indices.      |
    //+------------------------------------------------------------------+
    int ChartFirstVisibleBar(const long chart_ID=0)
    {
        //--- prepare the variable to get the property value
        long result=-1;
        //--- reset the error value
        ResetLastError();
    }
ResetLastError();
//--- receive the property value
if(!ChartGetInteger(chart_ID,CHART_FIRST_VISIBLE_BAR,0,result))
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__+"", Error Code = ",GetLastError());
}
//--- return the value of the chart property
return((int)result);

- **CHART_WIDTH_IN_BARS** returns the chart width in bars.

//+------------------------------------------------------------------+
//| Gets the width of chart (in bars)                                |
//+------------------------------------------------------------------+
int ChartWidthInBars(const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long result=-1;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_WIDTH_IN_BARS,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return((int)result);
}

- **CHART_WIDTH_IN_PIXELS** returns the chart width in pixels.

//+------------------------------------------------------------------+
//| Gets the width of chart (in pixels)                             |
//+------------------------------------------------------------------+
int ChartWidthInPixels(const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long result=-1;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID,CHART_WIDTH_IN_PIXELS,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return((int)result);
Print(__FUNCTION__+, Error Code = "GetLastError()");
}
//--- return the value of the chart property
return((int)result);
// Gets the background color of chart
color ChartBackColorGet(const long chart_ID=0)
{
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive chart background color
    if(!ChartGetInteger(chart_ID, CHART_COLOR_BACKGROUND, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
    }
    //--- return the value of the chart property
    return ((color)result);
}

// Sets the background color of chart
bool ChartBackColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the chart background color
    if(!ChartSetInteger(chart_ID, CHART_COLOR_BACKGROUND, clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

- CHART_COLOR_FOREGROUND - color of axes, scale and OHLC line.

// Gets the color of axes, scale and OHLC line
color ChartForeColorGet(const long chart_ID=0)
{
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive the color of axes, scale and OHLC line
    if(!ChartGetInteger(chart_ID, CHART_COLOR_FOREGROUND, 0, result))
{  //--- display the error message in Experts journal
    Print(__FUNCTION__+", Error Code = ",GetLastError());
}

//--- return the value of the chart property
return((color)result);

//+------------------------------------------------------------------+
//| Sets the color of axes, scale and OHLC line                      |
//+------------------------------------------------------------------+
bool ChartForeColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();

    //--- set the color of axes, scale and OHLC line
    if(!ChartSetInteger(chart_ID, CHART_COLOR_FOREGROUND, clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
        return(false);
    }

    //--- successful execution
    return(true);
}

• CHART_COLOR_GRID - chart grid color.

//+------------------------------------------------------------------+
//| Gets the color of chart grid                                     |
//+------------------------------------------------------------------+
color ChartGridColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=CLRNONE;

    //--- reset the error value
    ResetLastError();

    //--- receive chart grid color
    if(!ChartGetInteger(chart_ID, CHART_COLOR_GRID, 0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
    }

    //--- return the value of the chart property
    return((color)result);
}

//+------------------------------------------------------------------+
//| Sets the color of chart grid                                     |
//+------------------------------------------------------------------+
bool ChartGridColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLast Error();
    //--- set chart grid color
    if(!ChartSetInteger(chart_ID, CHART_COLOR_GRID, clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return (false);
    }
    //--- successful execution
    return (true);
}

• CHART_COLOR_VOLUME - color of volumes and position opening levels.

    //+------------------------------------------------------------------+
    //| Gets the color of volumes and market entry levels                |
    //+------------------------------------------------------------------+
    color ChartVolumeColorGet(const long chart_ID=0)
    {
        //--- prepare the variable to receive the color
        long result=clrNONE;
        //--- reset the error value
        ResetLast Error();
        //--- receive color of volumes and market entry levels
        if(!ChartGetInteger(chart_ID, CHART_COLOR_VOLUME, 0, result))
        {
            //--- display the error message in Experts journal
            Print(__FUNCTION__ +", Error Code = ", GetLastError());
        }
        //--- return the value of the chart property
        return ((color)result);
    }

    //+------------------------------------------------------------------+
    //| Sets the color of volumes and market entry levels                |
    //+------------------------------------------------------------------+
    bool ChartVolumeColorSet(const color clr, const long chart_ID=0)
    {
        //--- reset the error value
        ResetLast Error();
        //--- set color of volumes and market entry levels
        if(!ChartSetInteger(chart_ID, CHART_COLOR_VOLUME, clr))
        {
            //--- display the error message in Experts journal
            Print(__FUNCTION__ +", Error Code = ", GetLastError());
            return (false);
        }
Constants, Enumerations and Structures

- **CHART_COLOR_CHART_UP** - color of up bar, its shadow and border of a bullish candlestick's body.

```c
//+-----------------------------------------------------------------------------+
//| Gets the color of up bar, shadow and border of a bullish candlestick's body |
//+-----------------------------------------------------------------------------+
color ChartUpColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive the color of up bar, its shadow and border of bullish candlestick's body
    if(!ChartGetInteger(chart_ID,CHART_COLOR_CHART_UP,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return((color)result);
}
//+------------------------------------------------------------------+
//| Sets the color of up bar, shadow and border of a bullish candlestick's body |
//+------------------------------------------------------------------+
bool ChartUpColorSet(const color clr,const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the color of up bar, its shadow and border of body of a bullish candlestick
    if(!ChartSetInteger(chart_ID,CHART_COLOR_CHART_UP,clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

- **CHART_COLOR_CHART_DOWN** - color of down bar, its shadow and border of bearish candlestick's body.

```c
//+-----------------------------------------------------------------------------+
//| Gets the color of down bar, shadow and border of bearish candlestick's body |
//+-----------------------------------------------------------------------------+
```
//| Gets the color of down bar, shadow and border of a bearish candlestick's body |
//+-------------------------------------------------------------------------------+

color ChartDownColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive the color of down bar, its shadow and border of bearish candlestick's body
    if(!ChartGetInteger(chart_ID, CHART_COLOR_CHART_DOWN, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
    }
    //--- return the value of the chart property
    return ((color) result);
}

//+-------------------------------------------------------------------------------+
//| Sets the color of down bar, shadow and border of a bearish candlestick's body |
//+-------------------------------------------------------------------------------+
bool ChartDownColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the color of down bar, its shadow and border of bearish candlestick's body
    if(!ChartSetInteger(chart_ID, CHART_COLOR_CHART_DOWN, clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return (false);
    }
    //--- successful execution
    return (true);
}

* CHART_COLOR_CHART_LINE - color of the chart line and Doji candlesticks.

//+-------------------------------------------------------------------------------+
//| Gets the color of chart line and Doji candlesticks |
//+-------------------------------------------------------------------------------+

color ChartLineColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive color of the chart line and Doji candlesticks
    if(!ChartGetInteger(chart_ID, CHART_COLOR_CHART_LINE, 0, result))
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__+"", Error Code = ",GetLastError());
}

//--- return the value of the chart property
return((color)result);

//+------------------------------------------------------------------+
//| Sets the color of chart line and Doji candlesticks               |
//+------------------------------------------------------------------+
bool ChartLineColorSet(const color clr,const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set color of the chart line and Doji candlesticks
    if(!ChartSetInteger(chart_ID,CHART_COLOR_CHART_LINE,clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_COLOR_CANDLE_BULL - color of bullish candlestick's body.

//+------------------------------------------------------------------+
//| Gets the color of bullish candlestick's body                      |
//+------------------------------------------------------------------+
color ChartBullColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive the color of bullish candlestick's body
    if(!ChartGetInteger(chart_ID,CHART_COLOR_CANDLE_BULL,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return((color)result);
}

//+------------------------------------------------------------------+
//| Sets the color of bullish candlestick's body                      |
//+------------------------------------------------------------------+
bool ChartBullColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the color of bullish candlestick's body
    if(!ChartSetInteger(chart_ID, CHART_COLOR_CANDLE_BULL, clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_COLOR_CANDLE_BEAR - color of bearish candlestick's body.

    //+------------------------------------------------------------------+
    //| Gets the color of bearish candlestick's body                     |
    //+------------------------------------------------------------------+
    color ChartBearColorGet(const long chart_ID=0)
    {
        //--- prepare the variable to receive the color
        long result=clrNONE;
        //--- reset the error value
        ResetLastError();
        //--- receive the color of bearish candlestick's body
        if(!ChartGetInteger(chart_ID, CHART_COLOR_CANDLE_BEAR, 0, result))
        {
            //--- display the error message in Experts journal
            Print(__FUNCTION__ +", Error Code = ",GetLastError());
        }
        //--- return the value of the chart property
        return((color)result);
    }
    //+------------------------------------------------------------------+
    //| Sets the color of bearish candlestick's body                     |
    //+------------------------------------------------------------------+
bool ChartBearColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the color of bearish candlestick's body
    if(!ChartSetInteger(chart_ID, CHART_COLOR_CANDLE_BEAR, clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
        return(false);
• **CHART_COLOR_BID** - Bid price line color.

```
//+------------------------------------------------------------------+
//| Gets the color of Bid line                                       |
//+------------------------------------------------------------------+

color ChartBidColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive the color of Bid price line
    if(!ChartGetInteger(chart_ID,CHART_COLOR_BID,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return((color)result);
}
```

```
//+------------------------------------------------------------------+
//| Sets the color of Bid line                                       |
//+------------------------------------------------------------------+

bool ChartBidColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the color of Bid price line
    if(!ChartSetInteger(chart_ID,CHART_COLOR_BID,clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

• **CHART_COLOR_ASK** - Ask price line color.

```
//+------------------------------------------------------------------+
//| Gets the color of Ask line                                       |
```

```
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```
//+------------------------------------------------------------------+
color ChartAskColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive the color of Ask price line
    if(!ChartGetInteger(chart_ID, CHART_COLOR_ASK, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ + ", Error Code = " , GetLastError());
    }
    //--- return the value of the chart property
    return((color)result);
}
//+------------------------------------------------------------------+
//| Sets the color of Ask line                                       |
//+------------------------------------------------------------------+
bool ChartAskColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the color of Ask price line
    if(!ChartSetInteger(chart_ID, CHART_COLOR_ASK, clr))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ + ", Error Code = " , GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

- CHART_COLOR_LAST - color of the last performed deals price line (Last).

```

```
//+------------------------------------------------------------------+
//| Gets the color of the last performed deal's price line            |
//+------------------------------------------------------------------+
color ChartLastColorGet(const long chart_ID=0)
{
    //--- prepare the variable to receive the color
    long result=clrNONE;
    //--- reset the error value
    ResetLastError();
    //--- receive color of the last performed deal's price line (Last)
    if(!ChartGetInteger(chart_ID, CHART_COLOR_LAST, 0, result))
    {
```
//--- display the error message in Experts journal
Print(__FUNCTION__+"", Error Code = ",GetLastError());
}
//--- return the value of the chart property
return((color)result);

}//+------------------------------------------------------------------+
//| Sets the color of the last performed deal's price line |
//+------------------------------------------------------------------+
bool ChartLastColorSet(const color clr, const long chart_ID=0)
{
//--- reset the error value
ResetLastError();
//--- set color of the last performed deal's price line (Last)
if(!ChartSetInteger(chart_ID,CHART_COLOR_LAST,clr))
{
  //--- display the error message in Experts journal
  Print(__FUNCTION__+"", Error Code = ",GetLastError());
  return(false);
}
//--- successful execution
return(true);

---

• CHART_COLOR_STOP_LEVEL - stop order level color (Stop Loss and Take Profit).

//+--------------------------------------------------------------------------------------------------+
///< Gets the color of Stop Loss and Take Profit levels |
//+--------------------------------------------------------------------------------------------------+
color ChartStopLevelColorGet(const long chart_ID=0)
{
//--- prepare the variable to receive the color
long result=clrNONE;
//--- reset the error value
ResetLastError();
//--- receive the color of stop order levels (Stop Loss and Take Profit)
if(!ChartGetInteger(chart_ID,CHART_COLOR_STOP_LEVEL,0,result))
{
  //--- display the error message in Experts journal
  Print(__FUNCTION__+"", Error Code = ",GetLastError());
}
//--- return the value of the chart property
return((color)result);

//+--------------------------------------------------------------------------------------------------+
///< Sets the color of Stop Loss and Take Profit levels |
//+--------------------------------------------------------------------------------------------------+
bool ChartStopLevelColorSet(const color clr, const long chart_ID=0)
{  
//--- reset the error value
  ResetLastError();
//--- set the color of stop order levels (Stop Loss and Take Profit)
  if(!ChartSetInteger(chart_ID,CHART_COLOR_STOP_LEVEL,clr))  
    {  
      //--- display the error message in Experts journal
      Print(__FUNCTION__+", Error Code = ",GetLastError());
      return(false);
    }
//--- successful execution
  return(true);
}

• CHART_SHOW_TRADE_LEVELS - property of displaying trade levels on the chart (levels of open positions, Stop Loss, Take Profit and pending orders).

//+------------------------------------------------------------------+
//| Checks if trading levels are displayed on chart                   |
//+------------------------------------------------------------------+
bool ChartShowTradeLevelsGet(bool &result,const long chart_ID=0)
{  
  //--- prepare the variable to get the property value
  long value;
  //--- reset the error value
  ResetLastError();
  //--- receive the property value
  if(!ChartGetInteger(chart_ID,CHART_SHOW_TRADE_LEVELS,0,value))  
    {  
      //--- display the error message in Experts journal
      Print(__FUNCTION__+", Error Code = ",GetLastError());
      return(false);
    }
//--- store the value of the chart property in memory
  result=value;
//--- successful execution
  return(true);
}

//+------------------------------------------------------------------+
//| Enables/disables displaying of trading levels                     |
//+------------------------------------------------------------------+
bool ChartShowTradeLevelsSet(const bool value,const long chart_ID=0)
{  
  //--- reset the error value
  ResetLastError();
  //--- set property value
  if(!ChartSetInteger(chart_ID,CHART_SHOW_TRADE_LEVELS,0,value))  
    {  

### CHART_Drag_Trade_Levels

- **CHART_Drag_Trade_Levels** - property of enabling the ability to drag trading levels on a chart using mouse.

```cpp
//+------------------------------------------------------------------+
//| Enables/disables dragging of trading levels on chart using mouse |+
//+------------------------------------------------------------------+
bool ChartDragTradeLevelsSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_Drag_Trade_Levels, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```
• **CHART_SHOW_DATE_SCALE** - property of displaying the time scale on a chart.

```cpp
//+------------------------------------------------------------------+
//| Checks if the time scale is displayed on chart                    |
//+------------------------------------------------------------------+
bool ChartShowDateScaleGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_SHOW_DATE_SCALE, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- store the value of the chart property in memory
    result=value;
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Enables/disables displaying of the time scale on chart            |
//+------------------------------------------------------------------+
bool ChartShowDateScaleSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_SHOW_DATE_SCALE, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

• **CHART_SHOW_PRICE_SCALE** - property of displaying the price scale on a chart.

```cpp
//+------------------------------------------------------------------+
//| Checks if the price scale is displayed on chart                   |
//+------------------------------------------------------------------+
```
bool ChartShowPriceScaleGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if (!(ChartGetInteger(chart_ID, CHART_SHOW_PRICE_SCALE, 0, value)))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ + ", Error Code = ", GetLastErrorCode());
        return(false);
    }
    //--- store the value of the chart property in memory
    result = value;
    //--- successful execution
    return(true);
}

bool ChartShowPriceScaleSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if (!(ChartSetInteger(chart_ID, CHART_SHOW_PRICE_SCALE, 0, value)))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ + ", Error Code = ", GetLastErrorCode());
        return(false);
    }
    //--- successful execution
    return(true);
}

- **CHART_SHOW_ONE_CLICK** - property of displaying the "One click trading" panel on a chart.

bool ChartShowOneClickPanelGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();

//--- receive the property value
if (!ChartGetInteger(chart_ID, CHART_SHOW_ONE_CLICK, 0, value))
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__ + ", Error Code = ", GetLastError());
    return (false);
}
//--- store the value of the chart property in memory
result = value;
//--- successful execution
return (true);

//+------------------------------------------------------------------+
//| Enables/disables displaying of the "One click trading" panel     |
//| on chart                                                         |
//+------------------------------------------------------------------+
bool ChartShowOneClickPanelSet(const bool value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if (!ChartSetInteger(chart_ID, CHART_SHOW_ONE_CLICK, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ + ", Error Code = ", GetLastError());
        return (false);
    }
    //--- successful execution
    return (true);
}

• CHART_SHIFT_SIZE - shift size of the zero bar from the right border in percentage values.

//+------------------------------------------------------------------+
//| Gets the size of shifting of the zero bar from the right border   |
//| of the chart in percentage values (from 10% up to 50%)            |
//+------------------------------------------------------------------+
double ChartShiftSizeGet(const long chart_ID=0)
{
    //--- prepare the variable to get the result
    double result = EMPTY_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if (!ChartGetDouble(chart_ID, CHART_SHIFT_SIZE, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ + ", Error Code = ", GetLastError());
    }
bool ChartShiftSizeSet(const double value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetDouble(chart_ID, CHART_SHIFT_SIZE, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError()");
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_FIXED_POSITION - chart fixed position from the left border in percentage value.

double ChartFixedPositionGet(const long chart_ID=0)
{
    //--- prepare the variable to get the result
    double result=EMPTY_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetDouble(chart_ID, CHART_FIXED_POSITION, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError()");
    }
    //--- return the value of the chart property
    return(result);
}
bool ChartFixedPositionSet(const double value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetDouble(chart_ID, CHART_FIXED_POSITION, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• **CHART_FIXED_MAX** - property of the chart's fixed maximum.

double ChartFixedMaxGet(const long chart_ID=0)
{
    //--- prepare the variable to get the result
    double result=EMPTY_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetDouble(chart_ID, CHART_FIXED_MAX, 0, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return(result);
}

bool ChartFixedMaxSet(const double value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetDouble(chart_ID, CHART_FIXED_MAX, value))
    {

//--- display the error message in Experts journal
Print(__FUNCTION__+, Error Code = ",GetLastError()");
return(false);

//--- successful execution
return(true);

---

• CHART_FIXED_MIN - property of the chart's fixed minimum.

//+------------------------------------------------------------------+
//| Gets the value of chart's fixed minimum                     |
//+------------------------------------------------------------------+
double ChartFixedMinGet(const long chart_ID=0)
{
    //--- prepare the variable to get the result
    double result=EMPTY_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetDouble(chart_ID,CHART_FIXED_MIN,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+, Error Code = ",GetLastError()");
    }
    //--- return the value of the chart property
    return(result);
}

//+------------------------------------------------------------------+
//| Sets the value of chart's fixed minimum.                       |
//| To change the value of the property, CHART_SCALE_FIX property   |
//| value should be preliminarily set to true.                      |
//+------------------------------------------------------------------+
bool ChartFixedMinSet(const double value, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetDouble(chart_ID,CHART_FIXED_MIN,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+, Error Code = ",GetLastError()");
        return(false);
    }
    //--- successful execution
    return(true);
}
• **CHART_POINTS_PER_BAR** - value of scale in points per bar.

```cpp
//+------------------------------------------------------------------+
//| Gets the value of chart scale in points per bar                  |
//+------------------------------------------------------------------+
double ChartPointsPerBarGet(const long chart_ID=0)
{
    //--- prepare the variable to get the result
double result=EMPTY_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetDouble(chart_ID,CHART_POINTS_PER_BAR,0,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return(result);
}
//+----------------------------------------------------------------------+
//| Sets the value of chart scale in points per bar.                   |
//| To view the result of this property's value change, the value of   |
//| CHART_SCALE_PT_PER_BAR property should be preliminarily set to true.|
//+----------------------------------------------------------------------+
bool ChartPointsPerBarSet(const double value,const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetDouble(chart_ID,CHART_POINTS_PER_BAR,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

• **CHART_PRICE_MIN** returns the value of the chart minimum.

```cpp
//+------------------------------------------------------------------+
//| Gets the value of chart minimum in the main window or in a subwindow|
//+------------------------------------------------------------------+
double ChartPriceMin(const long chart_ID=0,const int sub_window=0)
```


```c
{
    //--- prepare the variable to get the result
    double result=EMPTY_VALUE;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetDouble(chart_ID,CHART_PRICE_MIN,sub_window,result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
    }
    //--- return the value of the chart property
    return(result);
}
```

- **CHART_PRICE_MAX** returns the value of the chart maximum.

  ```c
  double ChartPriceMax(const long chart_ID=0,const int sub_window=0)
  {
      //--- prepare the variable to get the result
      double result=EMPTY_VALUE;
      //--- reset the error value
      ResetLastError();
      //--- receive the property value
      if(!ChartGetDouble(chart_ID,CHART_PRICE_MAX,sub_window,result))
      {
          //--- display the error message in Experts journal
          Print(__FUNCTION__+", Error Code = ",GetLastError());
      }
      //--- return the value of the chart property
      return(result);
  }
  ```

- **CHART_COMMENT** - comment on the chart.

  ```c
  bool ChartCommentGet(string &result,const long chart_ID=0)
  {
      //--- reset the error value
      ResetLastError();
      //--- receive the property value
      if(!ChartGetString(chart_ID,CHART_COMMENT,result))
  }
  ```

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{ //--- display the error message in Experts journal
    Print(__FUNCTION__+", Error Code = ", GetLastError());
    return(false);
}

//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Gets comment in the upper left corner of chart                   |
//+------------------------------------------------------------------+
bool ChartCommentSet(const string str, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetString(chart_ID, CHART_COMMENT, str))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

• CHART_IS_MAXIMIZED - chart window is maximized.

//+--------------------------------------------------------------------+
//| Defines if the current chart window is maximized                   |
//+--------------------------------------------------------------------+
bool ChartWindowsIsMaximized(bool &result, const long chart_ID=0)
{
    //--- prepare the variable for receiving the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_IS_MAXIMIZED))
    {
        //--- display an error message in the Experts log
        Print(__FUNCTION__+", Error Code = ", GetLastError());
        return(false);
    }
    //--- store the chart property value in the variable
    result=value;
    //--- successful execution
    return(true);
}
### CHART_IS_MINIMIZED - chart window is minimized.

```cpp
bool ChartWindowsIsMinimized(bool &result, const long chart_ID=0) {
    //--- prepare the variable for receiving the property value
    long value;
    //--- reset the error value
    ResetLastError();
    //--- receive the property value
    if(!ChartGetInteger(chart_ID, CHART_IS_MINIMIZED))
        //--- display an error message in the Experts log
        Print(__FUNCTION__ +", Error Code = ",GetLastError());
    return(false);
    //--- store the chart property value in the variable
    result=value;
    //--- successful execution
    return(true);
}
```

---

### Panel for chart properties

```cpp
#include <ChartObjects\ChartObjectsTxtControls.mqh>

//--- predefined constants
#define X_PROPERTY_NAME_1 10 // x coordinate of the property name in the first column
#define X_PROPERTY_VALUE_1 225 // x coordinate of the property value in the first column
#define X_PROPERTY_NAME_2 345 // x coordinate of the property name in the second column
#define X_PROPERTY_VALUE_2 550 // x coordinate of the property value in the second column
#define X_BUTTON_1 285 // x coordinate of the button in the first column
#define X_BUTTON_2 700 // x coordinate of the button in the second column
#define Y_PROPERTY_1 30 // y coordinate of the beginning of the first and second column
#define Y_PROPERTY_2 286 // y coordinate of the beginning of the third column
#define Y_DISTANCE 16 // y axial distance between the lines
#define LAST_PROPERTY_NUMBER 111 // number of the last graphical property

//--- input parameters
input color InpFirstColor=clrDodgerBlue; // Color of odd lines
input color InpSecondColor=clrGoldenrod; // Color of even lines

//--- variables and arrays
CChartObjectLabel ExtLabelsName[]; // labels for displaying property names
CChartObjectLabel ExtLabelsValue[]; // labels for displaying property values
CChartObjectButton ExtButtons[]; // buttons
int ExtNumbers[]; // property indices
string ExtNames[]; // property names
uchar ExtDataTypes[]; // property data types (integer, double, string)
uint ExtGroupTypes[]; // array that stores the data on belonging of property
uchar ExtDrawTypes[]; // array that stores the data on the type of property
```
double ExtMaxValue[]; // maximum property values that are possible when working with the panel
double ExtMinValue[]; // minimum property values that are possible when working with the panel
double ExtStep[]; // steps for changing properties
int ExtCount; // total number of all properties
color ExtColors[2]; // array of colors for displaying lines
string ExtComments[2]; // array of comments (for CHART_COMMENT property)

// Custom indicator initialization function
int OnInit()
{
    //--- display a comment on the chart
    Comment("SomeComment");
    //--- store colors in the array to be able to switch between them later
    ExtColors[0]=ImpFirstColor;
    ExtColors[1]=ImpSecondColor;
    //--- store comments in the array to be able to switch between them later
    ExtComments[0]="FirstComment";
    ExtComments[1]="SecondComment";
    //--- prepare and display the control panel for managing chart properties
    if(!PrepareControls())
        return(INIT_FAILED);
    //--- successful execution
    return(INIT_SUCCEEDED);
}

void OnDeinit(const int reason)
{
    //--- remove the comment on the chart
    Comment("\n");
}

void OnChartEvent(const int id,
                   const long &iparam,
                   const double &dparam,
                   const string &sparam)
{
    //--- check the event of clicking the chart object
    if(id==CHARTEVENT_OBJECT_CLICK)
    {
        //--- divide the object name by separator
        string obj_name[];
        StringSplit(sparam,"\",obj_name);
        //--- check if the object is a button
        if(obj_name[0]=="Button")
{  
    //--- receive button index
    int index=(int)StringToInteger(obj_name[1]);
    //--- unpress the button
    ExtButtons[index].State(false);
    //--- set the new value of the property depending on its type
    if(ExtDataTypes[index]=='I')
        ChangeIntegerProperty(index);
    if(ExtDataTypes[index]=='D')
        ChangeDoubleProperty(index);
    if(ExtDataTypes[index]=='S')
        ChangeStringProperty(index);
}

//--- re-draw property values
RedrawProperties();
ChartRedraw();

/**************************************************************************/
//| Changes an integer property of chart |                               |
//|--------------------------------------|
/**************************************************************************/
void ChangeIntegerProperty(const int index)
{
    //--- receive the current property value
    long value=ChartGetInteger(0,(ENUM_CHART_PROPERTY_INTEGER)ExtNumbers[index]);
    //--- define the following property value
    switch(ExtDrawTypes[index])
    {
        case 'C':
            value=GetNextColor((color)value);
            break;
        default:
            value=(long)GetNextValue((double)value,index);
            break;
    }
    //--- set the new property value
    ChartSetInteger(0,(ENUM_CHART_PROPERTY_INTEGER)ExtNumbers[index],0,value);
}

/**************************************************************************/
//| Changes a double property of chart |                               |
//|--------------------------------------|
/**************************************************************************/
void ChangeDoubleProperty(const int index)
{
    //--- receive the current property value
    double value=ChartGetDouble(0,(ENUM_CHART_PROPERTY_DOUBLE)ExtNumbers[index]);
    //--- define the following property value
    value=GetNextValue(value,index);
    //--- set the new property value
    ChartSetDouble(0,(ENUM_CHART_PROPERTY_DOUBLE)ExtNumbers[index],value);
// Changes a string property of chart

void ChangeStringProperty(const int index)
{
    static uint comment_index=1;
    comment_index=1-comment_index;
    ChartSetString(0, (ENUM_CHANRT_PROPERTY_STRING)ExtNumbers[index], ExtComments[comment_index]);
}

// Gets the next property value

double GetNextValue(const double value, const int index)
{
    if(value+ExtStep[index]<=ExtMaxValue[index])
        return(value+ExtStep[index]);
    else
        return(ExtMinValue[index]);
}

// Gets the next color for color type property

color GetNextColor(const color clr)
{
    switch(clr)
    {
        case clrWhite: return(clrRed);
        case clrRed: return(clrGreen);
        case clrGreen: return(clrBlue);
        case clrBlue: return(clrBlack);
        default: return(clrWhite);
    }
}

// Redraws property values

void RedrawProperties(void)
{
    for(int i=0; i<ExtCount; i++)
    {
        //--- property value text
        string text;
        long value;
    }
}
text="";
switch(ExtDataTypes[i])
{
    case 'I':
        //--- receive the current property value
        if(!ChartGetInteger(0,(ENUM_CHART_PROPERTY_INTEGER)ExtNumbers[i],0,value))
            break;
        //--- integer property text
        switch(ExtDrawTypes[i])
        {
        //--- color property
            case 'C':
                text=(string)((color)value);
                break;
        //--- boolean property
            case 'B':
                text=(string)((bool)value);
                break;
        //--- ENUM_CHART_MODE enumeration property
            case 'M':
                text=EnumToString((ENUM_CHART_MODE)value);
                break;
        //--- ENUM_CHART_VOLUME_MODE enumeration property
            case 'V':
                text=EnumToString((ENUM_CHART_VOLUME_MODE)value);
                break;
        //--- int type number
            default:
                text=IntegerToString(value);
                break;
        }
        break;
    case 'D':
        //--- double property text
        text=DoubleToString(ChartGetDouble(0,(ENUM_CHART_PROPERTY_DOUBLE)ExtNumbers[i]));
        break;
    case 'S':
        //--- string property text
        text=ChartGetString(0,(ENUM_CHART_PROPERTY_STRING)ExtNumbers[i]);
        break;
    }
    //--- display property value
    ExtLabelsValue[i].Description(text);
}

bool PrepareControls( void )
```cpp
//--- allocate memory for arrays with a reserve
MemoryAllocation(LAST_PROPERTY_NUMBER+1);

//--- variables
    int  i=0;   // loop variable
    int  col_1=0;  // number of properties in the first column
    int  col_2=0;  // number of properties in the second column
    int  col_3=0;  // number of properties in the third column
//--- current number of properties - 0
    ExtCount=0;
//--- looking for properties in the loop
while(i<=LAST_PROPERTY_NUMBER)
{
    //--- store the current number of the property
    ExtNumbers[ExtCount]=i;
    //--- increase the value of the loop variable
    i++;
    //--- check if there is a property with such a number
    if(CheckNumber(ExtNumbers[ExtCount],ExtNames[ExtCount],ExtDataTypes[ExtCount],ExtGroupTypes[ExtCount],ExtRawTypes[ExtCount]))
    {
        //--- create control elements for the property
        switch(ExtGroupTypes[ExtCount])
        {
            case 1:
            //=--- create labels and a button for the property
            if(!ShowProperty(ExtCount,0,X_PROPERTY_NAME_1,X_PROPERTY_VALUE_1,X_BUTTON_1)
                return(false);
            //=--- number of the elements in the first column has increased
                col_1++;
                break;
            case 2:
            //=--- create labels and a button for the property
            if(!ShowProperty(ExtCount,1,X_PROPERTY_NAME_2,X_PROPERTY_VALUE_2,X_BUTTON_2)
                return(false);
            //=--- number of the elements in the second column has increased
                col_2++;
                break;
            case 3:
            //=--- create only labels for the property
            if(!ShowProperty(ExtCount,2,X_PROPERTY_NAME_2,X_PROPERTY_VALUE_2,0,Y_BUTTON_1)
                return(false);
            //=--- number of the elements in the third column has increased
                col_3++;
                break;
        }
    //=--- define maximum and minimum property value and step
    GetMaxMinStep(ExtNumbers[ExtCount],ExtMaxValue[ExtCount],ExtMinValue[ExtCount]
    //=--- increase the number of properties
    ExtCount++;
```

MemoryAllocation(ExtCount);

RedrawProperties();

ChartRedraw();

return (true);

void MemoryAllocation(const int size)
{
    ArrayResize(ExtLabelsName, size);
    ArrayResize(ExtLabelsValue, size);
    ArrayResize(ExtButtons, size);
    ArrayResize(ExtNumbers, size);
    ArrayResize(ExtNames, size);
    ArrayResize(ExtDataTypes, size);
    ArrayResize(ExtGroupTypes, size);
    ArrayResize(ExtDrawTypes, size);
    ArrayResize(ExtMaxValue, size);
    ArrayResize(ExtMinValue, size);
    ArrayResize(ExtStep, size);
}

bool CheckNumber(const int ind, string &name, uchar &data_type, uint &group_type, uchar &draw_type)
{
    //--- check if the property is of integer type
    ResetLastError();
    name = EnumToString((ENUM_CHART_PROPERTY_INTEGER) ind);
    if (_LastError == 0)
    {
        data_type = 'I';
        GetTypes(ind, group_type, draw_type); // define property display parameters
        return (true);
    }
    //--- check if the property is of double type
    ResetLastError();
    name = EnumToString((ENUM_CHART_PROPERTY_DOUBLE) ind);
    if (_LastError == 0)
    {
        data_type = 'D';
        GetTypes(ind, group_type, draw_type); // define property display parameters
    }
}
return (true);
}
//--- check if the property is of string type
ResetLastError();
name = EnumToString((ENUM_CHART_PROPERTY_STRING)ind);
if (_LastError == 0)
{
    data_type = 'S';  // property from ENUM_CHART_PROPERTY_STRING
    GetTypes(ind, group_type, draw_type);  // define property display parameters
    return (true);
}
//--- property does not belong to any enumeration
return (false);
}

//+------------------------------------------------------------------+
//| Defines the group in which property should be stored,             |
//| as well as its display type                                      |
//+------------------------------------------------------------------+
void GetTypes(const int property_number, uint &group_type, uchar &draw_type)
{
    //--- check if the property belongs to the third group
    //--- third group properties are displayed in the second column starting from CHART_BI
    if (CheckThirdGroup(property_number, group_type, draw_type))
        return;
    //--- check if the property belongs to the second group
    //--- second group properties are displayed at the beginning of the second column
    if (CheckSecondGroup(property_number, group_type, draw_type))
        return;
    //--- if you find yourself here, the property belongs to the first group (first column
    CheckFirstGroup(property_number, group_type, draw_type);
}
//+----------------------------------------------------------------------+
//| Checks if property belongs to the third group and                 |
//| defines its display type in case of a positive answer              |
//+----------------------------------------------------------------------+
bool CheckThirdGroup(const int property_number, uint &group_type, uchar &draw_type)
{
    //--- check if the property belongs to the third group
    switch (property_number)
    {
    //--- boolean properties
    case CHART_IS_OBJECT:
    case CHART_WINDOW_IS_VISIBLE:
        draw_type = 'B';
        break;
    //--- integer properties
    case CHART_VISIBLE_BARS:
    case CHART_WINDOWS_TOTAL:
    case CHART_WINDOW_HANDLE:
case CHART_WINDOW_YDISTANCE:
case CHART_FIRST_VISIBLE_BAR:
case CHART_WIDTH_IN_BARS:
case CHART_WIDTH_IN_PIXELS:
    draw_type='I';
    break;
    //--- double properties

case CHART_PRICE_MIN:
case CHART_PRICE_MAX:
    draw_type='D';
    break;
    //--- in fact, this property is a command of displaying the chart on top of all other ones
    //--- there is no need to apply this panel, as the window will always be on top of other ones before we use it

case CHART_BRING_TO_TOP:
    draw_type=' '; 
    break;
    //--- property does not belong to the third group

default:
    return(false);
}

    //--- property belongs to the third group

    group_type=3;
    return(true);
}

bool CheckSecondGroup(const int property_number, uint &group_type, uchar &draw_type)
{
    //--- check if the property belongs to the second group

    switch(property_number)
    {
    //--- ENUM.CHART.MODE type property
        case CHART_MODE:
            draw_type='M';
            break;
            //--- ENUM.CHART.VOLUME.MODE type property
        case CHART_SHOW_VOLUMES:
            draw_type='V';
            break;
            //--- string property
        case CHART_COMMENT:
            draw_type='S';
            break;
            //--- color property
        case CHART_COLOR_BACKGROUND:
        case CHART_COLOR_FOREGROUND:
case CHART_COLOR_GRID:
case CHART_COLOR_VOLUME:
case CHART_COLOR_CHART_UP:
case CHART_COLOR_CHART_DOWN:
case CHART_COLOR_CHART_LINE:
case CHART_COLOR_CANDLE_BULL:
case CHART_COLOR_CANDLE_BEAR:
case CHART_COLOR_BID:
case CHART_COLOR_ASK:
case CHART_COLOR_LAST:
case CHART_COLOR_STOP_LEVEL:
    draw_type='C';
    break;
  //--- property does not belong to the second group
default:
    return(false);
}

//--- property belongs to the second group
  group_type=2;
  return(true);
}

//+-----------------------------------------------------------------------+
//| Called only if it is already known that property does not belong    |
//| to the second and third property groups                        |
//+-----------------------------------------------------------------------+

void CheckFirstGroup(const int property_number,uint &group_type,uchar &draw_type)
{
  //--- the property belongs to the first group
  group_type=1;
  //--- define property display type
  switch(property_number)
  {
    //--- integer properties
    case CHART_SCALE:
    case CHART_HEIGHT_IN_PIXELS:
      draw_type='I';
      return;
    //--- double properties
    case CHART_SHIFT_SIZE:
    case CHART_FIXED_POSITION:
    case CHART_FIXED_MAX:
    case CHART_FIXED_MIN:
    case CHART_POINTS_PER_BAR:
      draw_type='D';
      return;
    //--- only boolean properties have remained
    default:
      draw_type='B';
      return;
bool ShowProperty(const int ind, const int type, const int x1, const int x2, const int xB, const int y, const bool btn)
{
    //--- static array for switching inside ExtColors color array
    static uint color_index[3] = {1, 1, 1};
    //--- change index for receiving another color
    color_index[type] = 1 - color_index[type];
    //--- display labels and a button (if btn=true) for the property
    if (!LabelCreate(ExtLabelsName[ind], "name_" + (string)ind, ExtNames[ind], ExtColors[color_index[type]], x1, y))
        return (false);
    if (!LabelCreate(ExtLabelsValue[ind], "value_" + (string)ind, ",", ExtColors[color_index[type]], x2, y))
        return (false);
    if (btn && !ButtonCreate(ExtButtons[ind], (string)ind, xB, y + 1))
        return (false);
    //--- successful execution
    return (true);
}

bool LabelCreate(CChartObjectLabel &lbl, const string name, const string text, const color clr, const int x, const int y)
{
    if (!lbl.Create(0, "Label_" + name + 0, x, y)) return (false);
    if (!lbl.Description(text)) return (false);
    if (!lbl.FontSize(10)) return (false);
    if (!lbl.Color(clr)) return (false);
    //--- successful execution
    return (true);
}

bool ButtonCreate(CChartObjectButton &btn, const string name, const int x, const int y)
{
    if (!btn.Create(0, "Button_" + name + 0, x, y, 50, 15)) return (false);
    if (!btn.Description("Next")) return (false);
    if (!btn.FontSize(10)) return (false);
    if (!btn.Color(clrBlack)) return (false);
    if (!btn.BackColor(clrWhite)) return (false);
    if (!btn.BorderColor(clrBlack)) return (false);
    //--- successful execution
    return (true);
```c
void GetMaxMinStep(const int property_number, double &max, double &min, double &step)
{
    double value;
    //--- set values depending on the property type
    switch (property_number)
    {
    case CHART_SCALE:
        max=5;
        min=0;
        step=1;
        break;
    case CHART_MODE:
    case CHART_SHOW_VOLUMES:
        max=2;
        min=0;
        step=1;
        break;
    case CHART_SHIFT_SIZE:
        max=50;
        min=10;
        step=2.5;
        break;
    case CHART_FIXED_POSITION:
        max=90;
        min=0;
        step=15;
        break;
    case CHART_POINTS_PER_BAR:
        max=19;
        min=1;
        step=3;
        break;
    case CHART_FIXED_MAX:
        value=ChartGetDouble(0, CHART_FIXED_MAX);
        max=value*1.25;
        min=value;
        step=value/32;
        break;
    case CHART_FIXED_MIN:
        value=ChartGetDouble(0, CHART_FIXED_MIN);
        max=value;
        min=value*0.75;
        step=value/32;
        break;
    case CHART_HEIGHT_IN_PIXELS:
```
max=700;
min=520;
step=30;
break;
    //--- default values
default:
    max=1;
    min=0;
    step=1;
}
Object Constants

There are 44 graphical objects that can be created and displayed in the price chart. All constants for working with objects are divided into 9 groups:

- **Object types** - Identifiers of graphical objects;
- **Object properties** - setting and getting properties of graphical objects;
- **Methods of object binding** - constants of object positioning in the chart;
- **Binding corner** - setting the corner relative to which an object is positioned on chart;
- **Visibility of objects** - setting timeframes in which an object is visible;
- **Levels of Elliott Waves** - gradation of waves;
- **Gann objects** - trend constants for Gann fan and Gann grid;
- **Web colors** - constants of predefined web colors;
- **Wingdings** - codes of characters of the Wingdings font.
Object Types

When a graphical object is created using the `ObjectCreate()` function, it’s necessary to specify the type of object being created, which can be one of the values of the `ENUM_OBJECT` enumeration. Further specifications of object properties are possible using functions for working with graphical objects.

### ENUM_OBJECT

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJ_VLINE</td>
<td>Vertical Line</td>
</tr>
<tr>
<td>OBJ_HLINE</td>
<td>Horizontal Line</td>
</tr>
<tr>
<td>OBJ_TREND</td>
<td>Trend Line</td>
</tr>
<tr>
<td>OBJ_TRENDBYANGLE</td>
<td>Trend Line By Angle</td>
</tr>
<tr>
<td>OBJ_CYCLES</td>
<td>Cycle Lines</td>
</tr>
<tr>
<td>OBJ_ARROWED_LINE</td>
<td>Arrowed Line</td>
</tr>
<tr>
<td>OBJ_CHANNEL</td>
<td>Equidistant Channel</td>
</tr>
<tr>
<td>OBJ_STDDEVCHANNEL</td>
<td>Standard Deviation Channel</td>
</tr>
<tr>
<td>OBJ_REGRESSION</td>
<td>Linear Regression Channel</td>
</tr>
<tr>
<td>OBJ_PITCHFORK</td>
<td>Andrews’ Pitchfork</td>
</tr>
<tr>
<td>OBJ_GANLINE</td>
<td>Gann Line</td>
</tr>
<tr>
<td>OBJ_GANNFAN</td>
<td>Gann Fan</td>
</tr>
<tr>
<td>OBJ_GANNGRID</td>
<td>Gann Grid</td>
</tr>
<tr>
<td>OBJ_FIBO</td>
<td>Fibonacci Retracement</td>
</tr>
<tr>
<td>OBJ_FIBOTIMES</td>
<td>Fibonacci Time Zones</td>
</tr>
<tr>
<td>OBJ_FIBOFAN</td>
<td>Fibonacci Fan</td>
</tr>
<tr>
<td>OBJ_FIBODARC</td>
<td>Fibonacci Arcs</td>
</tr>
<tr>
<td>OBJ_FIBOCHANNEL</td>
<td>Fibonacci Channel</td>
</tr>
<tr>
<td>OBJ_EXPANSION</td>
<td>Fibonacci Expansion</td>
</tr>
<tr>
<td>OBJ_ELLIOTWAVES5</td>
<td>Elliott Motive Wave</td>
</tr>
<tr>
<td>OBJ_ELLIOTWAVE3</td>
<td>Elliott Correction Wave</td>
</tr>
<tr>
<td>OBJ_RECTANGLE</td>
<td>Rectangle</td>
</tr>
<tr>
<td>OBJ_TRIANGLE</td>
<td>Triangle</td>
</tr>
<tr>
<td>OBJ_ELLIPSE</td>
<td>Ellipse</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_UP</td>
<td>Thumbs Up</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_DOWN</td>
<td>Thumbs Down</td>
</tr>
</tbody>
</table>
## Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJ_ARROW_UP</td>
<td>Arrow Up</td>
</tr>
<tr>
<td>OBJ_ARROW_DOWN</td>
<td>Arrow Down</td>
</tr>
<tr>
<td>OBJ_ARROW_STOP</td>
<td>Stop Sign</td>
</tr>
<tr>
<td>OBJ_ARROW_CHECK</td>
<td>Check Sign</td>
</tr>
<tr>
<td>OBJ_ARROW_LEFT_PRICE</td>
<td>Left Price Label</td>
</tr>
<tr>
<td>OBJ_ARROW_RIGHT_PRICE</td>
<td>Right Price Label</td>
</tr>
<tr>
<td>OBJ_ARROW_BUY</td>
<td>Buy Sign</td>
</tr>
<tr>
<td>OBJ_ARROW_SELL</td>
<td>Sell Sign</td>
</tr>
<tr>
<td>OBJ_ARROW</td>
<td>Arrow</td>
</tr>
<tr>
<td>OBJ_TEXT</td>
<td>Text</td>
</tr>
<tr>
<td>OBJ_LABEL</td>
<td>Label</td>
</tr>
<tr>
<td>OBJ_BUTTON</td>
<td>Button</td>
</tr>
<tr>
<td>OBJ_CHART</td>
<td>Chart</td>
</tr>
<tr>
<td>OBJ_BITMAP</td>
<td>Bitmap</td>
</tr>
<tr>
<td>OBJ_BITMAP_LABEL</td>
<td>Bitmap Label</td>
</tr>
<tr>
<td>OBJ_EDIT</td>
<td>Edit</td>
</tr>
<tr>
<td>OBJ_EVENT</td>
<td>The &quot;Event&quot; object corresponding to an event in the economic calendar</td>
</tr>
<tr>
<td>OBJ_RECTANGLE_LABEL</td>
<td>The &quot;Rectangle label&quot; object for creating and designing the custom graphical interface.</td>
</tr>
</tbody>
</table>
OBJ_VLINE

Vertical Line.

Note

When drawing a vertical line, it is possible to set the line display mode for all chart windows (property 
OBJPROPRAY).

Example

The following script creates and moves the vertical line on the chart. Special functions have been 
developed to create and change graphical object’s properties. You can use these functions “as is” in 
your own applications.

```mql5
//--- description
#property description "Script draws \"Vertical Line\" graphical object."
#property description "Anchor point date is set in percentage of"
#property description "the chart window width in bars."
//--- display window of the input parameters during the script’s launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="VLine"; // Line name
input int InpDate=25; // Event date, %
input color InpColor=clrRed; // Line color
input ENUM_LINE_STYLE InpStyle=STYLE_DASH; // Line style
input int InpWidth=3; // Line width
input bool InpBack=false; // Background line
input bool InpSelection=true; // Highlight to move
input bool InpRay=true; // Line’s continuation down
```
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

// Create the vertical line
bool VLineCreate(const long chart_ID=0,  // chart's ID
                 const string name="VLine",  // line name
                 const int sub_window=0,     // subwindow index
                 datetime time=0,            // line time
                 const color clr=clrRed,     // line color
                 const ENUM_LINE_STYLE style=STYLE_SOLID,  // line style
                 const int width=1,          // line width
                 const bool back=false,      // in the background
                 const bool selection=true,  // highlight to move
                 const bool ray=true,        // line's continuation down
                 const bool hidden=true,     // hidden in the object list
                 const long z_order=0)       // priority for mouse click
{
    //--- if the line time is not set, draw it via the last bar
    if(!time)
        time=TimeCurrent();
    //--- reset the error value
    ResetLastError();
    //--- create a vertical line
    if(!ObjectCreate(chart_ID,name,OBJ_VLINE,sub_window,time,0))
    {
        Print(__FUNCTION__,
              ": failed to create a vertical line! Error code = ",GetLastError());
        return(false);
    }
    //--- set line color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line display style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the line by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- enable (true) or disable (false) the mode of displaying the line in the chart subwindows
    ObjectSetInteger(chart_ID,name,OBJPROP_RADIUS,ray);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
    //--- set the priority for receiving the event of a mouse click in the chart

```cpp
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);

//--- successful execution
return(true);
}

// Move the vertical line

bool VLineMove(const long chart_ID=0, // chart's ID
c    const string name="VLine", // line name
c    datetime time=0) // line time
{
    //--- if line time is not set, move the line to the last bar
    if(!time)
        time=TimeCurrent();
    //--- reset the error value
    ResetLastError();
    //--- move the vertical line
    if(!ObjectMove(chart_ID,name,0,time,0))
    {
        Print(__FUNCTION__,
            ": failed to move the vertical line! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

// Delete the vertical line

bool VLineDelete(const long chart_ID=0, // chart's ID
c    const string name="VLine") // line name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the vertical line
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete the vertical line! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

// Script program start function

void OnStart()
{
}
```
//--- check correctness of the input parameters
if (InpDate < 0 || InpDate > 100)
{
    Print("Error! Incorrect values of input parameters!");
    return;
}

//--- number of visible bars in the chart window
int bars = (int) ChartGetInteger(0, CHART_VISIBLE_BARS);

//--- array for storing the date values to be used
//--- for setting and changing line anchor point's coordinates
datetime date[];

//--- memory allocation
ArrayResize(date, bars);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
{
    Print("Failed to copy time values! Error code = ", GetLastErrorCode());
    return;
}

//--- define points for drawing the line
int d = InpDate * (bars - 1) / 100;

//--- create a vertical line
if (!VLineCreate(0, InpName, 0, date[d], InpColor, InpStyle, InpWidth, InpBack,
                 InpSelection, InpRay, InpHidden, InpZOrder))
    return;

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the line
//--- loop counter
int h_steps = bars / 2;

//--- move the line
for (int i = 0; i < h_steps; i++)
{
    //--- use the following value
    if (d < bars - 1)
        d++;

    //--- move the point
    if (!VLineMove(0, InpName, date[d]))
        return;

    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;

    //--- redraw the chart
    ChartRedraw();
    // 0.03 seconds of delay
    Sleep(30);
}
/--- 1 second of delay
    Sleep(1000);
//--- delete the channel from the chart
    VLineDelete(0, InpName);
    ChartRedraw();
//--- 1 second of delay
    Sleep(1000);
//---
}
Example

The following script creates and moves the horizontal line on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql
//--- description
#property description "Script draws \"Horizontal Line\" graphical object."
#property description "Anchor point price is set in percentage of the height of"
#property description "the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="HLine"; // Line name
input int InpPrice=25; // Line price, %
input color InpColor=clrRed; // Line color
input ENUM_LINE_STYLE InpStyle=STYLE_DASH; // Line style
input int InpWidth=3; // Line width
input bool InpBack=false; // Background line
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create the horizontal line                                       |
//+------------------------------------------------------------------+
```

OB
J
_H
LINE

Horizontal Line.

```
- EURUSD, Daily 1.24522: 1.24756: 1.29378: 1.2946%

- 1.3670
- 1.3570
- 1.3470
- 1.3370
- 1.3270
- 1.3170
- 1.3070
- 1.2970
- 1.2870


Example

The following script creates and moves the horizontal line on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql
//--- description
#property description "Script draws \"Horizontal Line\" graphical object."
#property description "Anchor point price is set in percentage of the height of"
#property description "the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="HLine"; // Line name
input int InpPrice=25; // Line price, %
input color InpColor=clrRed; // Line color
input ENUM_LINE_STYLE InpStyle=STYLE_DASH; // Line style
input int InpWidth=3; // Line width
input bool InpBack=false; // Background line
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create the horizontal line                                       |
//+------------------------------------------------------------------+
```

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bool HLineCreate(const long chart_ID=0, // chart's ID
    const string name="HLine", // line name
    const int sub_window=0, // subwindow index
    double price=0, // line price
    const color clr=clrRed, // line color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // line style
    const int width=1, // line width
    const bool back=false, // in the background
    const bool selection=true, // highlight to move
    const bool hidden=true, // hidden in the object list
    const long z_order=0) // priority for mouse click
{
    //--- if the price is not set, set it at the current Bid price level
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- create a horizontal line
    if(!ObjectCreate(chart_ID,name,OBJ_HLINE,sub_window,0,price))
    {
        Print(__FUNCTION__,
            ": failed to create a horizontal line! Error code = ",GetLastError());
        return(false);
    }
    //--- set line color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line display style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the line by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
    //--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
    //--- successful execution
    return(true);
}

// Move horizontal line
bool HLineMove(const long chart_ID=0, // chart's ID
const string name="HLine", // line name
double price=0) // line price
{
    //--- if the line price is not set, move it to the current Bid price level
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move a horizontal line
    if(!ObjectMove(chart_ID,name,0,0,price))
    {
        Print(__FUNCTION__,
            ": failed to move the horizontal line! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//| Script program start function
//|---------------------------------------------------------------------------------------------------------------
void OnStart()
{
    //--- check correctness of the input parameters
    if(InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- price array size
    int accuracy=1000;
}
//--- array for storing the price values to be used
//--- for setting and changing line anchor point's coordinates
  double price[];
//--- memory allocation
  ArrayResize(price, accuracy);
//--- fill the array of prices
//--- find the highest and lowest values of the chart
  double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
  double min_price=ChartGetDouble(0, CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
  double step=(max_price-min_price)/accuracy;
  for(int i=0; i<accuracy; i++)
    price[i]=min_price+i*step;
//--- define points for drawing the line
  int p=InpPrice*(accuracy-1)/100;
//--- create a horizontal line
  if(!HLineCreate(0, InpName, 0, price[p], InpColor, InpStyle, InpWidth, InpBack,
                  InpSelection, InpHidden, InpZOrder))
  {
    return;
  }
//--- redraw the chart and wait for 1 second
  ChartRedraw();
  Sleep(1000);
//--- now, move the line
//--- loop counter
  int v_steps=accuracy/2;
//--- move the line
  for(int i=0; i<v_steps; i++)
  {
    //--- use the following value
    if(p<accuracy-1)
      p+=1;
    //--- move the point
    if(!HLineMove(0, InpName, price[p]))
      return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
      return;
    //--- redraw the chart
    ChartRedraw();
  }
//--- 1 second of delay
  Sleep(1000);
//--- delete from the chart
  HLineDelete(0, InpName);
  ChartRedraw();
//--- 1 second of delay
  Sleep(1000);
//---
}
OBJ_TREND

Trend Line.

Note

For Trend Line, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly).

Example

The following script creates and moves the trend line on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions “as is” in your own applications.

```mql5
//--- description
#property description "Script draws "Trend Line" graphical object."
#property description "Anchor point coordinates are set in percentage of"
#property description "the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Trend"; // Line name
input int InpDate1=35; // 1 st point's date, %
input int InpPrice1=60; // 1 st point's price, %
input int InpDate2=65; // 2 nd point's date, %
input int InpPrice2=40; // 2 nd point's price, %
input color InpColor=clrRed; // Line color
input ENUM LINE_STYLE InpStyle=STYLE_DASH; // Line style
```
input int InpWidth=2; // Line width
input bool InpBack=false; // Background line
input bool InpSelection=true; // Highlight to move
input bool InpRayLeft=false; // Line's continuation to the left
input bool InpRayRight=false; // Line's continuation to the right
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

bool TrendCreate(const long chart_ID=0, // chart's ID
                  const string name="TrendLine", // line name
                  const int sub_window=0, // subwindow index
                  datetime time1=0, // first point time
                  double price1=0, // first point price
                  datetime time2=0, // second point time
                  double price2=0, // second point price
                  const color clr=clrRed, // line color
                  const ENUM_LINE_STYLE style=STYLE_SOLID, // line style
                  const int width=1, // line width
                  const bool back=false, // in the background
                  const bool selection=true, // highlight to move
                  const bool ray_left=false, // line's continuation to the left
                  const bool ray_right=false, // line's continuation to the right
                  const bool hidden=true, // hidden in the object list
                  const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeTrendEmptyPoints(time1,price1,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- create a trend line by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_TREND,sub_window,time1,price1,time2,price2))
    {
        Print("_FUNCTION_: failed to create a trend line! Error code = ",GetLastError());
        return(false);
    }
    //--- set line color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line display style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the line by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- enable (true) or disable (false) the mode of continuation of the line's display
ObjectSetInteger(chart_ID,name,OBJPROPRAY_LEFT,ray_left);
//--- enable (true) or disable (false) the mode of continuation of the line's display
ObjectSetInteger(chart_ID,name,OBJPROPRAY_RIGHT,ray_right);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROPZORDER,z_order);
//--- successful execution
return(true);
}

// Move trend line anchor point
-----------------------

bool TrendPointChange(const long chart_ID=0, // chart's ID
    const string name="TrendLine", // line name
    const int point_index=0,     // anchor point index
    datetime time=0,            // anchor point time coordinate
    double price=0)            // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move trend line's anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
          " failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

// The function deletes the trend line from the chart.
-----------------------

bool TrendDelete(const long chart_ID=0, // chart's ID
    const string name="TrendLine") // line name
{
    //--- reset the error value
    ResetLastError();
    //--- delete a trend line

if(!ObjectDelete(chart_ID,name))
{
    Print("_FUNCTION_,
            ": failed to delete a trend line! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);
}

//--- Check the values of trend line's anchor points and set default values for empty ones
void ChangeTrendEmptyPoints(datetime &time1,double &price1,
                          datetime &time2,double &price2)
{
    //--- if the first point's time is not set, it will be on the current bar
    if(!time1)
        time1=TimeCurrent();
    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
        price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- if the second point's time is not set, it is located 9 bars left from the second
    if(!time2)
        {
            //--- array for receiving the open time of the last 10 bars
            datetime temp[10];
            CopyTime(Symbol(),Period(),time1,10,temp);
            //--- set the second point 9 bars left from the first one
            time2=temp[0];
        }
    //--- if the second point's price is not set, it is equal to the first point's one
    if(!price2)
        price2=price1;
}

void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
            InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
//--- price array size
int accuracy=1000;

//--- arrays for storing the date and price values to be used
//--- for setting and changing line anchor points' coordinates
datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date)==-1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetdouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing the line
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;

//--- create a trend line
if (!TrendCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], InpColor, InpStyle, InpWidth, InpBack, InpSelection, InpRayLeft, InpRayRight, InpHidden, InpOrder))
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the line's anchor points
//--- loop counter
int v_steps=accuracy/5;
//--- move the first anchor point vertically
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p1>1)
        p1=1;
    //--- move the point
    if (!TrendPointChange(0, InpName, 0, date[d1], price[p1]))
return;
  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
    return;
  //--- redraw the chart
  ChartRedraw();
}

//--- move the second anchor point vertically
for(int i=0;i<v_steps;i++)
{
  //--- use the following value
  if(p2<accuracy-1)
    p2+=1;
  //--- move the point
  if(!TrendPointChange(0,InpName,1,date[d2],price[p2]))
    return;
  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
    return;
  //--- redraw the chart
  ChartRedraw();
}

//--- half a second of delay
Sleep(500);

//--- loop counter
int h_steps=bars/2;

//--- move both anchor points horizontally at the same time
for(int i=0;i<h_steps;i++)
{
  //--- use the following values
  if(d1<bars-1)
    d1+=1;
  if(d2>1)
    d2-=1;
  //--- shift the points
  if(!TrendPointChange(0,InpName,0,date[d1],price[p1]))
    return;
  if(!TrendPointChange(0,InpName,1,date[d2],price[p2]))
    return;
  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
    return;
  //--- redraw the chart
  ChartRedraw();
  // 0.03 seconds of delay
  Sleep(30);
}

//--- 1 second of delay
Sleep(1000);
//--- delete a trend line
TrendDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
}
**OBJ_TRENDBYANGLE**

Trend Line By Angle.

Note

For Trend Line By Angle, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly).

Both angle and the second anchor point’s coordinates can be used to set the slope of the line.

Example

The following script creates and moves the trend line on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```mql
//--- description
#property description "Script draws \"Trend Line By Angle\" graphical object."
#property description "Anchor point coordinates are set in percentage of the size of" the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string    InpName="Trend";    // Line name
input int       InpDate1=50;        // 1st point’s date, %
input int       InpPrice1=75;       // 1st point’s price, %
input int       InpAngle=0;         // Line’s slope angle
input color     InpColor=clrRed;     // Line color
input ENUM_LINE_STYLE  InpStyle=STYLE_DASH; // Line style
```
input int InpWidth=2; // Line width
input bool InpBack=false; // Background line
input bool InpSelection=true; // Highlight to move
input bool InpRayLeft=false; // Line's continuation to the left
input bool InpRayRight=true; // Line's continuation to the right
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

bool TrendByAngleCreate(const long chart_ID=0, // chart's ID
                        const string name="TrendLine", // line name
                        const int sub_window=0, // subwindow index
                        datetime time=0, // point time
                        double price=0, // point price
                        const double angle=45.0, // slope angle
                        const color clr=clrRed, // line color
                        const ENUM_LINE_STYLE style=STYLE_SOLID, // line style
                        const int width=1, // line width
                        const bool back=false, // in the background
                        const bool selection=true, // highlight to move
                        const bool ray_left=false, // line's continuation to the left
                        const bool ray_right=true, // line's continuation to the right
                        const bool hidden=true, // hidden in the object list
                        const long z_order=0) // priority for mouse click
{
    //--- create the second point to facilitate dragging the trend line by mouse
    datetime time2=0;
    double price2=0;
    //--- set anchor points' coordinates if they are not set
    ChangeTrendEmptyPoints(time,price,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- create a trend line using 2 points
    if(!ObjectCreate(chart_ID,name,OBJ_TRENDBYANGLE,sub_window,time,price,time2,price2))
    {
        Print(__FUNCTION__,
            ": failed to create a trend line! Error code = ",GetLastError());
        return(false);
    }
    //--- change trend line's slope angle; when changing the angle, coordinates of the set
    //--- point of the line are redefined automatically according to the angle's new value
    ObjectSetDouble(chart_ID,name,OBJPROP_ANGLE,angle);
    //--- set line color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
}
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);

//--- enable (true) or disable (false) the mode of moving the line by mouse
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);

//--- enable (true) or disable (false) the mode of continuation of the line's display
ObjectSetInteger(chart_ID, name, OBJPROPRAY_LEFT, ray_left);

//--- enable (true) or disable (false) the mode of continuation of the line's display
ObjectSetInteger(chart_ID, name, OBJPROPRAY_RIGHT, ray_right);

//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);

//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROPORDER, z_order);

//--- successful execution
return (true);

//+------------------------------------------------------------------+
//| Change trend line anchor point's coordinates                     |
//+------------------------------------------------------------------+
bool TrendPointChange(const long chart_ID=0, // chart's ID
const string name="TrendLine", // line name
datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{

//--- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);

//--- reset the error value
ResetLastError();

//--- move trend line's anchor point
if(!ObjectMove(chart_ID,name,0,time,price))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}

//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Change trend line's slope angle                                  |
//+------------------------------------------------------------------+
bool TrendAngleChange(const long chart_ID=0, // chart's ID
const string name="TrendLine", // trend line name
const double angle=45) // trend line's slope angle
{
  //--- reset the error value
  SetLastError();
  //--- change trend line's slope angle
  if={!ObjectSetDouble(chart_ID,name,OBJPROP_ANGLE,angle)}
  {
    Print(__FUNCTION__,
      " failed to change the line's slope angle! Error code = ",GetLastError()
    return(false);
  }
  //--- successful execution
  return(true);
}
bool TrendDelete(const long chart_ID=0, // chart's ID
  const string name="TrendLine") // line name
{
  //--- reset the error value
  SetLastError();
  //--- delete a trend line
  if(!ObjectDelete(chart_ID,name))
  {
    Print(__FUNCTION__,
      " failed to delete a trend line! Error code = ",GetLastError()
    return(false);
  }
  //--- successful execution
  return(true);
}
void ChangeTrendEmptyPoints(datetime &time1,double &price1,
  datetime &time2,double &price2)
{
  //--- if the first point's time is not set, it will be on the current bar
  if(!time1)
    time1=TimeCurrent();
  //--- if the first point's price is not set, it will have Bid value
  if(!price1)
    price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);
  //--- set coordinates of the second, auxiliary point
  //--- the second point will be 9 bars left and have the same price
  datetime second_point_time[10];
  CopyTime(Symbol(),Period(),time1,10,second_point_time);
time2=second_point_time[0];
price2=price1;
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
//--- check correctness of the input parameters
if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100)
{
    Print("Error! Incorrect values of input parameters!");
    return;
}

//--- number of visible bars in the chart window
int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);

//--- price array size
int accuracy=1000;

//--- arrays for storing the date and price values to be used
//--- for setting and changing line anchor points' coordinates
datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHARTPRICE_MAX);
double min_price=ChartGetDouble(0,CHARTPRICE_MIN);
//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing the line
int d1=InpDate1*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;

//--- create a trend line
if(!TrendByAngleCreate(0,InpName,0,date[d1],price[p1],InpAngle,InpColor,InpStyle,
{
    return;
}
```c
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move and rotate the line
//--- loop counter
int v_steps=accuracy/2;
//--- move the anchor point and change the line's slope angle
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if(p1>1)
        p1=1;
    //--- move the point
    if(!TrendPointChange(0, InpName, date[d1], price[p1]))
        return;
    if(!TrendAngleChange(0, InpName, 18*(i+1)))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- delete from the chart
TrendDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
}
OBJ_CYCLES

Cycle Lines.

Note

The distance between the lines is set by time coordinates of two anchor points of the object.

Example

The following script creates and moves cycle lines on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script creates cycle lines on the chart."
#property description "Anchor point coordinates are set in percentage"
#property description "percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Cycles"; // Object name
input int InpDate1=10; // 1 st point's date, %
input int InpPrice1=45; // 1 st point's price, %
input int InpDate2=20; // 2 nd point's date, %
input int InpPrice2=55; // 2 nd point's price, %
input color InpColor=clrRed; // Color of cycle lines
input ENUM_LINE_STYLE InpStyle=STYLE_DOT; // Style of cycle lines
input int InpWidth=1; // Width of cycle lines
```
input bool InpBack=false; // Background object
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

// Create cycle lines
bool CyclesCreate(const long chart_ID=0, // chart's ID
                   const string name="Cycles", // object name
                   const int sub_window=0, // subwindow index
                   const datetime time1=0, // first point time
                   const double price1=0, // first point price
                   const datetime time2=0, // second point time
                   const double price2=0, // second point price
                   const color clr=clrRed, // color of cycle lines
                   const ENUM_LINE_STYLE style=STYLE_SOLID, // style of cycle lines
                   const int width=1, // width of cycle lines
                   const bool back=false, // in the background
                   const bool selection=true, // highlight to move
                   const bool hidden=true, // hidden in the object list
                   const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeCyclesEmptyPoints(time1, price1, time2, price2);
    //--- reset the error value
    ResetLastErr();
    //--- create cycle lines by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_CYCLES,sub_window,time1,price1,time2,price2))
    {
        Print(__FUNCTION__,
               ": failed to create cycle lines! Error code = ",GetLastError());
        return(false);
    }
    //--- set color of the lines
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set display style of the lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of the lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the lines by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);

//--- successful execution
return (true);

//| Move the anchor point
//|------------------------------------------------------------------|

bool CyclesPointChange(const long chart_ID=0, // chart's ID
                        const string name="Cycles", // object name
                        const int point_index=0, // anchor point index
                        datetime time=0, // anchor point time coordinate
                        double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID, name, point_index, time, price))
    {
        Print(__FUNCTION__,
              ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//| Delete the cycle lines
//|------------------------------------------------------------------|

bool CyclesDelete(const long chart_ID=0, // chart's ID
                  const string name="Cycles") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete cycle lines
    if(!ObjectDelete(chart_ID, name))
    {
        Print(__FUNCTION__,
              ": failed to delete cycle lines! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Check the values of cycle lines' anchor points and set default     |
//| values for empty ones                                            |
//+------------------------------------------------------------------+
void ChangeCyclesEmptyPoints(datetime &time1, double &price1, 
                              datetime &time2, double &price2) 
{
    //--- if the first point's time is not set, it will be on the current bar
    if (!time1)
        time1 = TimeCurrent();
    //--- if the first point's price is not set, it will have Bid value
    if (!price1)
        price1 = SymbolInfoDouble(Symbol(), SYMBOL_BID);
    //--- if the second point's time is not set, it is located 9 bars left from the second
    if (!time2)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(), Period(), time1, 10, temp);
        //--- set the second point 9 bars left from the first one
        time2 = temp[0];
    }
    //--- if the second point's price is not set, it is equal to the first point's one
    if (!price2)
        price2 = price1;
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters
    if (InpDate1 < 0 || InpDate1 > 100 || InpPrice1 < 0 || InpPrice1 > 100 ||
        InpDate2 < 0 || InpDate2 > 100 || InpPrice2 < 0 || InpPrice2 > 100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars = (int) ChartGetInteger(0, CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy = 1000;
    //--- arrays for storing the date and price values to be used
    datetime date[];
    double price[];
    //--- memory allocation
    ArrayResize(date, bars);
    ArrayResize(price, accuracy);
```cpp
//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(), Period(), 0, bars, date)==-1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;
//--- define points for drawing cycle lines
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
//--- create a trend line
if(!CyclesCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], InpColor,
  InpStyle, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the anchor points
//--- loop counter
int h_steps=bars/5;
//--- move the second anchor point
for(int i=0; i<h_steps; i++)
{
    //--- use the following value
    if(d2<bars-1)
        d2+=1;
    //--- move the point
    if(!CyclesPointChange(0, InpName, i, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
```
```c
//--- 1 second of delay
Sleep(1000);
//--- loop counter
h_steps=bars/4;
//--- move the first anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d1<bars-1)
        d1+=1;
    //--- move the point
    if(!CyclesPointChange(0,InpName,0,date[d1],price[p1]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- delete the object from the chart
CyclesDelete(0,InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
```
**OBJ_ARROWED_LINE**

Arrowed line.

Example

The following script creates and moves an arrow line on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql
//--- description
#property description "Script draws "Arrowed line" graphical object."
#property description "Anchor point coordinates are set in percentage of"
#property description "the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ArrowedLine"; // Line name
input int InpDate1=35; // 1 st point's date, %
input int InpPrice1=60; // 1 st point's price, %
input int InpDate2=65; // 2 nd point's date, %
input int InpPrice2=40; // 2 nd point's price, %
input color InpColor=clrRed; // Line color
input ENUM_LINE_STYLE InpStyle=STYLE_DASH; // Line style
input int InpWidth=2; // Line width
input bool InpBack=false; // Background line
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click
```
bool ArrowedLineCreate(const long chart_ID=0, // chart's ID
c    const string name="ArrowedLine", // line name
c    const int sub_window=0, // subwindow index
c    const long chart_ISO=0, // chart's I
OD

c    const int width=1, // line width

c    const color clr=clrRed, // line color

c    const ENUM_LINE_STYLE style=STYLE_SOLID, // line style

c    const int time1=0, // first point time

c    const double price1=0, // first point price

c    const int sub_window=0, // subwindow index

c    const double time2=0, // second point time

c    const double price2=0, // second point price

c    const color clr=clrRed, // line color

c    const ENUM_LINE_STYLE style=STYLE_SOLID, // line style

c    const int width=1, // line width

c    const bool back=false, // in the background

c    const bool selection=true, // highlight to move

c    const bool hidden=true, // hidden in the ob
j
ct list

c    const long z_order=0) // priority for mouse click
{

    // set anchor points' coordinates if they are not set
    ChangeArrowedLineEmptyPoints(time1,price1,time2,price2);

    // reset the error value
    ResetLastError();

    // create an arrowed line by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_ARROWED_LINE,sub_window,time1,price1,time2,price2))
    {
        Print(__FUNCTION__,
        
        ": failed to create an arrowed line! Error code = ",GetLastError());

        return(false);
    }

    // set line color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);

    // set line display style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);

    // set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);

    // display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);

    // enable (true) or disable (false) the mode of moving the line by mouse
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);

    // hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDEN,hidden);

    // set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);

    return(true);
```cpp
bool ArrowedLinePointChange(const long chart_ID=0, // chart's ID
  const string name="ArrowedLine", // line name
  const int point_index=0,  // anchor point index
  datetime time=0,          // anchor point time coord
  double price=0)          // anchor point price coord
{
  //--- if point position is not set, move it to the current bar having Bid price
  if(!time)
    time=TimeCurrent();
  if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
  //--- reset the error value
  ResetLastError();
  //--- move the line's anchor point
  if(!ObjectMove(chart_ID,name,point_index,time,price))
  {
    Print(__FUNCTION__,
      ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
  }
  //--- successful execution
  return(true);
}
```

```cpp
bool ArrowedLineDelete(const long chart_ID=0, // chart's ID
   const string name="ArrowedLine") // line name
{
  //--- reset the error value
  ResetLastError();
  //--- delete an arrowed line
  if(!ObjectDelete(chart_ID,name))
  {
    Print(__FUNCTION__,
      ": failed to create an arrowed line! Error code = ",GetLastError());
    return(false);
  }
  //--- successful execution
  return(true);
}
```
```c
void ChangeArrowedLineEmptyPoints(datetime &time1, double &price1,
                                  datetime &time2, double &price2)
{
    //--- if the first point's time is not set, it will be on the current bar
    if(!time1)
        time1=TimeCurrent();

    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
        price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);

    //--- if the second point's time is not set, it is located 9 bars left from the second
    if(!time2)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(),Period(),time1,10,temp);
        //--- set the second point 9 bars left from the first one
        time2=temp[0];
    }

    //--- if the second point's price is not set, it is equal to the first point's one
    if(!price2)
        price2=price1;
}
```
Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}
//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0; i<accuracy; i++)
    price[i]=min_price+i*step;
//--- define points for drawing the line
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
//--- create an arrowed line
if (!ArrowedLineCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2],
    return;
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the line's anchor points
//--- loop counter
int v_steps=accuracy/5;
//--- move the second anchor point vertically
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if (p2<accuracy-1)
        p2+=1;
    //--- move the point
    if (!ArrowedLinePointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- move the first anchor point vertically
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if (p1>1)
        p1-=1;
```csharp
//--- move the point
if (!ArrowedLinePointChange(0, InpName, 0, date[d1], price[p1]))
    return;

//--- check if the script's operation has been forcefully disabled
if (IsStopped())
    return;

//--- redraw the chart
ChartRedraw();

} //--- half a second of delay
Sleep(500);

//--- loop counter
int h_steps = bars / 2;

//--- move both anchor points horizontally at the same time
for (int i = 0; i < h_steps; i++)
{
    //--- use the following values
    if (d1 < bars - 1)
        d1 += 1;
    if (d2 > 1)
        d2 -= 1;

    //--- shift the points
    if (!ArrowedLinePointChange(0, InpName, 0, date[d1], price[p1]))
        return;
    if (!ArrowedLinePointChange(0, InpName, 1, date[d2], price[p2]))
        return;

    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;

    //--- redraw the chart
    ChartRedraw();

    // 0.03 seconds of delay
    Sleep(30);

} //--- 1 second of delay
Sleep(1000);

//--- delete an arrowed line
ArrowedLineDelete(0, InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

```
Note

For an equidistant channel, it is possible to specify the mode of its continuation to the right and/or to the left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly). The mode of filling the channel with color can also be set.

Example

The following script creates and moves an equidistant channel on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws \"Equidistant Channel\" graphical object."
#property description "Anchor point coordinates are set in percentage of the size of" the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Channel"; // Channel name
input int InpDate1=25; // 1 st point's date, %
input int InpPrice1=60; // 1 st point's price, %
input int InpDate2=65; // 2 nd point's date, %
input int InpPrice2=80; // 2 nd point's price, %
input int InpDate3=30; // 3 rd point's date, %
```
input int InpPrice3=40;  // 3 rd point's price, %
input color InpColor=clrRed;  // Channel color
input ENUM_LINE_STYLE InpStyle=STYLE_DASH;  // Style of channel lines
input int InpWidth=2;  // Channel line width
input bool InpBack=false;  // Background channel
input bool InpFill=false;  // Filling the channel with color
input bool InpSelection=true;  // Highlight to move
input bool InpRayLeft=false;  // Channel's continuation to the left
input bool InpRayRight=false;  // Channel's continuation to the right
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

bool ChannelCreate(const long chart_ID=0,  // chart's ID
    const string name="Channel",  // channel name
    const int sub_window=0,  // subwindow index
    datetime time1=0,  // first point time
    double price1=0,  // first point price
    datetime time2=0,  // second point time
    double price2=0,  // second point price
    datetime time3=0,  // third point time
    double price3=0,  // third point price
    const color clr=clrRed,  // channel color
    const ENUM_LINE_STYLE style=STYLE_SOLID,  // style of channel lines
    const int width=1,  // width of channel lines
    const bool fill=false,  // filling the channel with color
    const bool back=false,  // in the background
    const bool selection=true,  // highlight to move
    const bool ray_left=false,  // channel's continuation to the left
    const bool ray_right=false,  // channel's continuation to the right
    const bool hidden=true,  // hidden in the object list
    const long z_order=0)  // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeChannelEmptyPoints(time1,price1,time2,price2,time3,price3);
    //--- reset the error value
    ResetLastError();
    //--- create a channel by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_CHANNEL,sub_window,time1,price1,time2,price2,time3,price3))
    {
        Print(__FUNCTION__,": failed to create an equidistant channel! Error code = ",GetLastError());
        return(false);
    }
    //--- set channel color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set style of the channel lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
//--- set width of the channel lines
ObjectSetInteger(chart_ID, name, OBJPROP_WIDTH, width);

//--- enable (true) or disable (false) the mode of filling the channel
ObjectSetInteger(chart_ID, name, OBJPROP_FILL, fill);

//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);

//--- enable (true) or disable (false) the mode of highlighting the channel for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);

//--- enable (true) or disable (false) the mode of continuation of the channel's disp.
ObjectSetInteger(chart_ID, name, OBJPROP_RAY_LEFT, ray_left);
ObjectSetInteger(chart_ID, name, OBJPROP_RAY_RIGHT, ray_right);

//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);

//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);

//--- successful execution
return (true);

//+------------------------------------------------------------------+
//| Move the channel's anchor point                                  |
//+------------------------------------------------------------------+
bool ChannelPointChange(const long chart_ID=0, // chart's ID
                        const string name="Channel", // channel name
                        const int point_index=0, // anchor point index
                        datetime time=0, // anchor point time coordinate
                        double price=0) // anchor point price coordinate
{
//--- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);

//--- reset the error value
ResetLastError();

//--- move the anchor point
if(!ObjectMove(chart_ID, name, point_index, time, price))
{
    Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}

//--- successful execution
return(true);

}}
```cpp
bool ChannelDelete(const long chart_ID=0,           // chart's ID
                   const string name="Channel")  // channel name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the channel
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
              " failed to delete the channel! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```

```cpp
void ChangeChannelEmptyPoints(datetime &time1,double &price1,datetime &time2,
                               double &price2,datetime &time3,double &price3)
{
    //--- if the second (right) point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the second point's price is not set, it will have Bid value
    if(!price2)
        price2=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- if the first (left) point's time is not set, it is located 9 bars left from the second one
    if(!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(),Period(),time2,10,temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
    //--- if the first point's price is not set, move it 300 points higher than the second one
    if(!price1)
        price1=price2+300*SymbolInfoDouble(Symbol(),SYMBOL_POINT);
    //--- if the third point's time is not set, it coincides with the first point's one
    if(!time3)
        time3=time1;
    //--- if the third point's price is not set, it is equal to the second point's one
    if(!price3)
        price3=price2;
```
void OnStart()
{
    //--- check correctness of the input parameters
    if (InpDate1 < 0 || InpDate1 > 100 || InpPrice1 < 0 || InpPrice1 > 100 ||
        InpDate2 < 0 || InpDate2 > 100 || InpPrice2 < 0 || InpPrice2 > 100 ||
        InpDate3 < 0 || InpDate3 > 100 || InpPrice3 < 0 || InpPrice3 > 100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }

    //--- number of visible bars in the chart window
    int bars = (int)ChartGetInteger(0, CHART_VISIBLE_BARS);

    //--- price array size
    int accuracy = 1000;

    //--- arrays for storing the date and price values to be used
    //--- for setting and changing channel anchor points' coordinates
    datetime date[];
    double price[];

    //--- memory allocation
    ArrayResize(date, bars);
    ArrayResize(price, accuracy);

    //--- fill the array of dates
    ResetLastError();
    if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
    {
        Print("Failed to copy time values! Error code = ", GetLastError());
        return;
    }

    //--- fill the array of prices
    //--- find the highest and lowest values of the chart
    double max_price = ChartGetDouble(0, CHART_PRICE_MAX);
    double min_price = ChartGetDouble(0, CHART_PRICE_MIN);

    //--- define a change step of a price and fill the array
    double step = (max_price - min_price) / accuracy;
    for (int i = 0; i < accuracy; i++)
    {
        price[i] = min_price + i * step;
    }

    //--- define points for drawing the channel
    int d1 = InpDate1 * (bars - 1) / 100;
    int d2 = InpDate2 * (bars - 1) / 100;
    int d3 = InpDate3 * (bars - 1) / 100;
    int p1 = InpPrice1 * (accuracy - 1) / 100;
    int p2 = InpPrice2 * (accuracy - 1) / 100;
    int p3 = InpPrice3 * (accuracy - 1) / 100;

    //--- create the equidistant channel
    if (!ChannelCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], date[d3], price[p3]))
    {  
        Print("Channel creation failed!");
    }
}
InpStyle, InpWidth, InpFill, InpBack, InpSelection, InpRayLeft, InpRayRight, InpHidden,
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the channel's anchor points
//--- loop counter
int h_steps = bars / 6;

//--- move the second anchor point
for(int i=0; i<h_steps; i++)
{
    //--- use the following value
    if(d2<bars-1)
        d2+=1;
    //--- move the point
    if(!ChannelPointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//--- 1 second of delay
Sleep(1000);

//--- move the first anchor point
for(int i=0; i<h_steps; i++)
{
    //--- use the following value
    if(d1>1)
        d1-=1;
    //--- move the point
    if(!ChannelPointChange(0, InpName, 0, date[d1], price[p1]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
int v_steps = accuracy / 10;
//--- move the third anchor point
for (int i = 0; i < v_steps; i++)
{
    //--- use the following value
    if (p3 > 1)
        p3 -= 1;
    //--- move the point
    if (!ChannelPointChange(0, InpName, 2, date[d3], price[p3]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- delete the channel from the chart
    ChannelDelete(0, InpName);
    ChartRedraw();
//--- 1 second of delay
Sleep(1000);
Constants, Enumerations and Structures

OBJ_STDDEVCHANNEL

Standard Deviation Channel.

Note

For Standard Deviation Channel, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly). The mode of filling the channel with color can also be set.

OBJPROP_DEVIATION property is used to change the value of the channel deviation.

Example

The following script creates and moves Standard Deviation Channel on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```
//--- description
#property description "Script draws \"Standard Deviation Channel\" graphical object."
#property description "Anchor point coordinates are set in percentage of the size of"
#property description "the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="StdDevChannel"; // Channel name
input int InpDate1=10; // 1 st point's date, %
input int InpDate2=40; // 2 nd point's date, %
input double InpDeviation=1.0; // Deviation
input color InpColor=clrRed; // Channel color
```
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Style of channel lines
input int InpWidth=2; // Width of channel lines
input bool InpFill=false; // Filling the channel with color
input bool InpBack=false; // Background channel
input bool InpSelection=true; // Channel highlight to move
input bool InpRayLeft=false; // Channel's continuation to the left
input bool InpRayRight=false; // Channel's continuation to the right
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create standard deviation channel by the given coordinates        |
//+------------------------------------------------------------------+
bool StdDevChannelCreate(const long chart_ID=0, // chart's ID
  const string name="Channel", // channel name
  const int sub_window=0, // subwindow index
  datetime time1=0, // first point time
  datetime time2=0, // second point time
  const double deviation=1.0, // deviation
  const color clr=clrRed, // channel color
  const ENUM_LINE_STYLE style=STYLE_SOLID, // style of channel
  const int width=1, // width of channel
  const bool fill=false, // filling the channel
  const bool back=false, // in the background
  const bool selection=true, // highlight to move
  const bool ray_left=false, // channel's continuation to the left
  const bool ray_right=false, // channel's continuation to the right
  const bool hidden=true, // hidden in the object list
  const long z_order=0) // priority for mouse click
{
  //--- set anchor points' coordinates if they are not set
  ChangeChannelEmptyPoints(time1,time2);
  //--- reset the error value
  ResetLastError();
  //--- create a channel by the given coordinates
  if(!ObjectCreate(chart_ID,name,OBJ_STDDEVCHANNEL,sub_window,time1,0,time2,0))
  {
    Print(__FUNCTION__,
      ": failed to create standard deviation channel! Error code = ",GetLastError);
    return(false);
  }
  //--- set deviation value affecting the channel width
  ObjectSetDouble(chart_ID,name,OBJPROP_DEVIATION,deviation);
  //--- set channel color
  ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
  //--- set style of the channel lines
  ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
  //--- set width of the channel lines
  ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
  //--- enable (true) or disable (false) the mode of filling the channel
}
```cpp
ObjectSetInteger(chart_ID, name, OBJPROP_FILL, fill);
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
//--- enable (true) or disable (false) the mode of highlighting the channel for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- enable (true) or disable (false) the mode of continuation of the channel's disp:
ObjectSetInteger(chart_ID, name, OBJPROPRAY_LEFT, ray_left);
//--- enable (true) or disable (false) the mode of continuation of the channel's disp.
ObjectSetInteger(chart_ID, name, OBJPROPRAY_RIGHT, ray_right);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);
//--- successful execution
return (true);
}
```

```cpp
bool StdDevChannelPointChange(const long chart_ID=0, // chart's ID
const string name="Channel", // channel name
const int point_index=0, // anchor point index
const datetime time=0) // anchor point time coord:
{
//--- if point time is not set, move the point to the current bar
if(!time)
    time=TimeCurrent();
//--- reset the error value
ResetLastError();
//--- move the anchor point
if(!ObjectMove(chart_ID, name, point_index, time, 0))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ", GetLastErr()
    return(false);
}
//--- successful execution
return(true);
}
```

```cpp
bool StdDevChannelDeviationChange(const long chart_ID=0, // chart's ID
const string name="Channel", // channel name
const double deviation=1.0) // deviation
```
{
    //--- reset the error value
    ResetLastError();
    //--- change trend line's slope angle
    if(!ObjectSetDouble(chart_ID, name, OBJPROP_DEVIATION, deviation))
    {
        Print(__FUNCTION__,
            " failed to change channel deviation! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Delete the channel                                               |
//+------------------------------------------------------------------+
bool StdDevChannelDelete(const long chart_ID=0, // chart's ID
                        const string name="Channel") // channel name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the channel
    if(!ObjectDelete(chart_ID, name))
    {
        Print(__FUNCTION__,
            " failed to delete the channel! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+-------------------------------------------------------------------------+
//| Check the values of the channel's anchor points and set default values  |
//| for empty ones                                                          |
//+-------------------------------------------------------------------------+
void ChangeChannelEmptyPoints(datetime &time1, datetime &time2)
{
    //--- if the second point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the first point's time is not set, it is located 9 bars left from the second
    if(!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(), Period(), time2, 10, temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
// Script program start function
void OnStart()
{
    // check correctness of the input parameters
    if (InpData1<0 || InpData1>100 ||
        InpData2<0 || InpData2>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    // number of visible bars in the chart window
    int bars = (int)ChartGetInteger(0, CHART_VISIBLE_BARS);
    // price array size
    int accuracy = 1000;
    // arrays for storing the date and price values to be used
    // for setting and changing channel anchor points' coordinates
    datetime date[];
    double price[];
    // memory allocation
    ArrayResize(date, bars);
    ArrayResize(price, accuracy);
    // fill the array of dates
    ResetLastError();
    if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
    {
        Print("Failed to copy time values! Error code = ", GetLastError());
        return;
    }
    // fill the array of prices
    // find the highest and lowest values of the chart
    double max_price = ChartGetDouble(0, CHART_PRICE_MAX);
    double min_price = ChartGetDouble(0, CHART_PRICE_MIN);
    // define a change step of a price and fill the array
    double step = (max_price - min_price) / accuracy;
    for (int i = 0; i < accuracy; i++)
        price[i] = min_price + i * step;
    // define points for drawing the channel
    int d1 = InpData1 * (bars - 1) / 100;
    int d2 = InpData2 * (bars - 1) / 100;
    // create standard deviation channel
    if (!StdDevChannelCreate(0, InpName, 0, date[d1], date[d2], InpDeviation, InpColor, InpStyle, InpWidth, InpFill, InpBack, InpSelection, InpRayLeft, InpRayRight, InpHidden, Inp2Order))
    {
        return;
    }
    // redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the channel horizontally to the right and expand it
//--- loop counter
int h_steps=bars/2;
//--- move the channel
for(int i=0;i<h_steps;i++)
{
  //--- use the following values
  if(d1<bars-1)
    d1+=1;
  if(d2<bars-1)
    d2+=1;
  //--- move the anchor points
  if(!StdDevChannelPointChange(0,InpName,0,date[d1]))
    return;
  if(!StdDevChannelPointChange(0,InpName,1,date[d2]))
    return;
  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
    return;
  //--- redraw the chart
  ChartRedraw();
  // 0.05 seconds of delay
  Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
double v_steps=InpDeviation*2;
//--- expand the channel
for(double i=InpDeviation;i<v_steps;i+=10.0/accuracy)
{
  if(!StdDevChannelDeviationChange(0,InpName,i))
    return;
  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
    return;
  //--- redraw the chart
  ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- delete the channel from the chart
StdDevChannelDelete(0,InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
OBJ_REGRESSION

Linear Regression Channel.

Note

For Linear Regression Channel, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly). The mode of filling the channel with color can also be set.

Example

The following script creates and moves Linear Regression Channel on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws \"Linear Regression Channel\" graphical object."
#property description "Anchor point coordinates are set in percentage of the size of"
#property description "the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string     InpName="Regression"; // Channel name
input int        InpDate1=10;       // 1st point's date, %
input int        InpDate2=40;       // 2nd point's date, %
input color      InpColor=clrRed;   // Channel color
input ENUM_LINE_STYLE InpStyle=STYLE_DASH; // Style of channel lines
input int        InpWidth=2;       // Width of channel lines
```
input bool InpFill=false;   // Filling the channel with color
input bool InpBack=false;   // Background channel
input bool InpSelection=true;  // Highlight to move
input bool InpRayLeft=false;  // Channel's continuation to the left
input bool InpRayRight=false; // Channel's continuation to the right
input bool InpHidden=true;    // Hidden in the object list
input long InpZOrder=0;       // Priority for mouse click

bool RegressionCreate(const long chart_ID=0,               // chart's ID
                       const string name="Regression",  // channel name
                       const int sub_window=0,          // subwindow index
                       datetime time1=0,               // first point time
                       datetime time2=0,               // second point time
                       const color clr=clrRed,         // channel color
                       const ENUM_LINE_STYLE style=STYLE_SOLID,  // style of channel lines
                       const int width=1,              // width of channel lines
                       const bool fill=false,          // filling the channel
                       const bool back=false,          // in the background
                       const bool selection=true,      // highlight to move
                       const bool ray_left=false,      // channel's continuation to the left
                       const bool ray_right=false,     // channel's continuation to the right
                       const bool hidden=true,         // hidden in the object list
                       const long z_order=0)           // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeRegressionEmptyPoints(time1,time2);
    //--- reset the error value
    ResetLastError();
    //--- create a channel by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_REGRESSION,sub_window,time1,0,time2,0))
    {
        Print(__FUNCTION__,
              " : failed to create linear regression channel! Error code = ",GetLastError();
        return(false);
    }
    //--- set channel color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set style of the channel lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of the channel lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- enable (true) or disable (false) the mode of filling the channel
    ObjectSetInteger(chart_ID,name,OBJPROP_FILL,fill);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the channel for moving
    //--- when creating a graphical object using ObjectCreate function, the object cannot
--- highlighted and moved by default. Inside this method, selection parameter
--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
--- enable (true) or disable (false) the mode of continuation of the channel's disp.
ObjectSetInteger(chart_ID, name, OBJPROPRAY_LEFT, ray_left);
--- enable (true) or disable (false) the mode of continuation of the channel's disp.
ObjectSetInteger(chart_ID, name, OBJPROPRAY_RIGHT, ray_right);
--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROPORDER, z_order);
--- successful execution
return (true);

--- highlighted and moved by default. Inside this method, selection parameter
--- is true by default making it possible to highlight and move the object
return (true);

--- successful execution
return (true);

--- successful execution
return (true);

--- successful execution
return (true);

--- successful execution
return (true);

--- successful execution
return (true);

--- successful execution
return (true);

--- if point time is not set, move the point to the current bar
if (!time)
    time = TimeCurrent();
--- reset the error value
ResetLastError();
--- move the anchor point
if (!ObjectMove(chart_ID, name, point_index, time, 0))
{
    Print(__FUNCTION__,
    "\: failed to move the anchor point! Error code = ", GetLastError());
    return (false);
}
--- successful execution
return (true);

--- reset the error value
ResetLastError();
--- delete the channel
if (!ObjectDelete(chart_ID, name))
{

--- reset the error value
ResetLastError();
--- delete the channel
if (!ObjectDelete(chart_ID, name))
{
Print(__FUNCTION__,
  " failed to delete the channel! Error code = ", GetLastError());
return(false);

//--- successful execution
return(true);

void ChangeRegressionEmptyPoints(datetime &time1, datetime &time2)
{
  //--- if the second point's time is not set, it will be on the current bar
  if(!time2)
    time2=TimeCurrent();
  //--- if the first point's time is not set, it is located 9 bars left from the second
  if(!time1)
  {
    //--- array for receiving the open time of the last 10 bars
datetime temp[10];
    CopyTime(Symbol(),Period(),time2,10,temp);
    //--- set the first point 9 bars left from the second one
time1=temp[0];
  }

  void OnStart()
  {
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 ||
      InpDate2<0 || InpDate2>100)
    {
      Print("Error! Incorrect values of input parameters!");
      return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
    //--- arrays for storing the date and price values to be used
    //--- for setting and changing channel anchor points' coordinates
    datetime date[];
    double price[];
    //--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(price,accuracy);
//--- fill the array of dates
  ResetLastError();
  if(CopyTime(Symbol(), Period(), 0, bars, date)==-1)
  {
  Print("Failed to copy time values! Error code = ", GetLastError());
  return;
  }

  //--- fill the array of prices
  //--- find the highest and lowest values of the chart
  double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
  double min_price=ChartGetDouble(0,CHART_PRICE_MIN);
  //--- define a change step of a price and fill the array
  double step=(max_price-min_price)/accuracy;
  for(int i=0;i<accuracy;i++)
  price[i]=min_price+i*step;

  //--- define points for drawing the channel
  int d1=InpDate1*(bars-1)/100;
  int d2=InpDate2*(bars-1)/100;

  //--- create linear regression channel
  if(!RegressionCreate(0, InpName, 0, date[d1], date[d2], InpColor, InpStyle, InpWidth,
  {
  return;
  }

  //--- redraw the chart and wait for 1 second
  ChartRedraw();
  Sleep(1000);

  //--- now, move the channel horizontally to the right
  //--- loop counter
  int h_steps=bars/2;

  //--- move the channel
  for(int i=0;i<h_steps;i++)
  {
  //--- use the following values
  if(d1<bars-1)
  d1+=1;
  if(d2<bars-1)
  d2+=1;

  //--- move the anchor points
  if(!RegressionPointChange(0, InpName, 0, date[d1]))
  return;
  if(!RegressionPointChange(0, InpName, 1, date[d2]))
  return;

  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
  return;

  //--- redraw the chart
  ChartRedraw();
  // 0.05 seconds of delay
Sleep(50);
)
//--- 1 second of delay
Sleep(1000);
//--- delete the channel from the chart
RegressionDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
OBJ_PITCHFORK

Andrews’ Pitchfork.

Note

For Andrews’ Pitchfork, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly).

You can also specify the number of line-levels, their values and color.

Example

The following script creates and moves Andrews’ Pitchfork on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```mql
//--- description
#property description "Script draws \"Andrews’ Pitchfork\" graphical object."
#property description "Anchor point coordinates are set in percentage of"
#property description "the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Pitchfork"; // Pitchfork name
input int InpDate1=14; // 1 st point's date, %
input int InpPrice1=40; // 1 st point's price, %
input int InpDate2=18; // 2 nd point's date, %
input int InpPrice2=50; // 2 nd point's price, %
input int InpDate3=18; // 3 rd point's date, %
input int InpPrice3=30; // 3 rd point's price, %
```
input color InpColor=clrRed;  // Pitchfork color
input ENUM_LINE_STYLE InpStyle=STYLE_SOLID;  // Style of pitchfork lines
input int InpWidth=1;  // Width of pitchfork lines
input bool InpBack=false;  // Background pitchfork
input bool InpSelection=true;  // Highlight to move
input bool InpRayLeft=false;  // Pitchfork's continuation to the left
input bool InpRayRight=false;  // Pitchfork's continuation to the right
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Andrews' Pitchfork by the given coordinates               |
//+------------------------------------------------------------------+
bool PitchforkCreate(const long chart_ID=0,  // chart's ID
    const string name="Pitchfork",  // pitchfork name
    const int sub_window=0,       // subwindow index
    datetime time1=0,            // first point time
    double price1=0,             // first point price
    datetime time2=0,            // second point time
    double price2=0,             // second point price
    datetime time3=0,            // third point time
    double price3=0,             // third point price
    const color clr=clrRed,      // color of pitchfork lines
    const ENUM_LINE_STYLE style=STYLE_SOLID, // style of pitchfork lines
    const int width=1,           // width of pitchfork lines
    const bool back=false,       // in the background
    const bool selection=true,   // highlight to move
    const bool ray_left=false,   // pitchfork's continuaiton to the left
    const bool ray_right=false,  // pitchfork's continuaiton to the right
    const bool hidden=true,      // hidden in the object list
    const long z_order=0)        // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeChannelEmptyPoints(time1,price1,time2,price2,time3,price3);
    //--- reset the error value
    ResetLastError();
    //--- create Andrews' Pitchfork by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_PITCHFORK,sub_window,time1,price1,time2,price2,)
    {
        Print(__FUNCTION__,
            ": failed to create ""Andrews' Pitchfork""! Error code = ",GetLastError()"
        return(false);
    }
    //--- set color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set the line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of the lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
//--- set the properties of levels in the loop
//--- set the number of levels
//--- check array sizes
if(levels!=ArraySize(colors)) || levels!=ArraySize(styles)) ||
levels!=ArraySize(widths)) || levels!=ArraySize(widths))
{
    Print("_FUNCTION_"," array length does not correspond to the number of levels,
    return(false);
}
//--- set the number of levels
ObjectSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);
//--- set the properties of levels in the loop
for(int i=0;i<levels;i++)
{
    //--- level value
    ObjectSetDouble(chart_ID,name,OBJPROP_LEVELVALUE,i,values[i]);
    //--- level color
    ObjectSetInteger(chart_ID,name,OBJPROP_LEVELCOLOR,i,colors[i]);
    //--- level style
    ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
    //--- level width
    ObjectSetInteger(chart_ID,name,OBJPROP_LEVELWIDTH,i,widths[i]);
//--- level description
ObjectSetString(chart_ID,name,OBJPROP_LEVELTEXT,i,DoubleToString(100*values[i],);

//-- successful execution
return(true);
}

//-- Move Andrews' Pitchfork anchor point

bool PitchforkPointChange(const long chart_ID=0, // chart's ID
const string name="Pitchfork", // channel name
const int point_index=0, // anchor point index
datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{
//-- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//-- reset the error value
ResetLastError();
//-- move the anchor point
if(!ObjectMove(chart_ID,name,point_index,time,price))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}
//-- successful execution
return(true);
}

//-- Delete Andrews' Pitchfork

bool PitchforkDelete(const long chart_ID=0, // chart's ID
const string name="Pitchfork") // channel name
{
//-- reset the error value
ResetLastError();
//-- delete the channel
if(!ObjectDelete(chart_ID,name))
{
    Print(__FUNCTION__,
        ": failed to delete \"Andrews' Pitchfork\"! Error code = ",GetLastError());
    return(false);
}
//-- successful execution
return(true);
void ChangeChannelEmptyPoints(
    datetime &time1, double &price1,
    datetime &time2, double &price2,
    datetime &time3, double &price3)
{
    //--- if the second (upper right) point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the second point's price is not set, it will have Bid value
    if(!price2)
        price2=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- if the first (left) point's time is not set, it is located 9 bars left from the second one
    if(!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(),Period(),time2,10,temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
    //--- if the first point's price is not set, move it 200 points below the second one
    if(!price1)
        price1=price2-200*SymbolInfoDouble(Symbol(),SYMBOL_POINT);
    //--- if the third point's time is not set, it coincides with the second point's one
    if(!time3)
        time3=time2;
    //--- if the third point's price is not set, move it 200 points lower than the first one
    if(!price3)
        price3=price1-200*SymbolInfoDouble(Symbol(),SYMBOL_POINT);
}

void OnStart()
{
    //--- check correctness of the input parameters
    if((InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
        InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100 ||
        InpDate3<0 || InpDate3>100 || InpPrice3<0 || InpPrice3>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
int accuracy=1000;

//--- arrays for storing the date and price values to be used
//--- for setting and changing the coordinates of Andrews' Pitchfork anchor points

datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing Andrews' Pitchfork
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int d3=InpDate3*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
int p3=InpPrice3*(accuracy-1)/100;

//--- create the pitchfork
if(!PitchforkCreate(0,InpName,0,date[d1],price[p1],date[d2],price[p2],date[d3],price[p3],
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the pitchfork's anchor points
//--- loop counter
int v_steps=accuracy/10;

//--- move the first anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p1>1)
        p1=1;
    //--- move the point
if(!PitchforkPointChange(0, InpName, 0, date[d1], price[p1]))
    return;
//--- check if the script's operation has been forcefully disabled
if(IsStopped())
    return;
//--- redraw the chart
ChartRedraw();

//--- 1 second of delay
Sleep(1000);
//--- loop counter
int h_steps=bars/8;
//--- move the third anchor point
for(int i=0; i<h_steps; i++)
{
    //--- use the following value
    if(d3<bars-1)
        d3+=1;
    //--- move the point
    if(!PitchforkPointChange(0, InpName, 2, date[d3], price[p3]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
v_steps=accuracy/10;
//--- move the second anchor point
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if(p2>1)
        p2-=1;
    //--- move the point
    if(!PitchforkPointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}  
//--- 1 second of delay
Sleep(1000);
//--- delete the pitchfork from the chart
PitchforkDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
OBJ_GANNLINE

Gann Line.

Note

For Gann Line, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly).

Both Gann angle with a scale and coordinates of the second anchor point can be used to set the slope of the line.

Example

The following script creates and moves Gann Line on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
property description "Script draws \"Gann Line\" graphical object."

//--- display window of the input parameters during the script's launch
property script_show_inputs

//--- input parameters of the script
input string InpName="GannLine"; // Line name
input int InpDate1=20; // 1 st point's date, %
input int InpPrice1=75; // 1 st point's price, %
input int InpDate2=80; // 2 nd point's date, %
input double InpAngle=0.0; // Gann Angle
```
input double InpScale=1.0; // Scale
input color InpColor=clrRed; // Line color
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Line style
input int InpWidth=2; // Line width
input bool InpBack=false; // Background line
input bool InpSelection=true; // Highlight to move
input bool InpRayLeft=false; // Line's continuation to the left
input bool InpRayRight=true; // Line's continuation to the right
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Gann Line by the coordinates, angle and scale             |
//+------------------------------------------------------------------+
bool GannLineCreate(const long chart_ID=0, // chart's ID
    const string name="GannLine", // line name
    const int sub_window=0, // subwindow index
    datetime time1=0, // first point time
    double price1=0, // first point price
    datetime time2=0, // second point time
    const double angle=1.0, // Gann angle
    const double scale=1.0, // scale
    const color clr=clrRed, // line color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // line style
    const int width=1, // line width
    const bool back=false, // in the background
    const bool selection=true, // highlight to move
    const bool ray_left=false, // line's continuation to
    const bool ray_right=true, // line's continuation to
    const bool hidden=true, // hidden in the object list
    const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeGannLineEmptyPoints(time1, price1, time2);
    //--- reset the error value
    ResetLastError();
    //--- create Gann Line by the given coordinates
    //--- correct coordinate of the second anchor point is redefined
    //--- automatically after Gann angle and/or the scale changes,
    if(!ObjectCreate(chart_ID, name, OBJ_GANNLINE, sub_window, time1, price1, time2, 0))
    {
        Print(__FUNCTION__,
        ": failed to create \"Gann Line\"! Error code = ", GetLastError());
        return(false);
    }
    //--- change Gann angle
    ObjectSetDouble(chart_ID, name, OBJPROP_ANGLE, angle);
    //--- change the scale (number of pips per bar)
    ObjectSetDouble(chart_ID, name, OBJPROP_SCALE, scale);
    //--- set line color

```c
ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);
//--- set line display style
ObjectSetInteger(chart_ID, name, OBJPROP_STYLE, style);
//--- set line width
ObjectSetInteger(chart_ID, name, OBJPROP_WIDTH, width);
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
//--- enable (true) or disable (false) the mode of highlighting the lines for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- enable (true) or disable (false) the mode of continuation of the line's display
ObjectSetInteger(chart_ID, name, OBJPROPRAY_LEFT, ray_left);
//--- enable (true) or disable (false) the mode of continuation of the line's display
ObjectSetInteger(chart_ID, name, OBJPROPRAY_RIGHT, ray_right);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROPZORDER, z_order);
//--- successful execution
return(true);
}
```

```c
// Move Gann Line anchor point

bool GannLinePointChange(const long chart_ID=0, // chart's ID
                          const string name="GannLine", // line name
                          const int point_index=0, // anchor point index
                          const datetime time=0, // anchor point time coordinate
                          double price=0) // anchor point price coordinate
{

    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(), SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the line's anchor point
    if(!ObjectMove(chart_ID, name, point_index, time, price))
    {
        Print(__FUNCTION__,
              ": failed to move the anchor point! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
```
bool GannLineAngleChange(const long chart_ID=0, // chart's ID
                         const string name="GannLine", // line name
                         const double angle=1.0) // Gann angle
{
    //--- reset the error value
    ResetLastError();
    //--- change Gann angle
    if(!ObjectSetDouble(chart_ID,name,OBJPROP_ANGLE,angle))
        if(!ObjectSetDouble(chart_ID,name,OBJPROP_ANGLE,angle))
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{  
    Print("_FUNCTION_,
          ": failed to delete \"Gann Line\"! Error code = ", GetLastError());
    return(false);
}

//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Check the values of Gann Line anchor points and set default       |
//| values for empty ones                                            |
//+------------------------------------------------------------------+
void ChangeGannLineEmptyPoints(datetime &time1, double &price1, datetime &time2) {  
    //--- if the second point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the first point's time is not set, it is located 9 bars left from the second
    if(!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(), Period(),time2,10,temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
        price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart() {
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
       InpDate2<0 || InpDate2>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
    //--- arrays for storing the date and price values to be used
    //--- for setting and changing line anchor points' coordinates
    datetime date[];
```cpp
double price[];
//--- memory allocation
ArrayResize(date, bars);
ArrayResize(price, accuracy);
//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
    { Print("Failed to copy time values! Error code = ", GetLastError());
        return;
    }

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price = ChartGetDouble(0, CHART_PRICE_MAX);
double min_price = ChartGetDouble(0, CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
double step = (max_price - min_price) / accuracy;
for (int i = 0; i < accuracy; i++)
    price[i] = min_price + i * step;
//--- define points for drawing Gann Line
int d1 = InpDate1 * (bars - 1) / 100;
int d2 = InpDate2 * (bars - 1) / 100;
int p1 = InpPrice1 * (accuracy - 1) / 100;
//--- create Gann Line
if (!GannLineCreate(0, InpName, 0, date[d1], price[p1], date[d2], InpAngle, InpScale, InpCo: InpStyle, InpWidth, InpBack, InpSelection, InpRayLeft, InpRayRight, InpHidden, InpZOrd:
    { return;
    }

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the line's anchor point and change the angle
//--- loop counter
int v_steps = accuracy / 2;
//--- move the first anchor point vertically
for (int i = 0; i < v_steps; i++)
    { //--- use the following value
        if (p1 > 1)
            p1 -= 1;
        //--- move the point
        if (!GannLinePointChange(0, InpName, 0, date[d1], price[p1]))
            return;
        //--- check if the script's operation has been forcefully disabled
        if (!IsStopped())
            return;
        //--- redraw the chart
        ChartRedraw();
    }
```

}  //--- half a second of delay
Sleep(500);

//--- define the current value of Gann angle (changed after moving the first anchor point)
double curr_angle;
if(!ObjectGetDouble(0, InpName, OBJPROP_ANGLE, 0, curr_angle))
    return;

//--- loop counter
v_steps=accuracy/8;

//--- change Gann angle
for(int i=0; i<v_steps; i++)
{
    if(!GannLineAngleChange(0, InpName, curr_angle-0.05*i))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- delete the line from the chart
GannLineDelete(0, InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//---
For Gann Fan, it is possible to specify trend type from `ENUM_GANN_DIRECION` enumeration. By adjusting the scale value (OBJPROP_SCALE), it is possible to change slope angle of the fan lines.

Example

The following script creates and moves Gann Fan on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws \"Gann Fan\" graphical object."
#property description "Anchor point coordinates are set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="GannFan";     // Fan name
input int InpDate1=15;              // 1 st point's date, %
input int InpPrice1=25;             // 1 st point's price, %
input int InpDate2=85;              // 2 nd point's date, %
input double InpScale=2.0;          // Scale
input bool InpDirection=false;      // Trend direction
input color InpColor=clrRed;        // Fan color
```
input ENUM_LINE_STYLE InpStyle=STYLIE_DASHDOTDOT; // Style of fan lines
input int InpWidth=1; // Width of fan lines
input bool InpBack=false; // Background fan
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//---------------------------------------------------------------------------------------------------------
// Create Gann Fan
//---------------------------------------------------------------------------------------------------------
bool GannFanCreate(const long chart_ID=0, // chart's ID
const string name="GannFan", // fan name
const int sub_window=0, // subwindow index
datetime time1=0, // first point time
double price1=0, // first point price
datetime time2=0, // second point time
double scale=1.0, // scale
cost double direction=true, // trend direction
cost color clr=clrRed, // fan color
const ENUM_LINE_STYLE style=STYLE_SOLID, // style of fan lines
const int width=1, // width of fan lines
cost bool back=false, // in the background
cost bool selection=true, // highlight to move
cost bool hidden=true, // hidden in the object list
const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeGannFanEmptyPoints(time1,price1,time2);
    //--- reset the error value
    ResetLastError();
    //--- create Gann Fan by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_GANNFAN,sub_window,time1,price1,time2,0))
    {
        Print(__FUNCTION__,
            ": failed to create \"Gann Fan\"! Error code = ",GetLastError());
        return(false);
    }
    //--- change the scale (number of pips per bar)
    ObjectSetDouble(chart_ID,name,OBJPROP_SCALE,scale);
    //--- change Gann Fan's trend direction (true - descending, false - ascending)
    ObjectSetInteger(chart_ID,name,OBJPROP_DIRECTION,direction);
    //--- set fan color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set display style of the fan lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of the fan lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the fan for moving

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//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);
//--- successful execution
return (true);
}
//+------------------------------------------------------------------+
//| Move Gann Fan anchor point                                       |
//+------------------------------------------------------------------+
bool GannFanPointChange(const long chart_ID=0, // chart's ID
const string name="GannFan", // fan name
const int point_index=0, // anchor point index
datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the fan's anchor point
    if(!ObjectMove(chart_ID, name, point_index, time, price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Change Gann Fan's scale                                          |
//+------------------------------------------------------------------+
bool GannFanScaleChange(const long chart_ID=0, // chart's ID
const string name="GannFan", // fan name
const double scale=1.0) // scale
{
    //--- reset the error value
    ResetLastError();
    //--- change the scale (number of pips per bar)
    if(!ObjectSetDouble(chart_ID, name, OBJPROP_SCALE, scale))
{  
    Print(__FUNCTION__,  
        ": failed to change the scale! Error code = ", GetLastError());
    return(false);
  }  
}

//--- successful execution  
return(true);
}

//+------------------------------------------------------------------+
//| Change Gann Fan's trend direction                                |
//+------------------------------------------------------------------+
bool GannFanDirectionChange(const long chart_ID=0, // chart's ID  
    const string name="GannFan", // fan name  
    const bool direction=true) // trend direction
{
    //--- reset the error value  
    ResetLastError();  
    //--- change Gann Fan's trend direction  
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_DIRECTION,direction))
    {
        Print(__FUNCTION__,  
            ": failed to change trend direction! Error code = ", GetLastError());
        return(false);
    }  
}

//--- successful execution  
return(true);
}

//+------------------------------------------------------------------+
//| The function removes Gann Fan from the chart                     |
//+------------------------------------------------------------------+
bool GannFanDelete(const long chart_ID=0, // chart's ID  
    const string name="GannFan") // fan name
{
    //--- reset the error value  
    ResetLastError();  
    //--- delete Gann Fan  
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,  
            ": failed to delete \"Gann Fan\"! Error code = ", GetLastError());
        return(false);
    }  
}  

//--- successful execution  
return(true);
}

//+------------------------------------------------------------------+
//| Check the values of Gann Fan anchor points and set default values for empty ones |
//+------------------------------------------------------------------+
void ChangeGannFanEmptyPoints(
    datetime &time1,
    double &price1,
    datetime &time2)
{
    //--- if the second point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the first point's time is not set, it is located 9 bars left from the second
    if(!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(),Period(),time2,10,temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
        price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}

void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
    //--- arrays for storing the date and price values to be used
    //--- for setting and changing the coordinates of fan's anchor points
    datetime date[];
    double price[];
    //--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(price,accuracy);
    //--- fill the array of dates
    ResetLastError();
    if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
    {
        Print("Failed to copy time values! Error code = ",GetLastError());
        return;
    }
    //--- fill the array of prices
```c
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0; i<accuracy; i++)
    price[i]=min_price+i*step;

//--- define points for drawing Gann Fan
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;

//--- create Gann Fan
if(!GannFanCreate(0, InpName, 0, date[d1], price[p1], date[d2], InpScale, InpDirection, InpColor, InpStyle, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder))
    return;

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the fan's anchor point

//--- loop counter
int v_steps=accuracy/2;

//--- move the first anchor point vertically
for(int i=0; i<v_steps; i++)
{
//--- use the following value
if(p1<accuracy-1)
    p1+=1;

//--- move the point
if(!GannFanPointChange(0, InpName, 0, date[d1], price[p1]))
    return;

//--- check if the script's operation has been forcefully disabled
if(IsStopped())
    return;

//--- redraw the chart
ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- change fan's trend direction to descending one
GannFanDirectionChange(0, InpName, true);

//--- redraw the chart
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//--- delete the fan from the chart
GannFanDelete(0, InpName);
ChartRedraw();
```
//--- 1 second of delay
    Sleep(1000);
//---
    }
Note

For Gann Grid, it is possible to specify trend type from ENUM_GANN_DIRECTION. By adjusting the scale value (OBJPROP_SCALE), it is possible to change slope angle of the grid lines.

Example

The following script creates and moves Gann Grid on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws "Gann Grid" graphical object."
#property description "Anchor point coordinates of the grid are set in percentage of"
#property description "the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="GannGrid";       // Grid name
input int InpDate1=15;                // 1 st point's date, %
input int InpPrice1=25;               // 1 st point's price, %
input int InpDate2=35;                // 2 nd point's date, %
input double InpScale=3.0;            // Scale
input bool InpDirection=false;        // Trend direction
input color InpColor=clrRed;          // Grid color
```
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT;  // Style of grid lines
input int    InpWidth=1;     // Width of fan lines
input bool   InpBack=false; // Background grid
input bool   InpSelection=true; // Highlight to move
input bool   InpHidden=true; // Hidden in the object list
input long   InpZOrder=0; // Priority for mouse click

//------------------------------------------------------------------------------------------------+
// Create Gann Grid
//------------------------------------------------------------------------------------------------+
bool GannGridCreate(const long chart_ID=0, // chart's ID
    const string name="GannGrid", // grid name
    const int sub_window=0, // subwindow index
    datetime time1=0, // first point time
    double price1=0, // first point price
    datetime time2=0, // second point time
    const double scale=1.0, // scale
    const bool direction=true, // trend direction
    const color clr=clrRed, // grid color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // style of grid lines
    const int width=1, // width of grid lines
    const bool back=false, // in the background
    const bool selection=true, // highlight to move
    const bool hidden=true, // hidden in the object list
    const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeGannGridEmptyPoints(time1,price1,time2);
    //--- reset the error value
    ResetLastError();
    //--- create Gann Grid by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_GANNGRID,sub_window,time1,price1,time2,0))
    {
        Print(__FUNCTION__,
            ": failed to create \"Gann Grid\"! Error code = ",GetLastError());
        return(false);
    }
    //--- change the scale (number of pips per bar)
    ObjectSetDouble(chart_ID,name,OBJPROP_SCALE,scale);
    //--- change Gann Fan's trend direction (true - descending, false - ascending)
    ObjectSetInteger(chart_ID,name,OBJPROP_DIRECTION,direction);
    //--- set grid color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set display style of the grid lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of the grid lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the grid for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
    ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID, name, OBJPROP.Hidden, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID, name, OBJPROP.ZORDER, z_order);
//--- successful execution
    return (true);
}  // Move Gann Grid anchor point

bool GannGridPointChange(const long chart_ID=0,  // chart's ID
    const string name="GannGrid",  // grid name
    const int point_index=0,  // anchor point index
   .datetime time=0,  // anchor point time coordinate
    double price=0)  // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the grid's anchor point
    if(!ObjectMove(chart_ID, name, point_index, time, price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}  // Change Gann Grid's scale

bool GannGridScaleChange(const long chart_ID=0,  // chart's ID
    const string name="GannGrid",  // grids
    const double scale=1.0)  // scale
{
    //--- reset the error value
    ResetLastError();
    //--- change the scale (number of pips per bar)
    if(!ObjectSetDouble(chart_ID, name, OBJPROP_SCALE, scale))
bool GannGridDirectionChange(const long chart_ID=0,  // chart's ID
                           const string name="GannGrid",  // grid name
                           const bool  direction=true)  // trend direction
{

    //--- reset the error value
    ResetLastError();
    //--- change Gann Grid's trend direction
    if (!ObjectSetInteger(chart_ID,name,OBBJPROP_DIRECTION,direction))
    {
        Print(__FUNCTION__,
              " : failed to change trend direction! Error code = ", GetLastError());
        return(false);
    }

    //--- successful execution
    return(true);
}

bool GannGridDelete(const long chart_ID=0,  // chart's ID
                     const string name="GannGrid")  // grid name
{
    //--- reset the error value
    ResetLastError();
    //--- delete Gann Grid
    if (!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
              " : failed to delete \"Gann Grid\"! Error code = ", GetLastError());
        return(false);
    }

    //--- successful execution
    return(true);
}
void ChangeGannGridEmptyPoints(datetime &time1, double &price1, datetime &time2) {
    //--- if the second point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the first point's time is not set, it is located 9 bars left from the second
    if(!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(), Period(), time2, 10, temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
    
    price1=SymbolInfoDouble(Symbol(), SYMBOL_BID);
} //+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart() {
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0, CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
    //--- arrays for storing the date and price values to be used
    //--- for setting and changing grid anchor points' coordinates
    datetime date[];
    double price[];
    //--- memory allocation
    ArrayResize(date, bars);
    ArrayResize(price, accuracy);
    //--- fill the array of dates
    ResetLastError();
    if(CopyTime(Symbol(), Period(), 0, bars, date)=-1)
    {
        Print("Failed to copy time values! Error code = ", GetLastError());
        return;
    }
} //--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing Gann Grid
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;

//--- create Gann Grid
if(!GannGridCreate(0,InpName,0,date[d1],price[p1],date[d2],InpScale,InpDirection,
    return;

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the grid's anchor points
//--- loop counter
int v_steps=accuracy/4;

//--- move the first anchor point vertically
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p1<accuracy-1)
        p1+=1;
    if(!GannGridPointChange(0,InpName,0,date[d1],price[p1]))
        return;

    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;

    //--- redraw the chart
    ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
int h_steps=bars/4;

//--- move the second anchor point horizontally
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d2<bars-1)
        d2+=1;
    if(!GannGridPointChange(0,InpName,1,date[d2],0))
        return;

    //--- redraw the chart
    ChartRedraw();
}
//--- check if the script's operation has been forcefully disabled
if(IsStopped())
    return;
//--- redraw the chart
ChartRedraw();
// 0.05 seconds of delay
Sleep(50);

//--- 1 second of delay
Sleep(1000);

//--- change grid's trend direction to descending one
GannGridDirectionChange(0, InpName, true);
//--- redraw the chart
ChartRedraw();
//--- 1 second of delay
Sleep(1000);

//--- delete the grid from the chart
GannGridDelete(0, InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//---
}
Note

For Fibonacci Retracement, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RAY_RIGHT and OBJPROP_RAY_LEFT properties accordingly).

You can also specify the number of line-levels, their values and color.

Example

The following script creates and moves Fibonacci Retracement on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws "Fibonacci Retracement" graphical object."
#property description "Anchor point coordinates are set in percentage of"
#property description "the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="FiboLevels"; // Object name
input int InpDate1=10; // 1 st point's date, %
input int InpPrice1=65; // 1 st point's price, %
input int InpDate2=90; // 2 nd point's date, %
input int InpPrice2=85; // 2 nd point's price, %
input color InpColor=clrRed; // Object color
```
```c
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Line style
input int InpWidth=2; // Line width
input bool InpBack=false; // Background object
input bool InpSelection=true; // Highlight to move
input bool InpRayLeft=false; // Object's continuation to the left
input bool InpRayRight=false; // Object's continuation to the right
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Fibonacci Retracement by the given coordinates            |
//+------------------------------------------------------------------+
bool FiboLevelsCreate(const long chart_ID=0, // chart's ID
    const string name="FiboLevels", // object name
    const int sub_window=0, // subwindow index
    datetime time1=0, // first point time
    double price1=0, // first point price
    datetime time2=0, // second point time
    double price2=0, // second point price
    const color clr=clrRed, // object color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // object line style
    const int width=1, // object line width
    const bool back=false, // in the background
    const bool selection=true, // highlight to move
    const bool ray_left=false, // object's continuation to the left
    const bool ray_right=false, // object's continuation to the right
    const bool hidden=true, // hidden in the object list
    const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeFiboLevelsEmptyPoints(time1,price1,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- Create Fibonacci Retracement by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_FIBO,sub_window,time1,price1,time2,price2))
    {
        Print(__FUNCTION__,
            ": failed to create \"Fibonacci Retracement\"! Error code = ", GetLastErr);
        return(false);
    }
    //--- set color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the channel for moving
    //--- when creating a graphical object using ObjectCreate function, the object cannot
```

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//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
   ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
   ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- enable (true) or disable (false) the mode of continuation of the object's display
   ObjectSetInteger(chart_ID, name, OBJPROPRAY_LEFT, ray_left);
   ObjectSetInteger(chart_ID, name, OBJPROPRAY_RIGHT, ray_right);
//--- hide (true) or display (false) graphical object name in the object list
   ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
   ObjectSetInteger(chart_ID, name, OBJPROPORDER, z_order);
//--- successful execution
   return(true);

// Set number of levels and their parameters
const int levels;
   // number of level lines
   double &values[], // values of level lines
   color &colors[], // color of level lines
   ENUM_LINE_STYLE &styles[], // style of level lines
   int &widths[], // width of level lines
   const long chart_ID=0, // chart's ID
   const string name="FiboLevels" // object name
{
   //--- check array sizes
   if(levels!=ArraySize(colors) || levels!=ArraySize(styles) ||
      levels!=ArraySize(widths) || levels!=ArraySize(widths))
   {
      Print(__FUNCTION__,": array length does not correspond to the number of levels,
      return(false);
   }
//--- set the number of levels
   ObjectSetInteger(chart_ID, name, OBJPROP_LEVELS, levels);
//--- set the properties of levels in the loop
   for(int i=0;i<levels;i++)
   {
      //--- level value
   ObjectSetDouble(chart_ID, name, OBJPROP_LEVELVALUE, i, values[i]);
      //--- level color
   ObjectSetInteger(chart_ID, name, OBJPROP_LEVELCOLOR, i, colors[i]);
      //--- level style
   ObjectSetInteger(chart_ID, name, OBJPROP_LEVELSTYLE, i, styles[i]);
      //--- level width
   ObjectSetInteger(chart_ID, name, OBJPROP_LEVELWIDTH, i, widths[i]);
      //--- level description
   ObjectSetString(chart_ID, name, OBJPROP_LEVELTEXT, i, DoubleToString(100*values[i]));
   }
bool FiboLevelsPointChange(const long chart_ID=0, // chart's ID
                         const string name="FiboLevels", // object name
                         const int point_index=0, // anchor point index
                         datetime time=0, // anchor point time coord:
                         double price=0) // anchor point price coord:
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
             " : failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

bool FiboLevelsDelete(const long chart_ID=0, // chart's ID
                      const string name="FiboLevels") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the object
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
             " : failed to delete \"Fibonacci Retracement\"! Error code = ",GetLastError();
        return(false);
    }
    //--- successful execution
    return(true);
}
```c
void ChangeFiboLevelsEmptyPoints(datetime &time1, double &price1,
                                  datetime &time2, double &price2)
{
//--- if the second point's time is not set, it will be on the current bar
if(!time2)
    time2=TimeCurrent();
//--- if the second point's price is not set, it will have Bid value
if(!price2)
    price2=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- if the first point's time is not set, it is located 9 bars left from the second
if(!time1)
{
    //--- array for receiving the open time of the last 10 bars
datetime temp[10];
    CopyTime(Symbol(),Period(),time2,10,temp);
    //--- set the first point 9 bars left from the second one
time1=temp[0];
}
//--- if the first point's price is not set, move it 200 points below the second one
if(!price1)
    price1=price2-200*SymbolInfoDouble(Symbol(),SYMBOL_POINT);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
//--- check correctness of the input parameters
if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
    InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100)
{
    Print("Error! Incorrect values of input parameters!");
    return;
}
//--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
//--- price array size
    int accuracy=1000;
//--- arrays for storing the date and price values to be used
//--- for setting and changing the coordinates of Fibonacci Retracement anchor points
    datetime date[];
    double price[];
//--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(price,accuracy);
//--- fill the array of dates
    ResetLastError();
}
```
if(CopyTime(Symbol(), Period(), 0, bars, date) == -1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//-- fill the array of prices
//-- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);
//-- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//-- define points for drawing Fibonacci Retracement
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
//-- create an object
if(!(FiboLevelsCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], InpColor, InpStyle, InpWidth, InpBack, InpSelection, InpRayLeft, InpRayRight, InpHidden, InpOrder))
{
    return;
}

//-- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//-- now, move the anchor points
//-- loop counter
int v_steps=accuracy*2/5;
//-- move the first anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p1>1)
        p1=1;
    //--- move the point
    if(!(FiboLevelsPointChange(0, InpName, 0, date[d1], price[p1])))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}

//-- 1 second of delay
Sleep(1000);
//-- loop counter
v_steps=accuracy*4/5;
//--- move the second anchor point
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if(p2>1)
        p2-=1;
    //--- move the point
    if(!FibolLevelsPointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- delete the object from the chart
FibolLevelsDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
OBJ_FIBOTIMES

Fibonacci Time Zones.

Note

For "Fibonacci Time Zones", it is possible to specify the number of line-levels, their values and color.

Example

The following script creates and moves Fibonacci Time Zones on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws "Fibonacci Time Zones" graphical object."
#property description "Anchor point coordinates are set in percentage of the size of"
#property description "the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="FiboTimes"; // Object name
input int InpDate1=10; // 1st point's date, %
input int InpPrice1=45; // 1st point's price, %
input int InpDate2=20; // 2nd point's date, %
input int InpPrice2=55; // 2nd point's price, %
input color InpColor=clrRed; // Object color
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Line style
input int InpWidth=2; // Line width
```
input bool InpBack=false;  // Background object
input bool InpSelection=true;  // Highlight to move
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Fibonacci Time Zones by the given coordinates             |
//+------------------------------------------------------------------+
bool FiboTimesCreate(const long chart_ID=0,  // chart's ID
const string name="FiboTimes",  // object name
const int sub_window=0,  // subwindow index
datetime time1=0,  // first point time
double price1=0,  // first point price
datetime time2=0,  // second point time
double price2=0,  // second point price
const color clr=clrRed,  // object color
const ENUM_LINE_STYLE style=STYLE_SOLID,  // object line style
const int width=1,  // object line width
const bool back=false,  // in the background
const bool selection=true,  // highlight to move
const bool hidden=true,  // hidden in the object
const long z_order=0)  // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeFiboTimesEmptyPoints(time1,price1,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- create Fibonacci Time Zones by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_FIBOTIMES,sub_window,time1,price1,time2,price2))
    {
        Print(__FUNCTION__,
            ": failed to create \"Fibonacci Time Zones\"! Error code = ",GetLastError
        return(false);
    }
    //--- set color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the channel for moving
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
   ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
   return(true);
}

// Set number of levels and their parameters
bool FiboTimesLevelsSet(int levels,               // number of level lines	double &values[],     // values of level lines
color &colors[],      // color of level lines
ENUM_LINE_STYLE &styles[], // style of level lines
int &widths[],        // width of level lines
const long chart_ID=0,     // chart's ID
const string name="FiboTimes") // object name
{
//--- check array sizes
   if(levels!=ArraySize(colors) || levels!=ArraySize(styles) ||
        levels!=ArraySize(widths) || levels!=ArraySize(widths))
   {
      Print(__FUNCTION__,": array length does not correspond to the number of levels,
            return(false);
   }
//--- set the number of levels
   ObjectSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);
//--- set the properties of levels in the loop
   for(int i=0;i<levels;i++)
   {
      //--- level value
         ObjectSetDouble(chart_ID,name,OBJPROP_LEVELVALUE,i,values[i]);
      //--- level color
         ObjectSetInteger(chart_ID,name,OBJPROP_LEVELCOLOR,i,colors[i]);
      //--- level style
         ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
      //--- level width
         ObjectSetInteger(chart_ID,name,OBJPROP_LEVELWIDTH,i,widths[i]);
      //--- level description
         ObjectSetString(chart_ID,name,OBJPROP_LEVELTEXT,i,DoubleToString(values[i],1));
   }
//--- successful execution
   return(true);
}

// Move Fibonacci Time Zones anchor point
bool FiboTimesPointChange(const long chart_ID=0,     // chart's ID
c   const string name="FiboTimes", // object name
   const int point_index=0, // anchor point index
   datetime time=0, // anchor point time coordinate
double price=0)  // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

bool FiboTimesDelete(const long chart_ID=0, // chart's ID
                     const string name="FiboTimes") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the object
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete \"Fibonacci Time Zones\"! Error code = ",GetLastError
            return(false);
    }
    //--- successful execution
    return(true);
}

void ChangeFiboTimesEmptyPoints(datetime &time1, double &price1,
                                 datetime &time2, double &price2)
{
    //--- if the first point's time is not set, it will be on the current bar
    if(!time1)
        time1=TimeCurrent();
    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);

//--- if the second point's time is not set, it is located 2 bars left from the second one
if(!time2)
{
    //--- array for receiving the open time of the last 3 bars
datetime temp[3];
    CopyTime(Symbol(),Period(),time1,3,temp);
    //--- set the first point 2 bars left from the second one
time2=temp[0];
}

//--- if the second point's price is not set, it is equal to the first point's one
if(!price2)
    price2=price1;

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
       InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }

    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);

    //--- price array size
    int accuracy=1000;

    //--- arrays for storing the date and price values to be used
    //--- for setting and changing the coordinates of Fibonacci Time Zones anchor points
    datetime date[];
    double price[];

    //--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(price,accuracy);

    //--- fill the array of dates
    ResetLastError();
    if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
    {
        Print("Failed to copy time values! Error code = ",GetLastError());
        return;
    }

    //--- fill the array of prices
    //--- find the highest and lowest values of the chart
    double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
    double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

    //--- define a change step of a price and fill the array

```c

double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing Fibonacci Time Zones
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;

//--- create an object
if(!FiboTimesCreate(0,InpName,0,date[d1],price[p1],date[d2],price[p2],
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the anchor points
//--- loop counter
int h_steps=bars*2/5;

//--- move the second anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d2<bars-1)
        d2+=1;
    //--- move the point
    if(!FiboTimesPointChange(0,InpName,1,date[d2],price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
h_steps=bars*3/5;

//--- move the first anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d1<bars-1)
        d1+=1;
    //--- move the point
    if(!FiboTimesPointChange(0,InpName,0,date[d1],price[p1]))
        return;
}
```
return;
//--- check if the script's operation has been forcefully disabled
if(IsStopped())
  return;
//--- redraw the chart
ChartRedraw();
// 0.05 seconds of delay
Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- delete the object from the chart
FiboTimesDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
**OBJ_FIBOFAN**

**Fibonacci Fan.**

Note

For “Fibonacci Fan”, it is possible to specify the number of line-levels, their values and color.

Example

The following script creates and moves Fibonacci Fan on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions “as is” in your own applications.

```mql5
//--- description
#property description "Script draws \"Fibonacci Fan\" graphical object."
#property description "Anchor point coordinates are set in percentage of"
#property description "the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="FiboFan"; // Fan name
input int InpDate1=10; // 1st point's date, %
input int InpPrice1=25; // 1st point's price, %
input int InpDate2=30; // 2nd point's date, %
input int InpPrice2=50; // 2nd point's price, %
input color InpColor=clrRed; // Fan line color
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Line style
input int InpWidth=2; // Line width
```
input bool InpBack=false; // Background object
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

bool FiboFanCreate(const long chart_ID=0, // chart's ID
                  const string name="FiboFan", // fan name
                  const int sub_window=0, // subwindow index
                  datetime time1=0, // first point time
                  double price1=0, // first point price
                  datetime time2=0, // second point time
                  double price2=0, // second point price
                  const color clr=clrRed, // fan line color
                  const ENUM_LINE_STYLE style=STYLE_SOLID, // fan line style
                  const int width=1, // fan line width
                  const bool back=false, // in the background
                  const bool selection=true, // highlight to move
                  const bool hidden=true, // hidden in the object list
                  const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeFiboFanEmptyPoints(time1,price1,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- create Fibonacci Fan by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_FIBOFAN,sub_window,time1,price1,time2,price2))
    {
        Print(__FUNCTION__,
             ": failed to create \"Fibonacci Fan\"! Error code = ",GetLastError());
        return(false);
    }
    //--- set color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the fan for moving
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
  ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
  return(true);
}

//| Set number of levels and their parameters |
//|-------------------------------------------------------------------------------------------|
bool FiboFanLevelsSet(int levels, // number of level lines
  double &values[], // values of level lines
  color &colors[], // color of level lines
  ENUM_LINE_STYLE &styles[], // style of level lines
  int &widths[], // width of level lines
  const long chart_ID=0, // chart's ID
  const string name="FiboFan") // fan name
{
//--- check array sizes
  if(levels!=ArraySize(colors) || levels!=ArraySize(styles) ||
    levels!=ArraySize(widths))
  {
    Print(__FUNCTION__",": array length does not correspond to the number of levels,
    return(false);
  }
//--- set the number of levels
  ObjectSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);
//--- set the properties of levels in the loop
  for(int i=0;i<levels;i++)
  {
    //--- level value
      ObjectSetDouble(chart_ID,name,OBJPROP_LEVELVALUE,i,values[i]);
    //--- level color
      ObjectSetInteger(chart_ID,name,OBJPROP_LEVELCOLOR,i,colors[i]);
    //--- level style
      ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
    //--- level width
      ObjectSetInteger(chart_ID,name,OBJPROP_LEVELWIDTH,i,widths[i]);
    //--- level description
      ObjectSetString(chart_ID,name,OBJPROP_LEVELTEXT,i,DoubleToString(100*values[i]);
  }
//--- successful execution
  return(true);
}

//| Move Fibonacci Fan anchor point |
//|-----------------------------------------------------------------------------------|
bool FiboFanPointChange(const long chart_ID=0, // chart's ID
  const string name="FiboFan", // fan name
  const int point_index=0, // anchor point index
  const datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    SetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
            " : failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Delete Fibonacci Fan                                             |
//|------------------------------------------------------------------|
//+------------------------------------------------------------------+
bool FiboFanDelete(const long chart_ID=0, // chart's ID
                   const string name="FiboFan") // fan name
{
    //--- reset the error value
    SetLastError();
    //--- delete the fan
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            " : failed to delete "Fibonacci Fan"! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Check the values of Fibonacci Fan anchor points and set          |
//| default values for empty ones                                    |
//+------------------------------------------------------------------+
void ChangeFiboFanEmptyPoints(datetime &time1,double &price1,
                               datetime &time2,double &price2)
{
    //--- if the second point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the second point's price is not set, it will have Bid value
    if(!price2)
price2=SymbolInfoDouble(Symbol(),SYMBOL_BID);

//--- if the first point's time is not set, it is located 9 bars left from the second
if(!time1)
{
  //--- array for receiving the open time of the last 10 bars
datetime temp[10];
  CopyTime(Symbol(),Period(),time2,10,temp);
  //--- set the first point 9 bars left from the second one
time1=temp[0];
}

//--- if the first point's price is not set, move it 200 points below the second one
if(!price1)
  price1=price2-200*SymbolInfoDouble(Symbol(),SYMBOL_POINT);

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
  //--- check correctness of the input parameters
  if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
      InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100)
  {
    Print("Error! Incorrect values of input parameters!");
    return;
  }

  //--- number of visible bars in the chart window
  int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
  //--- price array size
  int accuracy=1000;

  //--- arrays for storing the date and price values to be used
  //--- for setting and changing the coordinates of Fibonacci Fan anchor points
  datetime date[];
  double price[];

  //--- memory allocation
  ArrayResize(date,bars);
  ArrayResize(price,accuracy);

  //--- fill the array of dates
  ResetLastError();
  if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
  {
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
  }

  //--- fill the array of prices
  //--- find the highest and lowest values of the chart
  double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
  double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

  //--- define a change step of a price and fill the array
```c
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;
//--- define points for drawing Fibonacci Fan
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
//--- create an object
if(!FiboFanCreate(0,InpName,0,date[d1],price[p1],date[d2],price[p2],
    return;
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the fan's anchor points
//--- loop counter
int v_steps=accuracy/2;
//--- move the first anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p1<accuracy-1)
        p1+=1;
    //--- move the point
    if(!FiboFanPointChange(0,InpName,0,date[d1],price[p1]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
int h_steps=bars/4;
//--- move the second anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d2<bars-1)
        d2+=1;
    //--- move the point
    if(!FiboFanPointChange(0,InpName,1,date[d2],price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
```

if(IsStopped())
    return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//-- 1 second of delay
    Sleep(1000);
    //-- delete the object from the chart
    FiboFanDelete(0, InpName);
    ChartRedraw();
    //-- 1 second of delay
    Sleep(1000);
    //--
}
**OBJ_FIBOARC**

Fibonacci Arcs.

Note

For "Fibonacci Arcs", it is possible to specify the display mode of the entire ellipse. Curvature radius can be specified by changing the scale and coordinates of the anchor points.

You can also specify the number of line-levels, their values and color.

Example

The following script creates and moves Fibonacci Arcs on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws \"Fibonacci Arcs\" graphical object."
#property description "Anchor point coordinates are set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="FiboArc";   // Object name
input int InpDate1=25;            // 1st point's date, %
input int InpPrice1=25;           // 1st point's price, %
input int InpDate2=35;            // 2nd point's date, %
input int InpPrice2=55;           // 2nd point's price, %
input double InpScale=3.0;        // Scale
```
input bool InpFullEllipse=true; // Shape of the arcs
input color InpColor=clrRed; // Line color
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Line style
input int InpWidth=2; // Line width
input bool InpBack=false; // Background object
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Fibonacci Arcs by the given coordinates                   |
//+------------------------------------------------------------------+

bool FiboArcCreate(const long chart_ID=0, // chart's ID
                  const string name="FiboArc", // object name
                  const int sub_window=0, // subwindow index
                  datetime timel=0, // first point time
                  double price1=0, // first point price
                  datetime time2=0, // second point time
                  double price2=0, // second point price
                  const double scale=1.0, // scale
                  const bool full_ellipse=false, // shape of the arcs
                  const color clr=clrRed, // line color
                  const ENUM_LINE_STYLE style=STYLE.Solid, // line style
                  const int width=1, // line width
                  const bool back=false, // in the background
                  const bool selection=true, // highlight to move
                  const bool hidden=true, // hidden in the object list
                  const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeFiboArcEmptyPoints(timel,price1,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- create Fibonacci Arcs by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_FIBOARC,sub_window,timel,price1,time2,price2))
    {
        Print(__FUNCTION__,
            ": failed to create \"Fibonacci Arcs\"! Error code = ",GetLastError());
        return(false);
    }
    //--- set the scale
    ObjectSetDouble(chart_ID,name,OBJPROP_SCALE,scale);
    //--- set display of the arcs as a full ellipse (true) or a half of it (false)
    ObjectSetInteger(chart_ID,name,OBJPROP_ELLIPSE,full_ellipse);
    //--- set color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set line width
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
//--- enable (true) or disable (false) the mode of highlighting the arcs for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- set (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return (true);

//+------------------------------------------------------------------+
//| Set number of levels and their parameters                        |
//+------------------------------------------------------------------+
bool FiboArcLevelsSet(int levels, // number of level lines
  double &values[], // values of level lines
  color &colors[], // color of level lines
  ENUM_LINE_STYLE &styles[], // style of level lines
  int &widths[], // width of level lines
  const long chart_ID=0, // chart's ID
  const string name="FiboArc") // object name
{

//--- check array sizes
if(levels!=ArraySize(colors) || levels!=ArraySize(styles) ||
  levels!=ArraySize(widths) || levels!=ArraySize(widths))
{
  Print(__FUNCTION__,": array length does not correspond to the number of levels,
  return(false);
}

//--- set the number of levels
ObjectSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);
//--- set the properties of levels in the loop
for(int i=0;i<levels;i++)
{
  //--- level value
  ObjectSetDouble(chart_ID,name,OBJPROP_LEVELVALUE,i,values[i]);
  //--- level color
  ObjectSetInteger(chart_ID,name,OBJPROP_LEVELCOLOR,i,colors[i]);
  //--- level style
  ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
  //--- level width
  ObjectSetInteger(chart_ID,name,OBJPROP_LEVELWIDTH,i,widths[i]);
  //--- level description
  ObjectSetString(chart_ID,name,OBJPROP_LEVELTEXT,i,DoubleToString(100*values[i]));
}
//--- successful execution
  return(true);
}
//+------------------------------------------------------------------+
//| Move Fibonacci Arcs anchor point                                 |
//+------------------------------------------------------------------+
bool FiboArcPointChange(const long chart_ID=0, // chart's ID
c    const string name="FiboArc", // object name
c    const int point_index=0, // anchor point index
c    const datetime time=0, // anchor point time coordinate
c    double price=0) // anchor point price coordinate
{
  //--- if point position is not set, move it to the current bar having Bid price
  if(!time)
    time=TimeCurrent();
  if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
  //--- reset the error value
  ResetLastErr();
  //--- move the anchor point
  if(!ObjectMove(chart_ID,name,point_index,time,price))
  {
    Print(__FUNCTION__,
      ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
  }
  //--- successful execution
  return(true);
}
//+------------------------------------------------------------------+
//| Delete Fibonacci Arcs                                            |
//+------------------------------------------------------------------+
bool FiboArcDelete(const long chart_ID=0, // chart's ID
c    const string name="FiboArc") // object name
{
  //--- reset the error value
  ResetLastErr();
  //--- delete the object
  if(!ObjectDelete(chart_ID,name))
  {
    Print(__FUNCTION__,
      ": failed to delete \"Fibonacci Arcs\"! Error code = ",GetLastError());
    return(false);
  }
  //--- successful execution
  return(true);
}
```csharp
//| values for empty ones                                            |
//+------------------------------------------------------------------+
void ChangeFiboArcEmptyPoints(
datetime &time1, double &price1,
    datetime &time2, double &price2)
{
    //--- if the second point's time is not set, it will be on the current bar
    if (!time2)
    {
        time2 = TimeCurrent();
        //--- if the second point's price is not set, it will have Bid value
        if (!price2)
          price2 = SymbolInfoDouble(Symbol(), SYMBOL_BID);

    }
    //--- if the first point's time is not set, it is located 9 bars left from the second
    if (!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(), Period(), time2, 10, temp);

        //--- set the first point 9 bars left from the second one
        time1 = temp[0];
    }
    //--- if the first point's price is not set, move it 300 points below the second one
    if (!price1)
    {
        price1 = price2 - 300 * SymbolInfoDouble(Symbol(), SYMBOL_POINT);
    }
    //+------------------------------------------------------------------+
    //| Script program start function                                    |
    //+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters
    if (InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
        InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars = (int)ChartGetInteger(0, CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy = 1000;
    //--- arrays for storing the date and price values to be used
    //--- for setting and changing the coordinates of Fibonacci Arcs anchor points
    datetime date[];
    double price[];
    //--- memory allocation
    ArrayResize(date, bars);
    ArrayResize(price, accuracy);
    //--- fill the array of dates
    ResetLastError();
```
if(CopyTime(Symbol(), Period(), 0, bars, date)==-1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//-- fill the array of prices
//-- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);
//-- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//-- define points for drawing Fibonacci Arcs
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;

//-- create an object
if(!FiboArcCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], InpScale,
{
    return;
}

//-- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//-- now, move the anchor points
//-- loop counter
int v_steps=accuracy/5;
//-- move the first anchor point
for(int i=0;i<v_steps;i++)
{
    //-- use the following value
    if(p1<accuracy-1)
        p1+=1;
    //-- move the point
    if(!FiboArcPointChange(0, InpName, 0, date[d1], price[p1]))
    
        return;
    //-- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //-- redraw the chart
    ChartRedraw();
}

//-- 1 second of delay
Sleep(1000);
//-- loop counter
int h_steps=bars/5;
//--- move the second anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d2<bars-1)
        d2+=1;
    //--- move the point
    if(!FiboArcPointChange(0,InpName,1,date[d2],price[p2])
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- delete the object from the chart
    FiboArcDelete(0,InpName);
    ChartRedraw();
//--- 1 second of delay
    Sleep(1000);
//---
OBJ_FIBOCHANNEL

Fibonacci Channel.

Note

For Fibonacci Channel, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROPRAY_RIGHT and OBJPROPRAY_LEFT properties accordingly).

You can also specify the number of line-levels, their values and color.

Example

The following script creates and moves Fibonacci Channel on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws "Fibonacci Channel" graphical object."
#property description "Anchor point coordinates are set in percentage of"
#property description "the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string     InpName="FiboChannel";     // Channel name
input int        InpDate1=20;               // 1 st point's date, %
input int        InpPrice1=10;              // 1 st point's price, %
input int        InpDate2=60;               // 2 nd point's date, %
input int        InpPrice2=30;              // 2 nd point's price, %
input int        InpDate3=20;               // 3 rd point's date, %
```
input int InpPrice3=25; // 3 rd point's price, %
input color InpColor=clrRed; // Channel color
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOTD; // Style of channel lines
input int InpWidth=2; // Width of channel lines
input bool InpBack=false; // Background channel
input bool InpSelection=true; // Highlight to move
input bool InpRayLeft=false; // Channel's continuation to the left
input bool InpRayRight=false; // Channel's continuation to the right
input bool InpHidden=true; // Hidden in the object list
input int InpWidth=2; // Width of channel lines
input long InpZOrder=0; // Priority for mouse click

bool FiboChannelCreate(const long chart_ID=0, // chart's ID
const string name="FiboChannel", // channel name
const int sub_window=0, // subwindow index
datetime time1=0, // first point time
double price1=0, // first point price
datetime time2=0, // second point time
double price2=0, // second point price
datetime time3=0, // third point time
double price3=0, // third point price
color clr=clrRed, // channel color
const ENUM_LINE_STYLE style=STYLE_SOLID, // style of channel:
const int width=1, // width of channel:
const bool back=false, // in the background
const bool selection=true, // highlight to move
const bool ray_left=false, // channel's continu:
const bool ray_right=false, // channel's continu:
const bool hidden=true, // hidden in the obj:
const long z_order=0) // priority for mouse:
{
    //--- set anchor points' coordinates if they are not set
    ChangeFiboChannelEmptyPoints(time1,price1,time2,price2,time3,price3);
    //--- reset the error value
    ResetLastError();
    //--- create a channel by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_FIBOCANAL,sub_window,time1,price1,time2,price2)
    {
        Print("FUNCTION",
            ": failed to create "Fibonacci Channel"! Error code = ",GetLastError());
        return(false);
    }
    //--- set channel color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set style of the channel lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of the channel lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
//--- enable (true) or disable (false) the mode of highlighting the channel for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- enable (true) or disable (false) the mode of continuation of the channel's disp.
ObjectSetInteger(chart_ID,name,OBJPROPRAY_LEFT,ray_left);
//--- enable (true) or disable (false) the mode of continuation of the channel's disp.
ObjectSetInteger(chart_ID,name,OBJPROPRAY_RIGHT,ray_right);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return(true);
}

//+------------------------------------------------------------------+
//| Set number of levels and their parameters                        |
//+------------------------------------------------------------------+
bool FiboChannelLevelsSet(int levels, // number of level line:
double &values[], // values of level line:
color &colors[], // color of level lines
ENUM_LINE_STYLE &styles[], // style of level lines
int &widths[], // width of level lines
const long chart_ID=0, // chart's ID
const string name="FiboChannel") // object name
{
    //--- check array sizes
    if(levels!=ArraySize(colors) || levels!=ArraySize(styles) ||
levels!=ArraySize(widths) || levels!=ArraySize(widths))
    {
        Print(__FUNCTION__",": array length does not correspond to the number of levels,
return(false);
    }
    //--- set the number of levels
    ObjectSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);
    //--- set the properties of levels in the loop
    for(int i=0;i<levels;i++)
    {
        //--- level value
        ObjectSetDouble(chart_ID,name,OBJPROP_LEVELVALUE,i,values[i]);
        //--- level color
        ObjectSetInteger(chart_ID,name,OBJPROP_LEVELCOLOR,i,colors[i]);
        //--- level style
        ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
        //--- level width
    }
}
Constants, Enumerations and Structures

```c
ObjectSetInteger(chart_ID,name,OBJPROP_LEVELWIDTH,i,widths[i]);
//--- level description
ObjectSetString(chart_ID,name,OBJPROP_LEVELTEXT,i,DoubleToString(100*values[i],);
}
//--- successful execution
return(true);

//--- Move Fibonacci Channel anchor point
bool FiboChannelPointChange(const long chart_ID=0, // chart's ID
const string name="FiboChannel", // channel name
const int point_index=0, // anchor point index
datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//--- Delete the channel
bool FiboChannelDelete(const long chart_ID=0, // chart's ID
const string name="FiboChannel") // channel name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the channel
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete \"Fibonacci Channel\"! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
```
return(true);
}

void ChangeFibonacciChannelEmptyPoints(datetime &time1, double &price1, datetime &time2, double &price2, datetime &time3, double &price3)
{
    //--- if the second (right) point's time is not set, it will be on the current bar
    if(!time2)
        time2=TimeCurrent();
    //--- if the second point's price is not set, it will have Bid value
    if(!price2)
        price2=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- if the first (left) point's time is not set, it is located 9 bars left from the second one
    if(!time1)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(),Period(),time2,10,temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
    //--- if the first point's price is not set, move it 300 points higher than the second one
    if(!price1)
        price1=price2+300*SymbolInfoDouble(Symbol(),SYMBOL_POINT);
    //--- if the third point's time is not set, it coincides with the first point's one
    if(!time3)
        time3=time1;
    //--- if the third point's price is not set, it is equal to the second point's one
    if(!price3)
        price3=price2;
}

void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
        InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100 ||
        InpDate3<0 || InpDate3>100 || InpPrice3<0 || InpPrice3>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
//--- price array size
int accuracy=1000;

//--- arrays for storing the date and price values to be used
//--- for setting and changing channel anchor points' coordinates
datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing the channel
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int d3=InpDate3*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
int p3=InpPrice3*(accuracy-1)/100;

//--- create Fibonacci Channel
if (!FiboChannelCreate(0,InpName,0,date[d1],price[p1],date[d2],price[p2],date[d3],p1,p2,p3,InpColor,InpStyle,InpWidth,InpBack,InpSelection,InpRayLeft,InpRayRight,InpHidden)
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the channel's anchor points
//--- loop counter
int h_steps=bars/10;
//--- move the first anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d1>1)
        d1-=1;

//--- move the point
if(!FiboChannelPointChange(0, InpName, 0, date[1], price[1]))
    return;
//--- check if the script's operation has been forcefully disabled
if(IsStopped())
    return;
//--- redraw the chart
ChartRedraw();
// 0.05 seconds of delay
Sleep(50);

//--- 1 second of delay
Sleep(1000);
//--- loop counter
int v_steps=accuracy/10;
//--- move the second anchor point
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if(p2>1)
        p2-=1;
    //--- move the point
    if(!FiboChannelPointChange(0, InpName, 1, date[2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
v_steps=accuracy/15;
//--- move the third anchor point
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if(p3<accuracy-1)
        p3+=1;
    //--- move the point
    if(!FiboChannelPointChange(0, InpName, 2, date[3], price[p3]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
```c
//--- 1 second of delay
Sleep(1000);
//--- delete the channel from the chart
FiboChannelDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
}```
Note

For "Fibonacci Expansion", it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROPRAY_RIGHT and OBJPROPRAY_LEFT properties accordingly).

You can also specify the number of line-levels, their values and color.

Example

The following script creates and moves Fibonacci Expansion on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql
//--- description
#property description "Script draws \"Fibonacci Expansion\" graphical object."
#property description "Anchor point coordinates are set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="FiboExpansion"; // Object name
input int InpDate1=10; // 1st point's date, %
input int InpPrice1=55; // 1st point's price, %
input int InpDate2=30; // 2nd point's date, %
input int InpPrice2=10; // 2nd point's price, %
input int InpDate3=80; // 3rd point's date, %
```
### Constants, Enumerations and Structures

```c
input int InpPrice3=75;  // 3rd point's price, %
input color InpColor=clrRed;  // Object color
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT;  // Style of lines
input int InpWidth=2;  // Width of the lines
input bool InpBack=false;  // Background object
input bool InpSelection=true;  // Highlight to move
input bool InpRayLeft=false;  // Object's continuation to the left
input bool InpRayRight=false;  // Object's continuation to the right
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Fibonacci Extension by the given coordinates              |
//+------------------------------------------------------------------+
bool FiboExpansionCreate(const long chart_ID=0,  // chart's ID
  const string name="FiboExpansion",  // channel name
  const int sub_window=0,  // subwindow index
  const int time1=0,  // first point time
  double price1=0,  // first point price
  const int time2=0,  // second point time
  double price2=0,  // second point price
  const int time3=0,  // third point time
  double price3=0,  // third point price
  const color clr=clrRed,  // object color
  const ENUM_LINE_STYLE style=STYLE_SOLID,  // style of the lines
  const int width=1,  // width of the lines
  const bool back=false,  // in the background
  const bool selection=true,  // highlight to move
  const bool ray_left=false,  // object's cont.
  const bool ray_right=false,  // object's cont.
  const bool hidden=true,  // hidden in the object list
  const long z_order=0)  // priority for mouse click
{
  //--- set anchor points' coordinates if they are not set
  ChangeFiboExpansionEmptyPoints(time1,price1,time2,price2,time3,price3);
  //--- reset the error value
  ResetLastError();
  //--- Create Fibonacci Extension by the given coordinates
  if(!ObjectCreate(chart_ID,name,OBJ_EXPANSION,sub_window,time1,price1,time2,price2,)
  {
    Print(__FUNCTION__,
      ": failed to create "Fibonacci Extension\"! Error code = ",GetLastError();
    return(false);
  }
  //--- set the object's color
  ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
  //--- set the line style
  ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
  //--- set width of the lines
  ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
```
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);

//--- enable (true) or disable (false) the mode of highlighting the channel for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);

//--- enable (true) or disable (false) the mode of continuation of the object's visual
ObjectSetInteger(chart_ID,name,OBJPROP_RAY_LEFT,ray_left);

//--- enable (true) or disable (false) the mode of continuation of the object's visual
ObjectSetInteger(chart_ID,name,OBJPROP_RAY_RIGHT,ray_right);

//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);

//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);

//-- successful execution
return (true);
}

//+------------------------------------------------------------------+
//| Set number of levels and their parameters                        |
//+------------------------------------------------------------------+

bool FiboExpansionLevelsSet(int levels,       // number of level:
    double &values[],   // values of level:
    color &colors[],    // color of level:
    ENUM_LINE_STYLE &styles[],  // style of level:
    int &widths[],       // width of level:
    const long chart_ID=0,   // chart's ID
    const string name="FiboExpansion") // object name
{
    //--- check array sizes
    if(levels!=ArraySize(colors) || levels!=ArraySize(styles) ||
    levels!=ArraySize(widths) || levels!-ArraySize(widths))
    {
        Print(__FUNCTION__,": array length does not correspond to the number of levels,
        return(false);
    }

    //--- set the number of levels
    ObjectSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);

    //--- set the properties of levels in the loop
    for(int i=0;i<levels;i++)
    {
        //--- level value
        ObjectSetDouble(chart_ID,name,OBJPROP_LEVELVALUE,i,values[i]);
        //--- level color
        ObjectSetInteger(chart_ID,name,OBJPROP_LEVELCOLOR,i,colors[i]);
        //--- level style
        ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i.styles[i]);
        //--- level width
        ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
    }
}

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ObjectSetInteger(chart_ID, name, OBJPROP_LEVELWIDTH, i, widths[i]);
//--- level description
ObjectSetString(chart_ID, name, OBJPROP_LEVELTEXT, i, "FE " + DoubleToString(100*value);}
//--- successful execution
return (true);
}

//--- level description
ObjectSetString(chart_ID, name, OBJPROP_LEVELTEXT, i, "FE " + DoubleToString(100*value);}
//--- successful execution
return (true);
}

//+------------------------------------------------------------------+
//| Move Fibonacci Expansion anchor point                            |
//+------------------------------------------------------------------+
bool FiboExpansionPointChange(const long chart_ID=0, // chart's ID
const string name="FiboExpansion", // object name
const int point_index=0, // anchor point index
datetime time=0, // anchor point time
double price=0) // anchor point price
{
//--- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- reset the error value
ResetLastError();
//--- move the anchor point
if(!ObjectMove(chart_ID,name,point_index,time,price))
{
    Print(__FUNCTION__,
        " : failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return (true);
}

//+------------------------------------------------------------------+
//| Delete Fibonacci Expansion                                       |
//+------------------------------------------------------------------+
bool FiboExpansionDelete(const long chart_ID=0, // chart's ID
const string name="FiboExpansion") // object name
{
//--- reset the error value
ResetLastError();
//--- delete the object
if(!ObjectDelete(chart_ID,name))
{
    Print(__FUNCTION__,
        " : failed to delete \"Fibonacci Expansion\"! Error code = ",GetLastError();
    return(false);
}
//--- successful execution
return(true);
}

//+------------------------------------------------------------------+
//| Check the values of Fibonacci Expansion anchor points and set    |
//| default values for empty ones                                   |
//+------------------------------------------------------------------+
void ChangeFiboExpansionEmptyPoints(datetime &time1, double &price1, datetime &time2,
          double &price2, datetime &time3, double &price3)
{
    //--- if the third (right) point's time is not set, it will be on the current bar
    if(!time3)
        time3=TimeCurrent();
    //--- if the third point's price is not set, it will have Bid value
    if(!price3)
        price3=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- if the first (left) point's time is not set, it is located 9 bars left from the
    //--- array for receiving the open time of the last 10 bars
    datetime temp[];
    ArrayResize(temp,10);
    if(!time1)
    {
        CopyTime(Symbol(),Period(),time3,10,temp);
        //--- set the first point 9 bars left from the second one
        time1=temp[0];
    }
    //--- if the first point's price is not set, it is equal to the third point's one
    if(!price1)
        price1=price3;
    //--- if the second point's time is not set, it is located 7 bars left from the third
    if(!time2)
        time2=temp[2];
    //--- if the second point's price is not set, move it 250 points lower than the first
    if(!price2)
        price2=price1-250*SymbolInfoDouble(Symbol(),SYMBOL_POINT);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
        InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100 ||
        InpDate3<0 || InpDate3>100 || InpPrice3<0 || InpPrice3>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
//--- price array size
int accuracy=1000;
//--- arrays for storing the date and price values to be used
//--- for setting and changing object anchor points' coordinates
datetime date[];
double price[];
//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);
//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}
//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;
//--- define points for drawing Fibonacci Expansion
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int d3=InpDate3*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
int p3=InpPrice3*(accuracy-1)/100;
//--- create Fibonacci Expansion
if(!FiboExpansionCreate(0, InpName,0,date[d1],price[p1],date[d2],price[p2],date[d3],
{
    return;
}
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the anchor points
//--- loop counter
int v_steps=accuracy/10;
//--- move the first anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p1>1)
p1-=1;
//--- move the point
if(!FiboExpansionPointChange(0, InpName, 0, date[d1], price[p1]))
  return;
//--- check if the script's operation has been forcefully disabled
if(IsStopped())
  return;
//--- redraw the chart
ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
v_steps=accuracy/2;

//--- move the third anchor point
for(int i=0; i<v_steps; i++)
{

  //--- use the following value
  if(p3>1)
    p3-=1;
  //--- move the point
  if(!FiboExpansionPointChange(0, InpName, 2, date[d3], price[p3]))
    return;
  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
    return;
  //--- redraw the chart
  ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
v_steps=accuracy*4/5;

//--- move the second anchor point
for(int i=0; i<v_steps; i++)
{

  //--- use the following value
  if(p2<accuracy-1)
    p2+=1;
  //--- move the point
  if(!FiboExpansionPointChange(0, InpName, 1, date[d2], price[p2]))
    return;
  //--- check if the script's operation has been forcefully disabled
  if(IsStopped())
    return;
  //--- redraw the chart
  ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);
//--- delete the object from the chart
FiboExpansionDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
}
Note

For “Elliott Motive Wave”, it is possible to enable/disable the mode of connecting points by lines (OBJPROP_DRAWLINES property), as well as set the level of wave positioning (from ENUM_ELLIOT_WAVE_DEGREE enumeration).

Example

The following script creates and moves Elliott motive wave on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```mql5
//--- description
#property description "Script draws \"Elliott Motive Wave\"."
#property description "Anchor point coordinates are set in percentage of the size of" the chart window.
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ElliotWave5"; // Object name
input int InpDate1=10; // 1 st point's date, %
input int InpPrice1=90; // 1 st point's price, %
input int InpDate2=20; // 2 rd point's date, %
input int InpPrice2=40; // 2 rd point's price, %
input int InpDate3=30; // 3 rd point's date, %
```
input int InpPrice3=60;  // 3 rd point's price, %
input int InpDate4=40;  // 4 th point's date, %
input int InpPrice4=10;  // 4 th point's price, %
input int InpDate5=60;  // 5 th point's date, %
input int InpPrice5=40;  // 5 th point's price, %

input ENUM_ELLIOT_WAVE_DEGREE InpDegree=ELLIOTT_MINOR;  // Level
input bool InpDrawLines=true;  // Displaying the lines
input color InpColor=clrRed;  // Color of the lines
input ENUM_LINE_STYLE InpStyle=STYLE_DASH;  // Style of the lines
input int InpWidth=2;  // Width of the lines
input bool InpBack=false;  // Background object
input bool InpSelection=true;  // Highlight to move
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

//--- set anchor points' coordinates if they are not set
ChangeElliotWave5EmptyPoints(time1,price1,time2,price2,time3,price3,time4,price4,time5,price5);
//--- reset the error value
ResetLastError();
//--- Create "Elliott Motive Wave" by the given coordinates
if(!ObjectCreate(chart_ID,name,OBJ_ELLIOTWAVE5,sub_window,time1,price1,time2,price2,time3,price3,time4,price4,time5,price5))
{
    Print(__FUNCTION__,...);
bool ElliotWave5PointChange(const long chart_ID=0, // chart's ID
const string name="ElliotWave5", // object name
const int point_index=0, // anchor point index
datetime time=0, // anchor point time coord
double price=0) // anchor point price coord
{
//--- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- reset the error value
ResetLastError();
//--- move the anchor point
if(!ObjectMove(chart_ID,name,point_index,time,price))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
}
return(false);
}

//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Delete Elliott Motive Wave                                       |
//+------------------------------------------------------------------+
bool ElliotWave5Delete(const long chart_ID=0, // chart's ID
    const string name="ElliotWave5") // object name
{
//--- reset the error value
ResetLastError();
//--- delete the object
if(!ObjectDelete(chart_ID,name))
{
    Print(__FUNCTION__,
        ": failed to delete \"Elliot Motive Wave\"! Error code = ",GetLastError()
    return(false);
}
//--- successful execution
return(true);
}

//+------------------------------------------------------------------+
//| Check the values of Elliott Motive Wave's anchor points and      |
//| set default values for empty ones                                |
//+------------------------------------------------------------------+
void ChangeElliotWave5EmptyPoints(datetime &time1,double &price1,
    datetime &time2,double &price2,
    datetime &time3,double &price3,
    datetime &time4,double &price4,
    datetime &time5,double &price5)
{
//--- array for receiving the open time of the last 10 bars
    datetime temp[];
    ArrayResize(temp,10);
//--- receive data
    CopyTime(Symbol(),Period(),TimeCurrent(),10,temp);
//--- receive the value of one point on the current chart
    double point=SymbolInfoDouble(Symbol(),SYMBOL_POINT);
//--- if the first point's time is not set, it will be 9 bars left from the last bar
if(!time1)
    time1=temp[0];
//--- if the first point's price is not set, it will have Bid value
if(!price1)
    price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- if the second point's time is not set, it will be 7 bars left from the last bar
if(!time2)
    time2=temp[2];
//--- if the second point's price is not set, move it 300 points lower than the first
if(!price2)
    price2=price1-300*point;
//--- if the third point's time is not set, it will be 5 bars left from the last bar
if(!time3)
    time3=temp[4];
//--- if the third point's price is not set, move it 250 points lower than the first
if(!price3)
    price3=price1-250*point;
//--- if the fourth point's time is not set, it will be 3 bars left from the last bar
if(!time4)
    time4=temp[6];
//--- if the fourth point's price is not set, move it 550 points lower than the first
if(!price4)
    price4=price1-550*point;
//--- if the fifth point's time is not set, it will be on the last bar
if(!time5)
    time5=temp[9];
//--- if the fifth point's price is not set, move it 450 points lower than the first
if(!price5)
    price5=price1-450*point;

//--- check correctness of the input parameters
if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
   InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100 ||
   InpDate3<0 || InpDate3>100 || InpPrice3<0 || InpPrice3>100 ||
   InpDate4<0 || InpDate4>100 || InpPrice4<0 || InpPrice4>100 ||
   InpDate5<0 || InpDate5>100 || InpPrice5<0 || InpPrice5>100)
{
    Print("Error! Incorrect values of input parameters!");
    return;
}
//--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
//--- price array size
    int accuracy=1000;
//--- arrays for storing the date and price values to be used
//--- for setting and changing object anchor points' coordinates
    datetime date[];
    double price[];
//--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(price,accuracy);
//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(), Period(), 0, bars, date)==-1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing Elliott Motive Wave
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int d3=InpDate3*(bars-1)/100;
int d4=InpDate4*(bars-1)/100;
int d5=InpDate5*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
int p3=InpPrice3*(accuracy-1)/100;
int p4=InpPrice4*(accuracy-1)/100;
int p5=InpPrice5*(accuracy-1)/100;

//--- Create Elliott Motive Wave
if(!ElliotWave5Create(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], date[d3], p3,
                        date[d4], price[p4], date[d5], price[p5], InpDegree, InpDrawLines, InpColor, InpStyle,
                        InpBack, InpSelection, InpHidden, InpOrder))
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the anchor points
//--- loop counter
int v_steps=accuracy/5;
//--- move the fifth anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p5<accuracy-1)
        p5+=1;
    //--- move the point
    if(!ElliotWave5PointChange(0, InpName, 4, date[d5], price[p5]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
return;

//--- redraw the chart
ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
v_steps=accuracy/5;
//--- move the second and third anchor points
for(int i=0;i<v_steps;i++)
{
    //--- use the following values
    if(p2<accuracy-1)
        p2+=1;
    if(p3>1)
        p3-=1;

    //--- shift the points
    if(!ElliotWave5PointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    if(!ElliotWave5PointChange(0, InpName, 2, date[d3], price[p3]))
        return;

    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;

    //--- redraw the chart
    ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
v_steps=accuracy*4/5;
//--- move the first and fourth anchor points
for(int i=0;i<v_steps;i++)
{
    //--- use the following values
    if(p1>1)
        p1-=1;
    if(p4<accuracy-1)
        p4+=1;

    //--- shift the points
    if(!ElliotWave5PointChange(0, InpName, 0, date[d1], price[p1]))
        return;
    if(!ElliotWave5PointChange(0, InpName, 3, date[d4], price[p4]))
        return;

    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;

    //--- redraw the chart
    ChartRedraw();
}  
//--- 1 second of delay  
Sleep(1000);  
//--- delete the object from the chart  
ElliotWave5Delete(0, InpName);  
ChartRedraw();  
//--- 1 second of delay  
Sleep(1000);  
//---
Note
For “Elliott Correction Wave”, it is possible to enable/disable the mode of connecting points by lines (OBJPROP_DRAWLINES property), as well as set the level of wave positioning (from ENUM_ELLIOT_WAVE_DEGREE enumeration).

Example
The following script creates and moves Elliott correction wave on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```mql5
//--- description
#property description "Script draws \"Elliott Correction Wave\" graphical object."
#property description "Anchor point coordinates are set in percentage of the chart's size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ElliotWave3"; // Object name
input int InpDate1=10; // 1 st point's date, %
input int InpPrice1=90; // 1 st point's price, %
input int InpDate2=30; // 2 nd point's date, %
input int InpPrice2=10; // 2 nd point's price, %
input int InpDate3=50; // 3 rd point's date, %
```
input int InpPrice3=40;  // 3rd point's price, %
input ENUM_ELLIOT_WAVEDegree InpDegree=ELLIOIT_MINOR;  // Level
input bool InpDrawLines=true;  // Displaying the lines
input color InpColor=clrRed;  // Color of the lines
input ENUM_LINE_STYLE InpStyle=STYLE_DASH;  // Style of the lines
input int InpWidth=2;  // Width of the lines
input bool InpBack=false;  // Background object
input bool InpSelected=true;  // Highlight to move
input bool InpHighlighted=true;  // Hidden in the object list
input long InpOrder=0;  // Priority for mouse click

// Create "Elliott Correction Wave" by the given coordinates
bool ElliotWave3Create(const long chart_ID=0,       // chart
const string name="ElliotWave3",  // wave
const int sub_window=0,  // subw.
datetime time1=0,  // first
double price1=0,  // first
datetime time2=0,  // second
double price2=0,  // second
datetime time3=0,  // third
double price3=0,  // third
const ENUM_ELLIOT_WAVE_DEGREE degree=ELLIOIT_MINUETTE,  // degree
const bool draw_lines=true,  // disp.
const color clr=clrRed,  // object
const ENUM_LINE_STYLE style=STYLE_SOLID,  // style
const int width=1,  // width
const bool back=false,  // in th
const bool selection=true,  // high
const bool hidden=true,  // hide
const long z_order=0)  // prior:
{
    //--- set anchor points' coordinates if they are not set
    ChangeElliotWave3EmptyPoints(time1,price1,time2,price2,time3,price3);
    //--- reset the error value
    ResetLastError();
    //--- Create "Elliott Correction Wave" by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_ELLIOTWAVE3,sub_window,time1,price1,time2,price2,
    }  
    Print("FUNCTION\n\n": failed to create \"Elliott Correction Wave\"");
    return(false);
}
//--- set degree (wave size)
ObjectSetInteger(chart_ID,name,OBJPROP_DEGREE,degree);
//--- enable (true) or disable (false) the mode of displaying the lines
ObjectSetInteger(chart_ID,name,OBJPROP_DRAWLINES,draw_lines);
//--- set the object's color
ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
//--- set the line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
//--- set width of the lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
//--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
//--- enable (true) or disable (false) the mode of highlighting the channel for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
    return(true);

//@FUNCTION@+
//| Move anchor point of Elliott Correction Wave |
//@FUNCTION@+

bool ElliotWave3PointChange(const long chart_ID=0, // chart's ID
                          const string name="ElliotWave3", // object name
                          const int point_index=0, // anchor point index
                          datetime time=0, // anchor point time coordinate
                          double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
             ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//@FUNCTION@+
//| Delete Elliott Correction Wave |
//@FUNCTION@+

bool ElliotWave3Delete(const long chart_ID=0, // chart's ID
                       int selection=0, // selection parameter
                       int back=0, // display in the foreground (false) or background (true)
                       int z_order=0) // set the priority for receiving the event of a mouse click in the chart
{
    //--- successful execution
    return(true);
}
```cpp
const string name="ElliotWave3") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the object
    if(!ObjectDelete(chart_ID,name))
    {
        Print("_FUNCTION_",
            ": failed to delete "Elliot Correction Wave\"! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Check the values of Elliott Correction Wave's anchor points      |
//| and set default values for empty ones                            |
//+------------------------------------------------------------------+
void ChangeElliotWave3EmptyPoints(datetime &time1,double &price1,
    datetime &time2,double &price2,
    datetime &time3,double &price3)
{
    //--- array for receiving the open time of the last 10 bars
    datetime temp[];
    ArrayResize(temp,10);
    //--- receive data
    CopyTime(Symbol(),Period(),TimeCurrent(),10,temp);
    //--- receive the value of one point on the current chart
    double point=SymbolInfoDouble(Symbol(),SYMBOL_POINT);
    //--- if the first point's time is not set, it will be 9 bars left from the last bar
    if(!time1)
        time1=temp[0];
    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
        price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- if the second point's time is not set, it will be 5 bars left from the last bar
    if(!time2)
        time2=temp[4];
    //--- if the second point's price is not set, move it 300 points lower than the first
    if(!price2)
        price2=price1-300*point;
    //--- if the third point's time is not set, it will be 1 bar left from the last bar
    if(!time3)
        time3=temp[8];
    //--- if the third point's price is not set, move it 200 points lower than the first
    if(!price3)
        price3=price1-200*point;
}
//+------------------------------------------------------------------+
```
/ Script program start function

void OnStart()
{
//--- check correctness of the input parameters
if (InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100 ||
InpDate3<0 || InpDate3>100 || InpPrice3<0 || InpPrice3>100)
{
  Print("Error! Incorrect values of input parameters! ");
  return;
}

//--- number of visible bars in the chart window
int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);

//--- price array size
int accuracy=1000;

//--- arrays for storing the date and price values to be used
//--- for setting and changing object anchor points' coordinates
datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
  Print("Failed to copy time values! Error code = ",GetLastError());
  return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
  price[i]=min_price+i*step;

//--- define points for drawing Elliott Correction Wave
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int d3=InpDate3*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
int p3=InpPrice3*(accuracy-1)/100;

//--- Create Elliott Correction Wave
if (!ElliotWave3Create(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], date[d3], p1

```cpp
return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the anchor points
//--- loop counter
int v_steps=accuracy/5;
//--- move the third anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p3<accuracy-1)
        p3+=1;
    //--- move the point
    if(!ElliotWave3PointChange(0, InpName, 2, date[d3], price[p3]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);
//--- loop counter
v_steps=accuracy*4/5;
//--- move the first and second anchor points
for(int i=0;i<v_steps;i++)
{
    //--- use the following values
    if(p1>1)
        p1-=1;
    if(p2<accuracy-1)
        p2+=1;
    //--- shift the points
    if(!ElliotWave3PointChange(0, InpName, 0, date[d1], price[p1]))
        return;
    if(!ElliotWave3PointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);
//--- delete the object from the chart
```
ElliotWave3Delete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
}

OBJ_RECTANGLE

Rectangle.

Note

For rectangle, the mode of filling with color can be set using OBJPROP_FILL property.

Example

The following script creates and moves the rectangle on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions “as is” in your own applications.

```mql
//--- description
#property description "Script creates rectangle on the chart."
#property description "Anchor point coordinates are set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Rectangle"; // Rectangle name
input int InpDate1=40; // 1 st point's date, %
input int InpPrice1=40; // 1 st point's price, %
input int InpDate2=60; // 2 nd point's date, %
input int InpPrice2=60; // 2 nd point's price, %
input color InpColor=clrRed; // Rectangle color
input ENUM_LINE_STYLE InpStyle=STYLE_DASH; // Style of rectangle lines
input int InpWidth=2; // Width of rectangle lines
```
input bool InpFill=true; // Filling the rectangle with color
input bool InpBack=false; // Background rectangle
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

// Create rectangle by the given coordinates

bool RectangleCreate(const long chart_ID=0, // chart's ID
const string name="Rectangle", // rectangle name
const int sub_window=0, // subwindow index
datetime time1=0, // first point time
double price1=0, // first point price
datetime time2=0, // second point time
double price2=0, // second point price
const color clr=clrRed, // rectangle color
const ENUM_LINE_STYLE style=STYLE_SOLID, // style of rectangle lines
const int width=1, // width of rectangle lines
const bool fill=false, // filling rectangle with color
const bool back=false, // in the background
const bool selection=true, // highlight to move
const bool hidden=true, // hidden in the ob- ject list
const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeRectangleEmptyPoints(time1,price1,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- create a rectangle by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_RECTANGLE,sub_window,time1,price1,time2,price2))
    {
        Print(__FUNCTION__,
              ": failed to create a rectangle! Error code = ", GetLastError());
        return(false);
    }
    //--- set rectangle color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set the style of rectangle lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of the rectangle lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- enable (true) or disable (false) the mode of filling the rectangle
    ObjectSetInteger(chart_ID,name,OBJPROP_FILL,fill);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the rectangle for move:
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
```csharp
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return(true);
}
//+------------------------------------------------------------------+
//| Move the rectangle anchor point                                  |
//+------------------------------------------------------------------+
bool RectanglePointChange(const long chart_ID=0, // chart's ID
    const string name="Rectangle", // rectangle name
    const int point_index=0, // anchor point index
    datetime time=0, // anchor point time coordinate
    double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Delete the rectangle                                             |
//+------------------------------------------------------------------+
bool RectangleDelete(const long chart_ID=0, // chart's ID
    const string name="Rectangle") // rectangle name
{
    //--- reset the error value
    ResetLastError();
    //--- delete rectangle
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete rectangle! Error code = ",GetLastError());
        return(false);
    }
```

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} //--- successful execution
    return (true);
}

void ChangeRectangleEmptyPoints(datetime &time1, double &price1, datetime &time2, double &price2)
{
    //--- if the first point's time is not set, it will be on the current bar
    if (!time1)
        time1 = TimeCurrent();
    //--- if the first point's price is not set, it will have Bid value
    if (!price1)
        price1 = SymbolInfoDouble(Symbol(), SYMBOL_BID);
    //--- if the second point's time is not set, it is located 9 bars left from the second point
    if (!time2)
    {
        //--- array for receiving the open time of the last 10 bars
        datetime temp[10];
        CopyTime(Symbol(), Period(), time1, 10, temp);
        //--- set the second point 9 bars left from the first one
        time2 = temp[0];
    }
    //--- if the second point's price is not set, move it 300 points lower than the first
    if (!price2)
        price2 = price1 - 300 * SymbolInfoDouble(Symbol(), SYMBOL_POINT);
}

void OnStart()
{
    //--- check correctness of the input parameters
    if (InpDate1 < 0 || InpDate1 > 100 || InpPrice1 < 0 || InpPrice1 > 100 ||
        InpDate2 < 0 || InpDate2 > 100 || InpPrice2 < 0 || InpPrice2 > 100)
    {
        Print("Error! Incorrect values of input parameters! ");
        return;
    }
    //--- number of visible bars in the chart window
    int bars = (int) ChartGetInteger(0, CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy = 1000;
    //--- arrays for storing the date and price values to be used
    //--- for setting and changing rectangle anchor points' coordinates
    datetime date[];
double price[];

//--- memory allocation
ArrayResize(date, bars);
ArrayResize(price, accuracy);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
{
    Print("Failed to copy time values! Error code = ", GetLastErrors());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price = ChartGetDouble(0, CHART_PRICE_MAX);
double min_price = ChartGetDouble(0, CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step = (max_price - min_price) / accuracy;
for (int i = 0; i < accuracy; i++)
    price[i] = min_price + i * step;

//--- define points for drawing the rectangle
int d1 = InpDate1 * (bars - 1) / 100;
int d2 = InpDate2 * (bars - 1) / 100;
int p1 = InpPrice1 * (accuracy - 1) / 100;
int p2 = InpPrice2 * (accuracy - 1) / 100;

//--- create a rectangle
if (!RectangleCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], InpColor, InpStyle, InpWidth, InpFill, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the rectangle's anchor points
//--- loop counter
int h_steps = bars / 2;

//--- move the anchor points
for (int i = 0; i < h_steps; i++)
{
    //--- use the following values
    if (d1 < bars - 1)
        d1++;
    if (d2 > 1)
        d2--;
    //--- shift the points
    if (!RectanglePointChange(0, InpName, 0, date[d1], price[p1]))
        return;
    if (!RectanglePointChange(0, InpName, 1, date[d2], price[p2]))
        return;
//--- check if the script's operation has been forcefully disabled
if (IsStopped())
    return;
//--- redraw the chart
ChartRedraw();
// 0.05 seconds of delay
Sleep(50);

//--- 1 second of delay
Sleep(1000);

//--- loop counter
int v_steps=accuracy/2;
//--- move the anchor points
for (int i=0;i<v_steps;i++)
{
    //--- use the following values
    if (p1<accuracy-1)
        p1+=1;
    if (p2>1)
        p2-=1;
    //--- shift the points
    if (!RectanglePointChange(0, InpName, 0, date[d1], price[p1]))
        return;
    if (!RectanglePointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);
//--- delete the rectangle from the chart
RectangleDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
Note

For triangle, the mode of filling with color can be set using `OBJPROP_FILL` property.

Example

The following script creates and moves the triangle on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script creates triangle on the chart."
#property description "Anchor point coordinates are set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Triangle";  // Triangle name
input int InpDate1=25;            // 1st point's date, %
input int InpPrice1=50;           // 1st point's price, %
input int InpDate2=70;            // 2nd point's date, %
input int InpPrice2=70;           // 2nd point's price, %
input int InpDate3=65;            // 3rd point's date, %
input int InpPrice3=20;           // 3rd point's price, %
input color InpColor=clrRed;      // Triangle color
```
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Style of triangle lines
input int InpWidth=2; // Width of triangle lines
input bool InpFill=false; // Filling triangle with color
input bool InpBack=false; // Background triangle
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

// Create triangle by the given coordinates
bool TriangleCreate(const long chart_ID=0, // chart's ID
const string name="Triangle", // triangle name
const int sub_window=0, // subwindow index
datetime time1=0, // first point time
double price1=0, // first point price
datetime time2=0, // second point time
double price2=0, // second point price
datetime time3=0, // third point time
double price3=0, // third point price
const color clr=clrRed, // triangle color
const ENUM_LINE_STYLE style=STYLE_SOLID, // style of triangle lines
const int width=1, // width of triangle lines
const bool fill=false, // filling triangle with color
const bool back=false, // in the background
const bool selection=true, // highlight to move
const bool hidden=true, // hidden in the object list
const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeTriangleEmptyPoints(time1, price1, time2, price2, time3, price3);
    //--- reset the error value
    ResetLastError();
    //--- create triangle by the given coordinates
    if(!ObjectCreate(chart_ID, name, OBJ_TRIANGLE, sub_window, time1, price1, time2, price2, t:
    {
        Print(__FUNCTION__,
            " failed to create a triangle! Error code = ", GetLastError());
        return(false);
    } //--- set triangle color
    ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);
    //--- set style of triangle lines
    ObjectSetInteger(chart_ID, name, OBJPROP_STYLE, style);
    //--- set width of triangle lines
    ObjectSetInteger(chart_ID, name, OBJPROP_WIDTH, width);
    //--- enable (true) or disable (false) the mode of filling the triangle
    ObjectSetInteger(chart_ID, name, OBJPROP_FILL, fill);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
}
//--- enable (true) or disable (false) the mode of highlighting the triangle for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- be highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);

//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);

//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);

//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Move the triangle anchor point                                   |
//+------------------------------------------------------------------+
bool TrianglePointChange(const long chart_ID=0, // chart's ID
                         const string name="Triangle", // triangle name
                         const int point_index=0, // anchor point index
                         datetime time=0, // anchor point time coordinate
                         double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,point_index,time,price))
    {
        Print(__FUNCTION__,
             ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Delete the triangle                                              |
//+------------------------------------------------------------------+
bool TriangleDelete(const long chart_ID=0, // chart's ID
                     const string name="Triangle") // triangle name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the triangle
    if(!ObjectDelete(chart_ID,name))
{  
    Print(__FUNCTION__,  
          ": failed to delete the ellipse! Error code = ", GetLastError());  
    return(false);  
}  
//-- successfully executed  
return(true);  
}  
//--- successful execution  
void ChangeTriangleEmptyPoints(datetime &time1, double &price1,  
                                 datetime &time2, double &price2,  
                                 datetime &time3, double &price3)  
{  
    //--- if the first point's time is not set, it will be on the current bar  
    if(!time1)  
        time1=TimeCurrent();  
    //--- if the first point's price is not set, it will have Bid value  
    if(!price1)  
        price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);  
    //--- if the second point's time is not set, it is located 9 bars left from the second  
    if(!time2)  
    {  
        //--- array for receiving the open time of the last 10 bars  
        datetime temp[10];  
        CopyTime(Symbol(),Period(),time1,10,temp);  
        //--- set the second point 9 bars left from the first one  
        time2=temp[0];  
    }  
    //--- if the second point's price is not set, move it 300 points lower than the first  
    if(!price2)  
        price2=price1-300*SymbolInfoDouble(Symbol(),SYMBOL_POINT);  
    //--- if the third point's time is not set, it coincides with the second point's date  
    if(!time3)  
        time3=time2;  
    //--- if the third point's price is not set, it is equal to the first point's one  
    if(!price3)  
        price3=price1;  
}  
//--- script program start function  
void OnStart()  
{  
    //--- check correctness of the input parameters  
    if(InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||  
        InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100 ||
InpDate3<0 || InpDate3>100 || InpPrice3<0 || InpPrice3>100) 
{
    Print("Error! Incorrect values of input parameters!");
    return;
}

//--- number of visible bars in the chart window
int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);

//--- price array size
int accuracy=1000;

//--- arrays for storing the date and price values to be used
//--- for setting and changing triangle anchor points' coordinates
datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing the triangle
int d1=InpDate1*(bars-1)/100;
int d2=InpDate2*(bars-1)/100;
int d3=InpDate3*(bars-1)/100;
int p1=InpPrice1*(accuracy-1)/100;
int p2=InpPrice2*(accuracy-1)/100;
int p3=InpPrice3*(accuracy-1)/100;

//--- create a triangle
if(!TriangleCreate(0,InpName,0,date[d1],price[p1],date[d2],price[p2],date[d3],price[p3],
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the triangle anchor points
//--- loop counter
```c
int v_steps=accuracy*3/10;
//--- move the first anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p1>1)
        p1-=1;
    //--- move the point
    if(!TrianglePointChange(0, InpName, 0, date[d1], price[p1]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
int h_steps=bars*9/20-1;
//--- move the second anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d2>1)
        d2-=1;
    //--- move the point
    if(!TrianglePointChange(0, InpName, 1, date[d2], price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
v_steps=accuracy/4;
//--- move the third anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p3<accuracy-1)
        p3+=1;
    //--- move the point
    if(!TrianglePointChange(0, InpName, 2, date[d3], price[p3]))
        return;
}
```
return;
//--- check if the script's operation has been forcefully disabled
if(IsStopped())
    return;
//--- redraw the chart
ChartRedraw();

//--- 1 second of delay
Sleep(1000);
//--- delete triangle from the chart
    TriangleDelete(0, InpName);
    ChartRedraw();
//--- 1 second of delay
    Sleep(1000);
//---
OB
J
_ELLIPSE

Ellipse.

Note

For ellipse, the mode of filling with color can be set using OBJPROP_FILL property.

Example

The following script creates and moves the ellipse on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```plaintext
//--- description
#property description "Script creates ellipse on the chart."
#property description "Anchor point coordinates are set"
#property description "in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Ellipse"; // Ellipse name
input int InpDate1=30; // 1st point's date, %
input int InpPrice1=20; // 1st point's price, %
input int InpDate2=70; // 2nd point's date, %
input int InpPrice2=80; // 2nd point's price, %
input int InpDate3=50; // 3rd point's date, %
input int InpPrice3=60; // 3rd point's price, %
input color InpColor=clrRed; // Ellipse color
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Style of ellipse lines
```
input int InpWidth=2; // Width of ellipse lines
input bool InpFill=false; // Filling ellipse with color
input bool InpBack=false; // Background ellipse
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long Inp2Order=0; // Priority for mouse click

bool EllipseCreate(const long chart_ID=0, // chart's ID
const string name="Ellipse", // ellipse name
const int sub_window=0, // subwindow index
datetime time1=0, // first point time
double price1=0, // first point price
datetime time2=0, // second point time
double price2=0, // second point price
datetime time3=0, // third point time
double price3=0, // third point price
const color clr=clrRed, // ellipse color
custom ENUM_LINE_STYLE style=STYLE_SOLID, // style of ellipse lines
const int width=1, // width of ellipse lines
const bool fill=false, // filling ellipse with color
const bool back=false, // in the background
const bool selection=true, // highlight to move
const bool hidden=true, // hidden in the object list
const long z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeEllipseEmptyPoints(time1,price1,time2,price2,time3,price3);
    //--- reset the error value
    ResetLastError();
    //--- create an ellipse by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_ELLIPSE,sub_window,time1,price1,time2,price2,tim
    
    Print("_FUNCTION_ ",
        ": failed to create an ellipse! Error code = ",GetLastError());
    return(false);
}

    //--- set an ellipse color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set style of ellipse lines
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set width of ellipse lines
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- enable (true) or disable (false) the mode of filling the ellipse
    ObjectSetInteger(chart_ID,name,OBJPROP_FILL,fill);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of highlighting the ellipse for moving
//--- when creating a graphical object using ObjectCreate function, the object cannot
//--- highlighted and moved by default. Inside this method, selection parameter
//--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
    ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);
//--- successful execution
    return (true);
}
//+------------------------------------------------------------------+
//| Move the ellipse anchor point                                    |
//+------------------------------------------------------------------+
bool EllipsePointChange(const long chart_ID=0, // chart's ID
    const string name="Ellipse", // ellipse name
    const int point_index=0, // anchor point index
    datetime time=0, // anchor point time coordinate
    double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID, name, point_index, time, price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ", GetLastError());
        return (false);
    }
    //--- successful execution
    return (true);
}
//+------------------------------------------------------------------+
//| Delete ellipse                                                   |
//+------------------------------------------------------------------+
bool EllipseDelete(const long chart_ID=0, // chart's ID
    const string name="Ellipse") // ellipse name
{
    //--- reset the error value
    ResetLastError();
    //--- delete an ellipse
    if(!ObjectDelete(chart_ID, name))
    {
        //--- reset the error value
        ResetLastError();
    }
Print{"FUNCTION",
    "" failed to delete an ellipse! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
    return(true);
//+------------------------------------------------------------------+
//| Check the values of ellipse anchor points and set default values |
//| for empty ones                                                  |
//+------------------------------------------------------------------+
void ChangeEllipseEmptyPoints(datetime &time1,double &price1,
    datetime &time2,double &price2,
    datetime &time3,double &price3)
{
    //--- if the first point's time is not set, it will be on the current bar
    if(!time1)
        time1=TimeCurrent();
    //--- if the first point's price is not set, it will have Bid value
    if(!price1)
        price1=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- if the second point's time is not set, it is located 9 bars left from the second one
    if(!time2)
        {  
            //--- array for receiving the open time of the last 10 bars
            datetime temp[10];
            CopyTime(Symbol(),Period(),time1,10,temp);  
            //--- set the second point 9 bars left from the first one
            time2=temp[0];
        }
    //--- if the second point's price is not set, move it 300 points lower than the first
    if(!price2)
        price2=price1-300*SymbolInfoDouble(Symbol(),SYMBOL_POINT);
    //--- if the third point's time is not set, it coincides with the second point's date
    if(!time3)
        time3=time2;
    //--- if the third point's price is not set, it is equal to the first point's one
    if(!price3)
        price3=price1;
    //+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters
    if(InpData1<0 || InpData1>100 || InpPrice1<0 || InpPrice1>100 ||
    InpData2<0 || InpData2>100 || InpPrice2<0 || InpPrice2>100 ||
    InpData3<0 || InpData3>100 || InpPrice3<0 || InpPrice3>100)
}

{
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0, CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
    //--- arrays for storing the date and price values to be used
    //--- for setting and changing ellipse anchor points' coordinates
    datetime date[];
    double price[];
    //--- memory allocation
    ArrayResize(date, bars);
    ArrayResize(price, accuracy);
    //--- fill the array of dates
    ResetLastError();
    if(CopyTime(Symbol(), Period(), 0, bars, date)==-1)
    {
        Print("Failed to copy time values! Error code = ", GetLastErr()");
        return;
    }
    //--- fill the array of prices
    //--- find the highest and lowest values of the chart
    double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
    double min_price=ChartGetDouble(0, CHART_PRICE_MIN);
    //--- define a change step of a price and fill the array
    double step=(max_price-min_price)/accuracy;
    for(int i=0; i<accuracy; i++)
    {
        price[i]=min_price+i*step;
    }
    //--- define points for drawing the ellipse
    int d1=lnpDate1*(bars-1)/100;
    int d2=lnpDate2*(bars-1)/100;
    int d3=lnpDate3*(bars-1)/100;
    int p1=lnpPrice1*(accuracy-1)/100;
    int p2=lnpPrice2*(accuracy-1)/100;
    int p3=lnpPrice3*(accuracy-1)/100;
    //--- create an ellipse
    if(!EllipseCreate(0, InpName, 0, date[d1], price[p1], date[d2], price[p2], date[d3], price[p3], InpColor, InpStyle, InpWidth, InpFill, InpBack, InpSelection, InpHidden, InpZOrder))
    {
        return;
    }
    //--- redraw the chart and wait for 1 second
    ChartRedraw();
    Sleep(1000);
    //--- now, move the ellipse anchor points
    //--- loop counter
    int v_steps=accuracy/5;
```c
//--- move the first and second anchor points
for(int i=0;i<v_steps;i++)
{
    //--- use the following values
    if(p1<accuracy-1)
        p1+=1;
    if(p2>1)
        p2-=1;
    //--- shift the points
    if(!EllipsePointChange(0,InpName,0,date[d1],price[p1]))
        return;
    if(!EllipsePointChange(0,InpName,1,date[d2],price[p2]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}

//--- 1 second of delay
Sleep(1000);

//--- loop counter
int h_steps=bars/5;

//--- move the third anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d3>1)
        d3-=1;
    //--- move the point
    if(!EllipsePointChange(0,InpName,2,date[d3],price[p3]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//--- 1 second of delay
Sleep(1000);

//--- delete ellipse from the chart
EllipseDelete(0,InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//---
}
OBJ_ARROW_THUMB_UP

Thumbs Up sign.

Note

Anchor point position relative to the sign can be selected from `ENUM_ARROW_ANCHOR` enumeration.

Large signs (more than 5) can only be created by setting the appropriate `OBJPROP_WIDTH` property value when writing a code in MetaEditor.

Example

The following script creates and moves Thumbs Up sign on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws "Thumbs Up" sign."
#property description "Anchor point coordinate is set in percentage of" the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ThumbUp"; // Sign name
input int InpDate=75; // Anchor point date in %
input int InpPrice=25; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_TOP; // Anchor type
input color InpColor=clrRed; // Sign color
```

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input ENUM_LINE_STYLE InpStyle=STYLE_DOT;  // Border line style
input int InpWidth=5;    // Sign size
input bool InpBack=false; // Background sign
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Thumbs Up sign                                            |
//+------------------------------------------------------------------+
bool ArrowThumbUpCreate(const long chart_ID=0, // chart's ID
  const string name="ThumbUp",    // sign name
  const int sub_window=0,         // subwindow index
  datetime time=0,               // anchor point time
  double price=0,                // anchor point price
  const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM, // anchor type
  const color clr=clrRed,        // sign color
  const ENUM_LINE_STYLE style=STYLE_SOLID, // border line style
  const int width=3,             // sign size
  const bool back=false,         // in the background
  const bool selection=true,     // highlight to move
  const bool hidden=true,        // hidden in the object list
  const long z_order=0)          // priority for mouse click
{
  //--- set anchor point coordinates if they are not set
  ChangeArrowEmptyPoint(time,price);
  //--- reset the error value
  ResetLastError();
  //--- create the sign
  if(!ObjectCreate(chart_ID,name,OBJ_ARROW_THUMB_UP,sub_window,time,price))
  {
    Print(__FUNCTION__,
    ": failed to create "Thumb Up" sign! Error code = ",GetLastError();
    return(false);
  }
  //--- set anchor type
  ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
  //--- set a sign color
  ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
  //--- set the border line style
  ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
  //--- set the sign size
  ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
  //--- display in the foreground (false) or background (true)
  ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
  //--- enable (true) or disable (false) the mode of moving the sign by mouse
  //--- when creating a graphical object using ObjectCreate function, the object cannot
  //--- highlighted and moved by default. Inside this method, selection parameter
  //--- is true by default making it possible to highlight and move the object
  ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return(true);
}

// Move the anchor point
bool ArrowThumbUpMove(const long chart_ID=0, // chart's ID
    const string name="ThumbUp", // object name
    datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{
//--- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- reset the error value
ResetLastError();
//--- move the anchor point
if(!ObjectMove(chart_ID,name,0,time,price))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);
}

// Change Thumbs Up sign anchor type
bool ArrowThumbUpAnchorChange(const long chart_ID=0, // chart's ID
    const string name="ThumbUp", // object name
    const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor type
{
//--- reset the error value
ResetLastError();
//--- change anchor type
if(!ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor))
{
    Print(__FUNCTION__,
        ": failed to change anchor type! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
    return(true);
} //--- Delete Thumbs Up sign
bool ArrowThumbUpDelete(const long chart_ID=0, // chart's ID
    const string name="ThumbUp") // sign name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the sign
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
        ": failed to delete "\"Thumbs Up\" sign! Error code = \"",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
} //--- Check anchor point values and set default values
//| for empty ones
//+------------------------------------------------------------------+
void ChangeArrowEmptyPoint(datetime &time,double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
    //--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
} //--- Script program start function
//+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
//--- arrays for storing the date and price values to be used
//--- for setting and changing sign anchor point coordinates

datetime date[];
double price[];

//--- memory allocation
ArrayResize(date, bars);
ArrayResize(price, accuracy);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart

double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);

//--- define a change step of a price and fill the array

double step=(max_price-min_price)/accuracy;
for (int i=0; i<accuracy; i++)
    price[i]=min_price+i*step;

//--- define points for drawing the sign

int d=InpDate*(bars-1)/100;
int p=InpPrice*(accuracy-1)/100;

//--- create Thumbs Up sign on the chart
if (!ArrowThumbUpCreate(0, InpName, 0, date[d], price[p], InpAnchor, InpColor,
                        InpStyle, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the anchor point and change its position relative to the sign
//--- loop counter
int h_steps=bars/4;

//--- move the anchor point
for (int i=0; i<h_steps; i++)
{
    //--- use the following value
    if (d>1)
        d+=1;
    //--- move the point
    if (!ArrowThumbUpMove(0, InpName, date[d], price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
//--- redraw the chart
ChartRedraw();
// 0.05 seconds of delay
Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
int v_steps=accuracy/4;
//--- move the anchor point
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if(p<accuracy-1)
        p+=1;
    //--- move the point
    if(!ArrowThumbUpMove(0, InpName, date[d], price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- change anchor point location relative to the sign
ArrowThumbUpAnchorChange(0, InpName, ANCHOR_BOTTOM);
//--- redraw the chart
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//--- delete the sign from the chart
ArrowThumbUpDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
}
OBJ_ARROW_THUMB_DOWN

Thumbs Down sign.

```
//--- description
#property description "Script draws "Thumbs Down" sign."
#property description "Anchor point coordinate is set in percentage of chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ThumbDown"; // Sign name
input int InpDate=25; // Anchor point date in %
input int InpPrice=75; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_BOTTOM; // Anchor type
```
input color InpColor=clrRed;  // Sign color
input ENUM_LINE_STYLE InpStyle=STYLE_DOT;  // Border line style
input int InpWidth=5;  // Sign size
input bool InpBack=false;  // Background sign
input bool InpSelection=true;  // Highlight to move
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Thumbs Down sign                                          |
//+------------------------------------------------------------------+
bool ArrowThumbDownCreate(const long chart_ID=0,  // chart's ID
    const string name="ThumbDown",  // sign name
    const int sub_window=0,  // subwindow:
    const datetime time=0,  // anchor point time
    const double price=0,  // anchor point price
    const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM,  // anchor type
    const color clr=clrRed,  // sign color
    const ENUM_LINE_STYLE style=STYLE_SOLID,  // border line
    const int width=3,  // sign size
    const bool back=false,  // in the background
    const bool selection=true,  // highlight to move
    const bool hidden=true,  // hidden in the object list
    const long z_order=0)  // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeArrowEmptyPoint(time,price);
    //--- reset the error value
    ResetLastError();
    //--- create the sign
    if(!ObjectCreate(chart_ID,name,OBJ_ARROW_THUMB_DOWN,sub_window,time,price))
    {
        Print(__FUNCTION__,": failed to create \"Thumbs Down\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- set anchor type
    ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
    //--- set a sign color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set the border line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set the sign size
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the sign by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object

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ObjectSetInteger(chart_ID, name, OBPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBPROP_SELECTED, selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBPROP_ZORDER, z_order);
//--- successful execution
return(true);
}

//+------------------------------------------------------------------+
//| Move the anchor point                                            |
//+------------------------------------------------------------------+
bool ArrowThumbDownMove(const long chart_ID=0, // chart's ID
            const string name="ThumbDown", // object name
            datetime time=0, // anchor point time coordinate
            double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID, name, 0, time, price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Change Thumbs Down sign anchor type                              |
//+------------------------------------------------------------------+
bool ArrowThumbDownAnchorChange(const long chart_ID=0, // chart's ID
            const string name="ThumbDown", // object name
            const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor type
{
    //--- reset the error value
    ResetLastError();
    //--- change anchor type
    if(!ObjectSetInteger(chart_ID, name, OBPROP_ANCHOR, anchor))
    {
        Print(__FUNCTION__,
            ": failed to change anchor type! Error code = ", GetLastError());
        return(false);
    }
void ArrowThumbDownDelete(const long chart_ID=0, // chart's ID
                         const string name="ThumbDown") // sign name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the sign
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
              " failed to delete \"Thumbs Down\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

void ChangeArrowEmptyPoint(datetime &time, double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
    //--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}

void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
int accuracy=1000;
//--- arrays for storing the date and price values to be used
//--- for setting and changing sign anchor point coordinates
datetime date[];
double price[];
//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);
//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}
//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;
//--- define points for drawing the sign
int d=InpDate*(bars-1)/100;
int p=InpPrice*(accuracy-1)/100;
//--- create Thumbs Down sign on the chart
if(!ArrowThumbDownCreate(0,InpName,0,date[d],price[p],InpAnchor,InpColor,
                           InpStyle,InpWidth,InpBack,InpSelection,InpHidden,InpZOrder))
{
    return;
}
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the anchor point and change its position relative to the sign
//--- loop counter
int h_steps=bars/4;
//--- move the anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d<bars-1)
        d+=1;
    //--- move the point
    if(!ArrowThumbDownMove(0,InpName,date[d],price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
```csharp
    return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- loop counter
int v_steps=accuracy/4;
//--- move the anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p>1)
        p-=1;
    //--- move the point
    if(!ArrowThumbDownMove(0,InpName,date[d],price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- change anchor point location relative to the sign
    ArrowThumbDownAnchorChange(0,InpName,ANCHOR_TOP);
//--- redraw the chart
    ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//--- delete the sign from the chart
    ArrowThumbDownDelete(0,InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
```
OBJ_ARROW_UP

Arrow Up sign.

Note

Anchor point position relative to the sign can be selected from `ENUM_ARROW_ANCHOR` enumeration.

Large signs (more than 5) can only be created by setting the appropriate `OBJPROP_WIDTH` property value when writing a code in MetaEditor.

Example

The following script creates and moves Arrow Up sign on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions “as is” in your own applications.

```mql5
//--- description
#property description "Script draws \"Arrow Up\" sign."
#property description "Anchor point coordinate is set in percentage of the chart window size."
#--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ArrowUp"; // Sign name
input int InpDate=25; // Anchor point date in %
input int InpPrice=25; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_TOP; // Anchor type
input color InpColor=clrRed; // Sign color
```

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input ENUM_LINE_STYLE InpStyle=STYLE_DOT;    // Border line style
input int InpWidth=5;                      // Sign size
input bool InpBack=false;                 // Background sign
input bool InpSelection=false;            // Highlight to move
input bool InpHidden=true;                // Hidden in the object list
input long InpZOrder=0;                   // Priority for mouse click

/*------------------------------------------------------------------------
// Create Arrow Up sign
/*------------------------------------------------------------------------
bool ArrowUpCreate(const long chart_ID=0,    // chart's ID
                    const string name="ArrowUp", // sign name
                    const int sub_window=0,    // subwindow index
                    const int time=0,          // anchor point time
                    const double price=0,      // anchor point price
                    const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM, // anchor type
                    const color clr=clrRed,     // sign color
                    const ENUM_LINE_STYLE style=STYLE_SOLID,      // border line style
                    const int width=3,          // sign size
                    const bool back=false,      // in the background
                    const bool selection=true,  // highlight to move
                    const bool hidden=true,     // hidden in the object list
                    const long z_order=0)       // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeArrowEmptyPoint(time,price);

    //--- reset the error value
    ResetLastError();

    //--- create the sign
    if(!ObjectCreate(chart_ID,name,OBJ_ARROW_UP,sub_window,time,price))
    {
        Print(__FUNCTION__,
            ": failed to create \"Arrow Up\" sign! Error code = ",GetLastError());
        return(false);
    }

    //--- set anchor type
    ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
    //--- set a sign color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set the border line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set the sign size
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the sign by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
}
Constants, Enumerations and Structures

```cpp
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return(true);
}
//+------------------------------------------------------------------+
//| Move the anchor point                                           |
//+------------------------------------------------------------------+
bool ArrowUpMove(const long chart_ID=0, // chart's ID
const string name="ArrowUp", // object name
datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{
//--- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- reset the error value
ResetLastError();
//--- move the anchor point
if(!ObjectMove(chart_ID,name,0,time,price))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);
}
//+------------------------------------------------------------------+
//| Change Arrow Down sign anchor type                              |
//+------------------------------------------------------------------+
bool ArrowUpAnchorChange(const long chart_ID=0, // chart's ID
const string name="ArrowUp", // object name
const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor type
{
//--- reset the error value
ResetLastError();
//--- change anchor point location
if(!ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor))
{
    Print(__FUNCTION__,
        ": failed to change anchor type! Error code = ",GetLastError());
    return(false);
}
```
bool ArrowUpDelete(const long chart_ID=0,  // chart's ID
        const string name="ArrowUp") // sign name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the sign
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete "Arrow Up" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

void ChangeArrowEmptyPoint(datetime &time,double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
    //--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}

void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
//--- arrays for storing the date and price values to be used
//--- for setting and changing sign anchor point coordinates

datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date)==-1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing the sign
int d=InpDate*(bars-1)/100;
int p=InpPrice*(accuracy-1)/100;

//--- create Arrow Up sign on the chart
if( !ArrowUpCreate(0, InpName, 0, date[d], price[p], InpAnchor, InpColor, InpStyle, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder) )
   return;

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the anchor point and change its position relative to the sign
//--- loop counter
int v_steps=accuracy/2;

//--- move the anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p<accuracy-1)
        p+=1;
    //--- move the point
    if( !ArrowUpMove(0, InpName, date[d], price[p]) )
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
```c
    //--- redraw the chart
    ChartRedraw();

    //--- 1 second of delay
    Sleep(1000);

    //--- change anchor point location relative to the sign
    ArrowUpAnchorChange(0, InpName, ANCHOR_BOTTOM);

    //--- redraw the chart
    ChartRedraw();

    //--- 1 second of delay
    Sleep(1000);

    //--- delete the sign from the chart
    ArrowUpDelete(0, InpName);
    ChartRedraw();

    //--- 1 second of delay
    Sleep(1000);

    //---
```
OBJ_ARROW_DOWN

Arrow Down sign.

Note
Anchor point position relative to the sign can be selected from `ENUM_ARROW_ANCHOR` enumeration.

Large signs (more than 5) can only be created by setting the appropriate `OBJPROP_WIDTH` property value when writing a code in MetaEditor.

Example
The following script creates and moves Arrow Down sign on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws \"Arrow Down\" sign."
#property description "Anchor point coordinate is set in" percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ArrowDown"; // Sign name
input int InpDate=75; // Anchor point date in %
input int InpPrice=75; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_BOTTOM; // Anchor type
input color InpColor=clrRed; // Sign color
input ENUM_LINESTYLE InpStyle=STYLE_DOT; // Border line style
```
input int InpWidth=5; // Sign size
input bool InpBack=false; // Background sign
input bool InpSelection=false; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Arrow Down sign                                           |
//+------------------------------------------------------------------+
bool ArrowDownCreate(const long chart_ID=0, // chart's ID
    const string name="ArrowDown", // sign name
    const int sub_window=0, // subwindow index
    const int time=0, // anchor point time
    const double price=0, // anchor point price
    const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM, // anchor type
    const color clr=clrRed, // sign color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // border line sty.
    const int width=3, // sign size
    const bool back=false, // in the background
    const bool selection=true, // highlight to move
    const bool hidden=true, // hidden in the ob
    const long z_order=0) // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeArrowEmptyPoint(time,price);
    //--- reset the error value
    ResetLastError();
    //--- create the sign
    if(!ObjectCreate(chart_ID,name,OBJ_ARROW_DOWN,sub_window,time,price))
    {
        Print(__FUNCTION__," failed to create \"Arrow Down\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- anchor type
    ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
    //--- set a sign color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set the border line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set the sign size
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the sign by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
}
//--- hide (true) or display (false) graphical object name in the object list
// ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
// ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return(true);
}

bool ArrowDownMove(const long chart_ID=0, // chart's ID
const string name="ArrowDown", // object name
datetime time=0, // anchor point time coordinate
double price=0) // anchor point price coordinate
{
//--- if point position is not set, move it to the current bar having Bid price
if(!time)
    time=TimeCurrent();
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- reset the error value
ResetLastError();
//--- move the anchor point
if(!ObjectMove(chart_ID,name,0,time,price))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);
}

bool ArrowDownAnchorChange(const long chart_ID=0, // chart's ID
const string name="ArrowDown", // object name
const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor type
{
//--- reset the error value
ResetLastError();
//--- change anchor point location
if(!ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor))
{
    Print(__FUNCTION__,
        ": failed to change anchor type! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
```cpp
return(true);
}

// Delete Arrow Down sign

bool ArrowDownDelete(const long chart_ID=0, // chart's ID
  const string name="ArrowDown") // sign name
{
  //--- reset the error value
  ResetLastError();
  //--- delete the sign
  if(!ObjectDelete(chart_ID,name))
    {
    Print("\n"; failed to delete "Arrow Down" sign! Error code = ",GetLastError());
    return(false);
    }
  //--- successful execution
  return(true);
}

// Check anchor point values and set default values
// for empty ones

void ChangeArrowEmptyPoint(datetime &time, double &price)
{
  //--- if the point's time is not set, it will be on the current bar
  if(!time)
    time=TimeCurrent();
  //--- if the point's price is not set, it will have Bid value
  if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}

// Script program start function

void OnStart()
{
  //--- check correctness of the input parameters
  if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
    Print("Error! Incorrect values of input parameters!");
    return;
    }
  //--- number of visible bars in the chart window
  int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
  //--- price array size
  int accuracy=1000;
  //--- arrays for storing the date and price values to be used
```
for setting and changing sign anchor point coordinates

datetime date[];
double price[];

ArrayResize(date,bars);
ArrayResize(price,accuracy);

ResetLastError();
if(CopyTime(Symbol(), Period(), 0, bars, date) == -1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0; i<accuracy; i++)
    price[i]=min_price+i*step;

//--- define points for drawing the sign
int d=InpDate*(bars-1)/100;
int p=InpPrice*(accuracy-1)/100;

//--- create Arrow Down sign on the chart
if(!ArrowDownCreate(0, InpName, 0, date[d], price[p], InpAnchor, InpColor,
                    InpStyle, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the anchor point and change its position relative to the sign
//--- loop counter
int v_steps=accuracy/2;

//--- move the anchor point
for(int i=0; i<v_steps; i++)
{
    //--- use the following value
    if(p>1)
        p=1;
    //--- move the point
    if(!ArrowDownMove(0, InpName, date[d], price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
}

//--- redraw the chart
```c
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//--- change anchor point location relative to the sign
ArrowDownAnchorChange(0, InpName, ANCHOR_TOP);

//--- redraw the chart
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//--- delete the sign from the chart
ArrowDownDelete(0, InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//---
```

---
Note

Anchor point position relative to the sign can be selected from `ENUM_ARROW_ANCHOR` enumeration.

Large signs (more than 5) can only be created by setting the appropriate `OBJPROP_WIDTH` property value when writing a code in MetaEditor.

Example

The following script creates and moves Stop sign on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws "Stop" sign."
#property description "Anchor point coordinate is set in"
#property description "percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ArrowStop"; // Sign name
input int InpDate=10; // Anchor point date in %
input int InpPrice=50; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_BOTTOM; // Anchor type
input color InpColor=clrRed; // Sign color
```

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```cpp
input ENUM_LINE_STYLE InpStyle=STYLE_DOT;  // Border line style
input int InpWidth=5;  // Sign size
input bool InpBack=false;  // Background sign
input bool InpSelection=false;  // Highlight to move
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Stop sign                                                 |
//+------------------------------------------------------------------+

bool ArrowStopCreate(const long chart_ID=0,  // chart's ID
        const string name="ArrowStop",  // sign name
        const int sub_window=0,  // subwindow index
        const double time=0,  // anchor point time
        const double price=0,  // anchor point price
        const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM,  // anchor type
        const color clr=clrRed,  // sign color
        const ENUM_LINE_STYLE style=STYLE_SOLID,  // border line style
        const int width=3,  // sign size
        const bool back=false,  // in the background
        const bool selection=true,  // highlight to move
        const bool hidden=false,  // hidden in the object list
        const long z_order=0)  // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeArrowEmptyPoint(time,price);
    //--- reset the error value
    ResetLastError();
    //--- create the sign
    if(!ObjectCreate(chart_ID,name,OBJ_ARROW_STOP,sub_window,time,price))
    {
        Print("__FUNCTION__",
            ": failed to create \"Stop\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- set anchor type
    ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
    //--- set a sign color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set the border line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set the sign size
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH, width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK, back);
    //--- enable (true) or disable (false) the mode of moving the sign by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE, selection);
```
Constants, Enumerations and Structures

```c
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Move the anchor point                                           |
//+------------------------------------------------------------------+

bool ArrowStopMove(const long chart_ID=0, // chart's I
                        const string name="ArrowStop", // object name
                        const datetime time=0,      // anchor point time coordinate
                        const double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,0,time,price))
    {
        Print(__FUNCTION__,
             ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Change Stop sign anchor type                                    |
//+------------------------------------------------------------------+

bool ArrowStopAnchorChange(const long chart_ID=0, // chart's ID
                                const string name="ArrowStop", // object name
                                const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor point
{
    //--- reset the error value
    ResetLastError();
    //--- change anchor type
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor))
    {
        Print(__FUNCTION__,
             ": failed to change anchor type! Error code = ",GetLastError());
        return(false);
    }
```
```cpp
//--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//|   Delete Stop sign                                               |
//+------------------------------------------------------------------+
bool ArrowStopDelete(const long chart_ID=0, // chart's ID
                     const string name="ArrowStop") // label name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the sign
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
               ": failed to delete \"Stop\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Check anchor point values and set default values                 |
//|   for empty ones                                                  |
//+------------------------------------------------------------------+
void ChangeArrowEmptyPoint(datetime &time,double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
    //--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
    int accuracy=1000;
}```
//--- arrays for storing the date and price values to be used
//--- for setting and changing sign anchor point coordinates

datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing the sign
int d=InpDate*(bars-1)/100;
int p=InpPrice*(accuracy-1)/100;

//--- create Stop sign on the chart
if(!ArrowStopCreate(0,InpName,0,date[d],price[p],InpAnchor,InpColor,
    InpStyle,InpWidth,InpBack,InpSelection,InpHidden,InpZOrder))
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);

//--- now, move the anchor point and change its position relative to the sign
//--- loop counter
int h_steps=bars*2/5;

//--- move the anchor point
for(int i=0;i<h_steps;i++)
{
    //--- use the following value
    if(d<bars-1)
        d+=1;
    //--- move the point
    if(!ArrowStopMove(0,InpName,date[d],price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
//--- redraw the chart
ChartRedraw();
// 0.025 seconds of delay
Sleep(25);

//--- change anchor point location relative to the sign
ArrowStopAnchorChange(0, InpName, ANCHOR_TOP);

//--- redraw the chart
ChartRedraw();

//--- loop counter
h_steps=bars*2/5;

//--- move the anchor point
for(int i=0; i<h_steps; i++)
{
    //--- use the following value
    if(d<bars-1)
        d+=1;
    //--- move the point
    if(!ArrowStopMove(0, InpName, date[d], price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.025 seconds of delay
    Sleep(25);
}

//--- 1 second of delay
Sleep(1000);

//--- delete the sign from the chart
ArrowStopDelete(0, InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//---
OBJ_ARROW_CHECK

Check sign.

Note

Anchor point position relative to the sign can be selected from ENUM_ARROW_ANCHOR enumeration.

Large signs (more than 5) can only be created by setting the appropriate OBJPROP_WIDTH property value when writing a code in MetaEditor.

Example

The following script creates and moves Check sign on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script draws \"Check\" sign."
#property description "Anchor point coordinate is set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="ArrowCheck"; // Sign name
input int InpDate=10; // Anchor point date in %
inpput int InpPrice=50; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_TOP; // Anchor type
input color InpColor=clrRed; // Sign color
```
input ENUM_LINE_STYLE InpStyle=STYLE_DOT; // Border line style
input int InpWidth=5; // Sign size
input bool InpBack=false; // Background sign
input bool InpSelection=false; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//------------------------------------------------------------------------
// Create Check sign
//------------------------------------------------------------------------
bool ArrowCheckCreate(const long chart_ID=0, // chart's ID
                       const string name="ArrowCheck", // sign name
                       const int sub_window=0, // subwindow index
                       datetime time=0, // anchor point time
                       double price=0, // anchor point price
                       const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM, // anchor type
                       const color clr=clrRed, // sign color
                       const ENUM_LINE_STYLE style=STYLE_SOLID, // border line style
                       const int width=3, // sign size
                       const bool back=false, // in the background
                       const bool selection=true, // highlight to move
                       const bool hidden=true, // hidden in the object list
                       const long _order=0) // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeArrowEmptyPoint(time,price);
    //--- reset the error value
    ResetLastError();
    //--- create the sign
    if(!ObjectCreate(chart_ID,name,OBJ_ARROW_CHECK,sub_window,time,price))
    {
        Print(__FUNCTION__,
             " failed to create \"Check\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- set anchor type
    ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
    //--- set a sign color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set the border line style
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set the sign size
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the sign by mouse
    //--- when creating a graphical object using ObjectCreate function, the object cannot
    //--- highlighted and moved by default. Inside this method, selection parameter
    //--- is true by default making it possible to highlight and move the object
    ObjectSetInteger(chart_ID,name,OBJPROPSelectable,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return(true);

bool ArrowCheckMove(const long chart_ID=0, // chart's ID
                      const string name="ArrowCheck", // object name
                      const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor type
{
    //--- reset the error value
    ResetLastError();
    //--- change anchor type
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor))
    {
        Print(__FUNCTION__,
               ": failed to change anchor type! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
// Change Check anchor type

bool ArrowCheckAnchorChange(const long chart_ID=0, // chart's ID
                                const string name="ArrowCheck", // object name
                                const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor type
{
    //--- reset the error value
    ResetLastError();
    //--- change anchor type
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor))
    {
        Print(__FUNCTION__,
               ": failed to change anchor type! Error code = ",GetLastError());
        return(false);
    }
}
//--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Delete Check sign                                               |
//+------------------------------------------------------------------+
bool ArrowCheckDelete(const long chart_ID=0, // chart's ID
            const string name="ArrowCheck") // sign name
{
//--- reset the error value
    ResetLastError();
//--- delete the sign
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete \"Check\" sign! Error code = ",GetLastErr
        return(false);
    }
//--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Check anchor point values and set default values                 |
//| for empty ones                                                   |
//+------------------------------------------------------------------+
void ChangeArrowEmptyPoint(datetime &time,double &price)
{
//--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
//--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol1(),SYMBOL_BID);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
//--- check correctness of the input parameters
    if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
//--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
//--- price array size
    int accuracy=1000;
```c
//--- arrays for storing the date and price values to be used
//--- for setting and changing sign anchor point coordinates
datetime date[];
double price[];
//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);
//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date)==-1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}
//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0, CHART_PRICE_MAX);
double min_price=ChartGetDouble(0, CHART_PRICE_MIN);
//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;
//--- define points for drawing the sign
int d=InpDate*(bars-1)/100;
int p=InpPrice*(accuracy-1)/100;
//--- create Check sign on the chart
if(!ArrowCheckCreate(0, InpName, 0, date[d], price[p], InpAnchor, InpColor,
                      InpStyle, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the anchor point and change its position relative to the sign
//--- loop counter
int h_steps=bars*2/5;
//--- move the anchor point
for(int i=0; i<h_steps; i++)
{
    //--- use the following value
    if (d<bars-1)
        d+=1;
    //--- move the point
    if (!ArrowCheckMove(0, InpName, date[d], price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
```

```c
//--- redraw the chart
ChartRedraw();
// 0.025 seconds of delay
Sleep(25);
}

//--- change anchor point location relative to the sign
ArrowCheckAnchorChange(0, InpName, ANCHOR_BOTTOM);

//--- redraw the chart
ChartRedraw();

//--- loop counter
h_steps=bars*2/5;

//--- move the anchor point
for(int i=0; i<h_steps; i++)
{
    //--- use the following value
    if(d<bars-1)
        d+=1;
    //--- move the point
    if(!ArrowCheckMove(0, InpName, date[d], price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.025 seconds of delay
    Sleep(25);
}

//--- 1 second of delay
Sleep(1000);

//--- delete the sign from the chart
ArrowCheckDelete(0, InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//---
}
```
Example

The following script creates and moves left price label on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```
//--- description
#property description "Script creates the left price label on the chart."
#property description "Anchor point coordinate is set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="LeftPrice"; // Price label name
input int InpDate=100; // Anchor point date in %
input int InpPrice=10; // Anchor point price in %
input color InpColor=clrRed; // Price label color
input ENUM_LINESTYLE InpStyle=STYLE_SOLID; // Border line style
input int InpWidth=2; // Price label size
input bool InpBack=false; // Background label
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

// Create the left price label
```
bool ArrowLeftPriceCreate(const long chart_ID=0, // chart's ID
const string name="LeftPrice", // price label name
const int sub_window=0, // subwindow index
datetime time=0, // anchor point time
double price=0, // anchor point price
const color clr=clrRed, // price label color
class ENUM_LINE_STYLE style=STYLE_SOLID, // border line sty.
class int width=1, // price label size
class bool back=false, // in the backgrou
const bool selection=true, // highlight to move
class bool hidden=true, // hidden in the ob
const long z_order=0) // priority for mouse click
{
  //--- set anchor point coordinates if they are not set
  ChangeArrowEmptyPoint(time,price);
  //--- reset the error value
  ResetLastError();
  //--- create a price label
  if(!ObjectCreate(chart_ID,name,OBJ_ARROW_LEFT_PRICE,sub_window,time,price))
  {
    Print(__FUNCTION__,
    ": failed to create the left price label! Error code = ",GetLastError());
    return(false);
  }
  //--- set the label color
  ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
  //--- set the border line style
  ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
  //--- set the label size
  ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
  //--- display in the foreground (false) or background (true)
  ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
  //--- enable (true) or disable (false) the mode of moving the label by mouse
  //--- when creating a graphical object using ObjectCreate function, the object cannot
  //--- highlighted and moved by default. Inside this method, selection parameter
  //--- is true by default making it possible to highlight and move the object
  ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
  ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
  //--- hide (true) or display (false) graphical object name in the object list
  ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
  //--- set the priority for receiving the event of a mouse click in the chart
  ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
  //--- successful execution
  return(true);
}
//+-------------------------------------------------------------------+
bool ArrowLeftPriceMove(const long chart_ID=0, // chart's ID
    const string name="LeftPrice", // label name
    datetime time=0, // anchor point time coordinate
    double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);

    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,0,time,price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Delete the left price label from the chart                        |
//+------------------------------------------------------------------+
bool ArrowLeftPriceDelete(const long chart_ID=0, // chart's ID
    const string name="LeftPrice") // label name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the label
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete the left price label! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Check anchor point values and set default values                 |
//| for empty ones                                                   |
//+------------------------------------------------------------------+
void ChangeArrowEmptyPoint(datetime &time,double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();


//--- if the point's price is not set, it will have Bid value
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);

//--- check correctness of the input parameters
if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
{
    Print("Error! Incorrect values of input parameters!");
    return;
}

//--- number of visible bars in the chart window
int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);

//--- price array size
int accuracy=1000;

//--- arrays for storing the date and price values to be used
//--- for setting and changing label anchor point coordinates
datetime date[];
double price[];

//--- memory allocation
ArrayResize(date,bars);
ArrayResize(price,accuracy);

//--- fill the array of dates
ResetLastError();
if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
{
    Print("Failed to copy time values! Error code = ",GetLastError());
    return;
}

//--- fill the array of prices
//--- find the highest and lowest values of the chart
double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

//--- define a change step of a price and fill the array
double step=(max_price-min_price)/accuracy;
for(int i=0;i<accuracy;i++)
    price[i]=min_price+i*step;

//--- define points for drawing the label
int d=InpDate*(bars-1)/100;
int p=InpPrice*(accuracy-1)/100;

//--- create the left price label on the chart
if(!ArrowLeftPriceCreate(0,InpName,0,date[d],price[p],InpColor,
                           InpStyle,InpWidth,InpBack,InpSelection,InpHidden,InpZOrder))
{
    return;
}
}  
//-- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//-- now, move the anchor point
//-- loop counter
int v_steps=accuracy*4/5;
//-- move the anchor point
for(int i=0;i<v_steps;i++)
{
    //-- use the following value
    if(p<accuracy-1)
        p+=1;
    //-- move the point
    if(!ArrowLeftPriceMove(0,InpName,date[d],price[p]))
        return;
    //-- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //-- redraw the chart
    ChartRedraw();
}
//-- 1 second of delay
Sleep(1000);
//-- delete the label from the chart
ArrowLeftPriceDelete(0,InpName);
ChartRedraw();
//-- 1 second of delay
Sleep(1000);
//--
**Example**

The following script creates and moves right price label on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script creates the right price label on the chart."
#property description "Anchor point coordinate is set in percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string    InpName="RightPrice"; // Price label name
input int       InpDate=0;           // Anchor point date in %
input int       InpPrice=90;         // Anchor point price in %
input color     InpColor=clrRed;     // Price label color
input ENUM_LINE_STYLE InpStyle=STYLE_SOLID; // Border line style
input int       InpWidth=2;         // Price label size
input bool      InpBack=false;      // Background label
input bool      InpSelection=true;  // Highlight to move
input bool      InpHidden=true;     // Hidden in the object list
input long      InpZOrder=0;        // Priority for mouse click
//--- Create the right price label
```

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bool ArrowRightPriceCreate(const long chart_ID=0, // chart's ID
const string name="RightPrice", // price label name
const int sub_window=0, // subwindow index
datetime time=0, // anchor point time
double price=0, // anchor point price
const color clr=clrRed, // price label color
cost ENUM_LINE_STYLE style=STYLE_SOLID, // border line style
cost int width=1, // price label size
const bool selection=true, // highlight to move
const bool hidden=true, // hidden in the object list
const long z_order=0) // priority for mouse click
{ //--- set anchor point coordinates if they are not set
ChangeArrowEmptyPoint(time,price);
//--- reset the error value
ResetLastError();
//--- create a price label
if(!ObjectCreate(chart_ID,name,OBJ_ARROW_RIGHT_PRICE,sub_window,time,price))
{
    Print(__FUNCTION__,
"": failed to create the right price label! Error code = ",GetLastError());
    return(false);
}
//--- set the label color
ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr); // set the border line style
ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style); //--- set the label size
ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width); //--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back); //--- enable (true) or disable (false) the mode of moving the label by mouse //--- when creating a graphical object using ObjectCreate function, the object cannot //--- highlighted and moved by default. Inside this method, selection parameter //--- is true by default making it possible to highlight and move the object
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection); //--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return(true);
} //+------------------------------------------------------------------+
//| Move the anchor point |
//+------------------------------------------------------------------+
```c
bool ArrowRightPriceMove(const long chart_ID=0,  // chart's ID
            const string name="RightPrice",  // label name
            datetime time=0,  // anchor point time coordinate
            double price=0)  // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,0,time,price))
    {
        Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```
//--- if the point's price is not set, it will have Bid value
if(!price)
    price=SymbolInfoDouble(Symbol(),SYMBOL_BID);

// Script program start function
void OnStart()
{
    //--- check correctness of the input parameters
    if(InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }

    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);

    //--- price array size
    int accuracy=1000;

    //--- arrays for storing the date and price values to be used
    //--- for setting and changing label anchor point coordinates
    datetime date[];
    double price[];

    //--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(price,accuracy);

    //--- fill the array of dates
    ResetLastError();
    if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
    {
        Print("Failed to copy time values! Error code = ",GetLastError());
        return;
    }

    //--- fill the array of prices
    //--- find the highest and lowest values of the chart
    double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
    double min_price=ChartGetDouble(0,CHART_PRICE_MIN);

    //--- define a change step of a price and fill the array
    double step=(max_price-min_price)/accuracy;
    for(int i=0;i<accuracy;i++)
        price[i]=min_price+i*step;

    //--- define points for drawing the label
    int d=InpDate*(bars-1)/100;
    int p=InpPrice*(accuracy-1)/100;

    //--- create the right price label on the chart
    if(!ArrowRightPriceCreate(0,InpName,0,date[d],price[p],InpColor,
                              InpStyle,InpWidth,InpBack,InpSelection,InpHidden,InpZOrder))
    {
        return;
    }
} //--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- now, move the anchor point
//--- loop counter
int v_steps=accuracy*4/5;
//--- move the anchor point
for(int i=0;i<v_steps;i++)
{
    //--- use the following value
    if(p>1)
        p=1;
    //--- move the point
    if(!ArrowRightPriceMove(0, InpName, date[d], price[p]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
}
//--- 1 second of delay
Sleep(1000);
//--- delete the label from the chart
ArrowRightPriceDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
}
OBJ_ARROW_BUY

Buy sign.

Example

The following script creates and moves Buy sign on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions “as is” in your own applications.

//--- description
#property description "Script draws \"Buy\" signs in the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input color InpColor=C'3,95,172'; // Color of signs

//+------------------------------------------------------------------+
//| Create Buy sign                                                   |
//+------------------------------------------------------------------+
bool ArrowBuyCreate(const long chart_ID=0, // chart’s ID
                     const string name="ArrowBuy", // sign name
                     const int sub_window=0, // subwindow index
                     const int time=0, // anchor point time
                     const double price=0, // anchor point price
                     const color clr=C'3,95,172', // sign color
                     const ENUM_LINE_STYLE style=STYLE_SOLID, // line style (when highl
                     const int width=1, // line size (when highl
                     const bool back=false, // in the background
                     const bool selection=false // highlight to move
                     );
const bool hidden=true, // hidden in the object list
const long z_order=0) // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeArrowEmptyPoint(time,price);
    //--- reset the error value
    ResetLastError();
    //--- create the sign
    if(!ObjectCreate(chart_ID,name,OBJ_ARROW_BUY,sub_window,time,price))
    {
        Print(__FUNCTION__,
            ": failed to create \"Buy\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- set a sign color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set a line style (when highlighted)
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
    //--- set a line size (when highlighted)
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the sign by mouse
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
    //--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+

// Move the anchor point
//+------------------------------------------------------------------+
bool ArrowBuyMove(const long chart_ID=0, // chart's ID
    const string name="ArrowBuy", // object name
    const double price=0) // anchor point price coordinate
{
    //--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    //--- reset the error value
    ResetLastError();
    //--- move the anchor point
    if(!ObjectMove(chart_ID,name,0,time,price))
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```cpp
{
    Print(_FUNCTION_,
        ": failed to move the anchor point! Error code = ", GetLastError();
    return(false);
}
//--- successful execution
return(true);
}

bool ArrowBuyDelete(const long chart_ID=0, // chart's ID
    const string name="ArrowBuy") // sign name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the sign
    if(!ObjectDelete(chart_ID,name))
    {
        Print(_FUNCTION_,
            ": failed to delete \"Buy\" sign! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Check anchor point values and set default values                 |
//| for empty ones                                                   |
//+------------------------------------------------------------------+
void ChangeArrowEmptyPoint(datetime &time,double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
    //--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol{},SYMBOL_BID);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    datetime date[]; // array for storing dates of visible bars
double low[]; // array for storing Low prices of visible bars
double high[]; // array for storing High prices of visible bars
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
```
//--- memory allocation
ArrayResize(date, bars);
ArrayResize(low, bars);
ArrayResize(high, bars);

//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

//--- fill the array of Low prices
if (CopyLow(Symbol(), Period(), 0, bars, low) == -1)
{
    Print("Failed to copy the values of Low prices! Error code = ", GetLastError());
    return;
}

//--- fill the array of High prices
if (CopyHigh(Symbol(), Period(), 0, bars, high) == -1)
{
    Print("Failed to copy the values of High prices! Error code = ", GetLastError());
    return;
}

//--- create Buy signs in Low point for each visible bar
for (int i = 0; i < bars; i++)
{
    if (!ArrowBuyCreate(0, "ArrowBuy_" + (string)i, 0, date[i], low[i], InpColor))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//--- move Buy signs to High point for each visible bar
for (int i = 0; i < bars; i++)
{
    if (!ArrowBuyMove(0, "ArrowBuy_" + (string)i, date[i], high[i]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- delete Buy signs
for(int i=0;i<bars;i++)
{
    if(!ArrowBuyDelete(0,"ArrowBuy_"+(string)i))
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//---
Example

The following script creates and moves Sell sign on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```csharp
//--- description
#property description "Script draws \"Sell\" signs in the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input color InpColor=C'225,68,29'; // Color of signs

bool ArrowSellCreate(const long chart_ID=0, // chart's ID
    const string name="ArrowSell", // sign name
    const int sub_window=0, // subwindow index
    const int time=0, // anchor point time
    const double price=0, // anchor point price
    const color clr=C'225,68,29', // sign color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // line style (when high
    const int width=1, // line size (when high
    const bool back=false, // in the background
    const bool selection=false, // highlight to move
```

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const bool hidden=true, // hidden in the object list
const long z_order=0} // priority for mouse click

//--- set anchor point coordinates if they are not set
ChangeArrowEmptyPoint(time,price);
//--- reset the error value
ResetLastError();
//--- create the sign
if(!ObjectCreate(chart_ID,name,OBJ_ARROW_SELL,sub_window,time,price))
{
    Print(__FUNCTION__,
        ": failed to create \"Sell\" sign! Error code = ",GetLastError());
    return(false);
}
//--- set a sign color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
//--- set a line style (when highlighted)
    ObjectSetInteger(chart_ID,name,OBJPROP_STYLE,style);
//--- set a line size (when highlighted)
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
//--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
//--- enable (true) or disable (false) the mode of moving the sign by mouse
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
    return(true);

//+------------------------------------------------------------------+
//| Move the anchor point                                            |
//+------------------------------------------------------------------+
bool ArrowSellMove(const long chart_ID=0, // chart's ID
    const string name="ArrowSell", // object name
    datetime time=0, // anchor point time coordinate
    double price=0) // anchor point price coordinate
{
//--- if point position is not set, move it to the current bar having Bid price
    if(!time)
        time=TimeCurrent();
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
//--- reset the error value
    ResetLastError();
//--- move the anchor point
    if(!ObjectMove(chart_ID,name,0,time,price))
```cpp
{  //--- reset the error value
    ResetLastError();
    //--- delete the sign
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
        " : failed to delete \"Sell\" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Check anchor point values and set default values                 |
//| for empty ones                                                   |
//+------------------------------------------------------------------+
void ChangeArrowEmptyPoint(datetime &time,double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
    //--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    datetime date[]; // array for storing dates of visible bars
double low[]; // array for storing Low prices of visible bars
double high[]; // array for storing High prices of visible bars
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
}
```
//--- memory allocation
ArrayResize(date, bars);
ArrayResize(low, bars);
ArrayResize(high, bars);
//--- fill the array of dates
ResetLastError();
if (CopyTime(Symbol(), Period(), 0, bars, date) == -1)
{
    Print("Failed to copy time values! Error code = ", GetLastErr());
    return;
}
//--- fill the array of Low prices
if (CopyLow(Symbol(), Period(), 0, bars, low) == -1)
{
    Print("Failed to copy the values of Low prices! Error code = ", GetLastErr());
    return;
}
//--- fill the array of High prices
if (CopyHigh(Symbol(), Period(), 0, bars, high) == -1)
{
    Print("Failed to copy the values of High prices! Error code = ", GetLastErr());
    return;
}
//--- create Sell signs in High point for each visible bar
for (int i = 0; i < bars; i++)
{
    if (!ArrowSellCreate(0, "ArrowSell_" + (string)i, 0, date[i], high[i], InpColor))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- move Sell signs to Low point for each visible bar
for (int i = 0; i < bars; i++)
{
    if (!ArrowSellMove(0, "ArrowSell_" + (string)i, date[i], low[i]))
        return;
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}
//--- delete Sell signs
for(int i=0;i<bars;i++)
{
    if(!ArrowSellDelete(0,"ArrowSell_"+(string)i))
        return;
//--- redraw the chart
ChartRedraw();
// 0.05 seconds of delay
Sleep(50);
}
//---
OBJ_ARROW

Arrow object.

Note

Anchor point position relative to the object can be selected from `ENUM_ARROW_ANCHOR`.

Large arrows (more than 5) can only be created by setting the appropriate `OBJPROP_WIDTH` property value when writing a code in MetaEditor.

The necessary arrow type can be selected by setting one of the Wingdings font’s symbol codes.

Example

The following script creates Arrow object on the chart and changes its type. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```mql5
//--- description
#property description "Script creates a random arrow in the chart window."
#property description "Anchor point coordinate is set in"
#property description "percentage of the chart window size."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Arrow"; // Arrow name
input int InpDate=50; // Anchor point date in %
input int InpPrice=50; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_TOP; // Anchor type
```
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```plaintext
input color InpColor=clrDodgerBlue; // Arrow color
input ENUM_LINE_STYLE InpStyle=STYLE_SOLID; // Border line style
input int InpWidth=10; // Arrow size
input bool InpBack=false; // Background arrow
input bool InpSelection=false; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click
```

```plaintext
// Create the arrow
bool ArrowCreate(const long chart_ID=0, // chart's ID
    const string name="Arrow", // arrow name
    const int sub_window=0, // subwindow index
    datetime time=0, // anchor point time
    double price=0, // anchor point price
    const uchar arrow_code=252, // arrow code
    const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM, // anchor point position
    const color clr=clrRed, // arrow color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // border line style
    const int width=3, // arrow size
    const bool back=false, // in the background
    const bool selection=true, // highlight to move
    const bool hidden=true, // hidden in the object list
    const long z_order=0) // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeArrowEmptyPoint(time, price);
    //--- reset the error value
    ResetLastError();
    //--- create an arrow
    if(!ObjectCreate(chart_ID, name, OBJ_ARROW, sub_window, time, price))
    {
        Print(__FUNCTION__,
            ": failed to create an arrow! Error code = ", GetLastError());
        return(false);
    }
    //--- set the arrow code
    ObjectSetInteger(chart_ID, name, OBJPROP_ARROWCODE, arrow_code);
    //--- set anchor type
    ObjectSetInteger(chart_ID, name, OBJPROP_ANCHOR, anchor);
    //--- set the arrow color
    ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);
    //--- set the border line style
    ObjectSetInteger(chart_ID, name, OBJPROP_STYLE, style);
    //--- set the arrow's size
    ObjectSetInteger(chart_ID, name, OBJPROP_WIDTH, width);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
    //--- enable (true) or disable (false) the mode of moving the arrow by mouse
```

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when creating a graphical object using ObjectCreate function, the object cannot be
highlighted and moved by default. Inside this method, selection parameter
is true by default making it possible to highlight and move the object

```
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

set the priority for receiving the event of a mouse click in the chart

```
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);
```

--- successful execution

```
return (true);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

--- successful execution

```
return (true);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

--- successful execution

```
return (true);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

--- successful execution

```
return (true);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

--- successful execution

```
return (true);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

--- successful execution

```
return (true);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

--- successful execution

```
return (true);
```

--- hide (true) or display (false) graphical object name in the object list

```
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
```

--- successful execution

```
return (true);
```
bool ArrowAnchorChange(const long chart_ID=0, // chart's ID const string name="Arrow", // object name const ENUM_ARROW_ANCHOR anchor=ANCHOR_TOP) // anchor type
{
//--- reset the error value
ResetLastError();
//--- change anchor type
if(!ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor))
{
    Print(__FUNCTION__,
        ": failed to change anchor type! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);
}

bool ArrowDelete(const long chart_ID=0, // chart's ID const string name="Arrow") // arrow name
{
//--- reset the error value
ResetLastError();
//--- delete an arrow
if(!ObjectDelete(chart_ID,name))
{
    Print(__FUNCTION__,
        ": failed to delete an arrow! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);
}

//+------------------------------------------------------------------+
//| Check anchor point values and set default values                 |
//| for empty ones                                                   |
//+------------------------------------------------------------------+
void ChangeArrowEmptyPoint(datetime &time,double &price)
{  
    //--- if the point's time is not set, it will be on the current bar  
    if (!time)  
        time=TimeCurrent();  
    //--- if the point's price is not set, it will have Bid value  
    if (!price)  
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);  
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- check correctness of the input parameters  
    if (InpDate<0 || InpDate>100 || InpPrice<0 || InpPrice>100)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window  
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size  
    int accuracy=1000;
    //--- arrays for storing the date and price values to be used  
    //--- for setting and changing sign anchor point coordinates  
    datetime date[];
    double price[];
    //--- memory allocation  
    ArrayResize(date,bars);
    ArrayResize(price,accuracy);
    //--- fill the array of dates  
    ResetLastError();
    if (CopyTime(Symbol(),Period(),0,bars,date)==-1)
    {
        Print("Failed to copy time values! Error code = ",GetLastError());
        return;
    }
    //--- fill the array of prices  
    //--- find the highest and lowest values of the chart  
    double max_price=ChartGetDouble(0,CHART_PRICE_MAX);
    double min_price=ChartGetDouble(0,CHART_PRICE_MIN);
    //--- define a change step of a price and fill the array  
    double step=(max_price-min_price)/accuracy;
    for (int i=0;i<accuracy;i++)
        price[i]=min_price+i*step;
    //--- define points for drawing the arrow  
    int d=InpDate*(bars-1)/100;
    int p=InpPrice*(accuracy-1)/100;
    //--- create an arrow on the chart
if(!ArrowCreate(0, InpName, 0, date[d], price[p], 32, InpAnchor, InpColor, InpStyle, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}

//--- redraw the chart
ChartRedraw();

//--- consider all cases of creating arrows in the loop
for(int i=33;i<256;i++)
{
    if(!ArrowCodeChange(0, InpName, (uchar)i))
        return;

    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;

    //--- redraw the chart
    ChartRedraw();
    // half a second of delay
    Sleep(500);
}

//--- 1 second of delay
Sleep(1000);

//--- delete the arrow from the chart
ArrowDelete(0, InpName);
ChartRedraw();

//--- 1 second of delay
Sleep(1000);

//---
Text object.

Note

Anchor point position relative to the text can be selected from \textit{ENUM\_ANCHOR\_POINT} enumeration. You can also change text slope angle using \textit{OBJ\_PROP\_ANGLE} property.

Example

The following script creates several Text objects on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#property description "Script creates "Text" graphical object."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpFont="Arial"; // Font
input int InpFontSize=10; // Font size
input color InpColor=clrRed; // Color
input double InpAngle=90.0; // Slope angle in degrees
input ENUM\_ANCHOR\_POINT InpAnchor=ANCHOR\_LEFT; // Anchor type
input bool InpBack=false; // Background object
input bool InpSelection=false; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click
```
// Creating Text object

bool TextCreate(const long chart_ID=0,     // chart's ID
    const string name="Text",          // object name
    const int sub_window=0,             // subwindow index
    const int time=0,                   // anchor point time
    const double price=0,               // anchor point price
    const string text="Text",          // the text itself
    const string font="Arial",         // font
    const int font_size=10,             // font size
    const color clr=clrRed,             // color
    const double angle=0.0,             // text slope
    const ENUM_ANCHOR_POINT anchor=ANCHOR_LEFT_UPPER,  // anchor type
    const bool back=false,              // in the background
    const bool selection=false,         // highlight to move
    const bool hidden=true,             // hidden in the ob
    const long z_order=0)               // priority for mouse
{
    //--- set anchor point coordinates if they are not set
    ChangeTextEmptyPoint(time,price);
    //--- reset the error value
    ResetLastError();
    //--- create Text object
    if(!ObjectCreate(chart_ID,name,OBJ_TEXT,sub_window,time,price))
    {
        Print(__FUNCTION__,
            " failed to create \"Text\" object! Error code = ",GetLastError());
        return(false);
    }
    //--- set the text
    ObjectSetString(chart_ID,name,OBJPROP_TEXT,text);
    //--- set font
    ObjectSetString(chart_ID,name,OBJPROP_FONT,font);
    //--- set font size
    ObjectSetInteger(chart_ID,name,OBJPROP_FONTSIZE,font_size);
    //--- set the slope angle of the text
    ObjectSetDouble(chart_ID,name,OBJPROP_ANGLE,angle);
    //--- set anchor type
    ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
    //--- set color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving the object by mouse
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
   ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
   return(true);

// Move the anchor point

bool TextMove(const long chart_ID=0, // chart's ID
               const string name="Text", // object name
               const datetime time=0, // anchor point time coordinate
               double price=0) // anchor point price coordinate
{
   //--- if point position is not set, move it to the current bar having Bid price
   if(!time)
      time=TimeCurrent();
   if(!price)
      price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
   //--- reset the error value
   ResetLastError();
   //--- move the anchor point
   if(!ObjectMove(chart_ID,name,0,time,price))
   {
      Print(__FUNCTION__,
            ": failed to move the anchor point! Error code = ",GetLastError());
      return(false);
   }
   //--- successful execution
   return(true);
}

// Change the object text

bool TextChange(const long chart_ID=0, // chart's ID
                const string name="Text", // object name
                const string text="Text") // text
{
   //--- reset the error value
   ResetLastError();
   //--- change object text
   if(!ObjectSetString(chart_ID,name,OBJPROP_TEXT,text))
   {
      Print(__FUNCTION__,
            ": failed to change the text! Error code = ",GetLastError());
      return(false);
   }
   //--- successful execution
   return(true);
}
bool TextDelete(const long chart_ID=0, // chart's ID
const string name="Text") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the object
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete \"Text\" object! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

void ChangeTextEmptyPoint(datetime &time,double &price)
{
    //--- if the point's time is not set, it will be on the current bar
    if(!time)
        time=TimeCurrent();
    //--- if the point's price is not set, it will have Bid value
    if(!price)
        price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
}

void OnStart()
{
    datetime date[]; // array for storing dates of visible bars
    double low[]; // array for storing Low prices of visible bars
    double high[]; // array for storing High prices of visible bars
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(low,bars);
    ArrayResize(high,bars);
    //--- fill the array of dates
    ResetLastError();
    if(CopyTime(Symbol(),Period(),0,bars,date)=-1)
    {
        ResetLastError();
    }
}
Print("Failed to copy time values! Error code = ",GetLastError());
   return;
}

//--- fill the array of Low prices
if(CopyLow(Symbol(),Period(),0,bars,low)==-1)
{
   Print("Failed to copy the values of Low prices! Error code = ",GetLastError());
   return;
}

//--- fill the array of High prices
if(CopyHigh(Symbol(),Period(),0,bars,high)==-1)
{
   Print("Failed to copy the values of High prices! Error code = ",GetLastError());
   return;
}

//--- define how often texts are to be displayed
int scale=(int)ChartGetInteger(0,CHART_SCALE);

//--- define the step
int step=1;
switch(scale)
{
   case 0:
      step=12;
      break;
   case 1:
      step=6;
      break;
   case 2:
      step=4;
      break;
   case 3:
      step=2;
      break;
}

//--- create texts for High and Low bars' values (with gaps)
for(int i=0;i<bars;i+=step)
{
   //--- create the texts
   if(!TextCreate(0,"TextHigh_{"+(string)i,0,date[i],high[i],DoubleToString(high[i],
   {  
      return;
   }

   if(!TextCreate(0,"TextLow_{"+(string)i,0,date[i],low[i],DoubleToString(low[i],5),
   {  
      return;
   }

   //--- check if the script's operation has been forcefully disabled
if(IsStopped())
    return;
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);

    //--- half a second of delay
    Sleep(500);
    //--- delete the texts
    for(int i=0;i<bars;i+=step)
    {
        if(!TextDelete(0,"TextHigh_"+(string)i))
            return;
        if(!TextDelete(0,"TextLow_"+(string)i))
            return;
        //--- redraw the chart
        ChartRedraw();
        // 0.05 seconds of delay
        Sleep(50);
    }
    //---

OBJ_LABEL

Label object.

Note

Anchor point position relative to the label can be selected from `ENUM_ANCHOR_POINT` enumeration. Anchor point coordinates are set in pixels.

You can also select text label anchoring corner from `ENUM_BASE_CORNER` enumeration.

Example

The following script creates and moves Edit object on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

--- description
#property description "Script creates "Label" graphical object."
--- display window of the input parameters during the script’s launch
#property script_show_inputs
--- input parameters of the script
input string InpName="Label";  // Label name
input int InpX=150;  // X-axis distance
input int InpY=150;  // Y-axis distance
input string InpFont="Arial";  // Font
input int InpFontSize=14;  // Font size
input color InpColor=clrRed;  // Color
input double InpAngle=0.0;  // Slope angle in degrees
input ENUM_ANCHOR_POINT InpAnchor=ANCHOR_CENTER;  // Anchor type
input bool InpBack=false; // Background object
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

// Create a text label
bool LabelCreate(const long chart_ID=0, // chart's ID
const string name="Label", // label name
const int sub_window=0, // subwindow index
const int x=0, // X coordinate
const int y=0, // Y coordinate
const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER, // chart corner for anchoring
const string text="Label", // text
const string font="Arial", // font
const int font_size=10, // font size
const color clr=clrRed, // color
const double angle=0.0, // text slope
const ENUM_ANCHOR_POINT anchor=ANCHOR_LEFT_UPPER, // anchor type
const bool back=false, // in the background
const bool selection=false, // highlight to move
const bool hidden=true, // hidden in the object list
const long z_order=0) // priority for mouse clicks
{
    //--- reset the error value
    ResetLastError();
    //--- create a text label
    if(!ObjectCreate(chart_ID,name,OBJ_LABEL,sub_window,0,0))
    {
        Print(__FUNCTION__,
            ": failed to create text label! Error code = ",GetLastError());
        return(false);
    }
    //--- set label coordinates
    ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x);
    ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y);
    //--- set the chart's corner, relative to which point coordinates are defined
    ObjectSetInteger(chart_ID,name,OBJPROP_CORNER,corner);
    //--- set the text
    ObjectSetString(chart_ID,name,OBJPROP_TEXT,text);
    //--- set text font
    ObjectSetString(chart_ID,name,OBJPROP_FONT,font);
    //--- set font size
    ObjectSetInteger(chart_ID,name,OBJPROP_FONTSIZE,font_size);
    //--- set the slope angle of the text
    ObjectSetDouble(chart_ID,name,OBJPROP_ANGLE,angle);
    //--- set anchor type
    ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
    //--- set color
```cpp
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
//--- enable (true) or disable (false) the mode of moving the label by mouse
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
return (true);
}

bool LabelMove(const long chart_ID=0, // chart's ID
                const string name="Label", // label name
                const int x=0, // X coordinate
                const int y=0) // Y coordinate
{
    //--- reset the error value
    ResetLastError();
    //--- move the text label
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x))
    {
        Print(__FUNCTION__,
              ": failed to move X coordinate of the label! Error code = ",GetLastError()
        return(false);
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y))
    {
        Print(__FUNCTION__,
              ": failed to move Y coordinate of the label! Error code = ",GetLastError()
        return(false);
    }
    //--- successful execution
    return(true);
}

bool LabelChangeCorner(const long chart_ID=0, // chart's ID
                        const string name="Label", // label name
                        const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER) // chart corner
{
    //--- reset the error value
    ResetLastError();
    //--- change anchor corner
```
if(!ObjectSetInteger(chart_ID,name,OBJPROP_CORNER,corner))
{
    Print(__FUNCTION__,
        ": failed to change the anchor corner! Error code = ", GetLastErr()
    return(false);
}
//--- successful execution
return(true);
}
// Change the label text

bool LabelTextChange(const long chart_ID=0, // chart's ID
                      const string name="Label", // object name
                      const string text="Text") // text
{
    //--- reset the error value
    ResetLastErr();
    //--- change object text
    if(!ObjectSetString(chart_ID,name,OBJPROP_TEXT,text))
    {
        Print(__FUNCTION__,
            ": failed to change the text! Error code = ", GetLastErr()
        return(false);
    }
    //--- successful execution
    return(true);
}
// Delete a text label

bool LabelDelete(const long chart_ID=0, // chart's ID
                 const string name="Label") // label name
{
    //--- reset the error value
    ResetLastErr();
    //--- delete the label
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete a text label! Error code = ", GetLastErr()
        return(false);
    }
    //--- successful execution
    return(true);
}
void OnStart()
{
  //--- store the label's coordinates in the local variables
  int x=InpX;
  int y=InpY;
  //--- chart window size
  long x_distance;
  long y_distance;
  //--- set window size
  if(!ChartGetInteger(0,CHART_WIDTH_IN_PIXELS,0,x_distance))
  {
    Print("Failed to get the chart width! Error code = ",GetLastError());
    return;
  }
  if(!ChartGetInteger(0,CHART_HEIGHT_IN_PIXELS,0,y_distance))
  {
    Print("Failed to get the chart height! Error code = ",GetLastError());
    return;
  }
  //--- check correctness of the input parameters
  if(InpX<0 || InpX>x_distance-1 || InpY<0 || InpY>y_distance-1)
  {
    Print("Error! Incorrect values of input parameters!");
    return;
  }
  //--- prepare initial text for the label
  string text;
  StringConcatenate(text,"Upper left corner: ",x,"\\",y);
  //--- create a text label on the chart
  if(!LabelCreate(0,InpName,0,InpX,InpY,CORNER_LEFT_UPPER,text,InpFont,InpFontSize,
  {
    return;
  }
  //--- redraw the chart and wait for half a second
  ChartRedraw();
  Sleep(500);
  //--- move the label and change its text simultaneously
  //--- number of iterations by axes
  int h_steps=(int)(x_distance/2-InpX);
  int v_steps=(int)(y_distance/2-InpY);
  //--- move the label down
  for(int i=0;i<v_steps;i++)
  {
    //--- change the coordinate
    y+=2;
    //--- move the label and change its text
    MoveAndTextChange(x,y,"Upper left corner: ");
  }
}
//--- half a second of delay
Sleep(500);
//--- move the label to the right
for(int i=0;i<h_steps;i++)
{
    //--- change the coordinate
    x+=2;
    //--- move the label and change its text
    MoveAndTextChange(x,y,"Upper left corner: ");
}
//--- half a second of delay
Sleep(500);
//--- move the label up
for(int i=0;i<v_steps;i++)
{
    //--- change the coordinate
    y-=2;
    //--- move the label and change its text
    MoveAndTextChange(x,y,"Upper left corner: ");
}
//--- half a second of delay
Sleep(500);
//--- move the label to the left
for(int i=0;i<h_steps;i++)
{
    //--- change the coordinate
    x-=2;
    //--- move the label and change its text
    MoveAndTextChange(x,y,"Upper left corner: ");
}
//--- half a second of delay
Sleep(500);
//--- now, move the point by changing the anchor corner
//--- move to the lower left corner
if(!LabelChangeCorner(0,InpName,CORNER_LEFT_LOWER))
    return;
//--- change the label text
StringConcatenate(text,"Lower left corner: ",x,""," ,y);
if(!LabelTextChange(0,InpName,text))
    return;
//--- redraw the chart and wait for two seconds
ChartRedraw();
Sleep(2000);
//--- move to the lower right corner
if(!LabelChangeCorner(0,InpName,CORNER_RIGHT_LOWER))
    return;
//--- change the label text
StringConcatenate(text,"Lower right corner: ",x,""," ,y);
if(!LabelTextChange(0,InpName,text))
    return;
return;
//--- redraw the chart and wait for two seconds
ChartRedraw();
Sleep(2000);
//--- move to the upper right corner
if(!LabelChangeCorner(0, InpName, CORNER_RIGHT_UPPER))
    return;
//--- change the label text
StringConcatenate(text,"Upper right corner: ",x," ",",y);
if(!NewLabelTextChange(0, InpName,text))
    return;
//--- redraw the chart and wait for two seconds
ChartRedraw();
Sleep(2000);
//--- move to the upper left corner
if(!LabelChangeCorner(0, InpName, CORNER_LEFT_UPPER))
    return;
//--- change the label text
StringConcatenate(text,"Upper left corner: ",x," ",",y);
if(!NewLabelTextChange(0, InpName,text))
    return;
//--- redraw the chart and wait for two seconds
ChartRedraw();
Sleep(2000);
//--- delete the label
LabelDelete(0, InpName);
//--- redraw the chart and wait for half a second
ChartRedraw();
Sleep(500);
//---
}
//------------------------------------------------------------------
//| The function moves the object and changes its text               |
//+------------------------------------------------------------------+
bool MoveAndTextChange(const int x, const int y, string text)
{
//--- move the label
if(!LabelMove(0, InpName,x,y))
    return(false);
//--- change the label text
StringConcatenate(text,text,x," ",",y);
if(!NewLabelTextChange(0, InpName,text))
    return(false);
//--- check if the script's operation has been forcefully disabled
if(IsStopped())
    return(false);
//--- redraw the chart
ChartRedraw();
// 0.01 seconds of delay
Sleep(10);
//--- exit the function
return(true);
}
OBJ_BUTTON

Button object.

Note

Anchor point coordinates are set in pixels. You can select button anchoring corner from ENUM_BASE_CORNER.

Example

The following script creates and moves Button object on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```plaintext
//--- description
#property description "Script creates the button on the chart."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="Button";    // Button name
input ENUM_BASE_CORNER InpCorner=CORNER_LEFT_UPPER; // Chart corner for anchoring
input int InpFontSize=14;         // Font size
input color InpColor=clrBlack;    // Text color
input color InpBackColor=C'236,233,216'; // Background color
input color InpBorderColor=clrNONE; // Border color
input bool InpState=false;        // Pressed/Released
input bool InpBack=false;         // Background object
input bool InpSelection=false;    // Highlight to move
```
input bool InpHidden=true;  // Hidden in the object list
input long InpZOrder=0;  // Priority for mouse click

bool ButtonCreate(const long chart_ID=0,  // chart's ID
                   const string name="Button",  // button name
                   const int sub_window=0,  // subwindow index
                   const int x=0,  // X coordinate
                   const int y=0,  // Y coordinate
                   const int width=50,  // button width
                   const int height=18,  // button height
                   const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER,  // chart corner for anchoring
                   const string text="Button",  // text
                   const string font="Arial",  // font
                   const int font_size=10,  // font size
                   const color clr=clrBlack,  // text color
                   const color back_clr=C'236,233,216',  // background color
                   const color border_clr=clrNONE,  // border color
                   const bool state=false,  // pressed/release
                   const bool back=false,  // in the background
                   const bool selection=false,  // highlight to move
                   const bool hidden=true,  // hidden in the object list
                   const long z_order=0)  // priority for mouse click
{
    //--- reset the error value
    ResetLastError();
    //--- create the button
    if(!ObjectCreate(chart_ID,name,OBJ_BUTTON,sub_window,0,0))
    {
        Print(__FUNCTION__,
        ": failed to create the button! Error code = ",GetLastError());
        return(false);
    }
    //--- set button coordinates
    ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x);
    ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y);
    //--- set button size
    ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width);
    ObjectSetInteger(chart_ID,name,OBJPROP YSIZE,height);
    //--- set the chart's corner, relative to which point coordinates are defined
    ObjectSetInteger(chart_ID,name,OBJPROP_CORNER,corner);
    //--- set the text
    ObjectSetString(chart_ID,name,OBJPROP_TEXT,text);
    //--- set text font
    ObjectSetString(chart_ID,name,OBJPROP_FONT,font);
    //--- set font size
    ObjectSetInteger(chart_ID,name,OBJPROP_FONTSIZE,font_size);
    //--- set text color
ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);
//--- set background color
ObjectSetInteger(chart_ID, name, OBJPROP_BCOLOR, back_clr);
//--- set border color
ObjectSetInteger(chart_ID, name, OBJPROP_BORDER_COLOR, border_clr);
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
//--- set button state
ObjectSetInteger(chart_ID, name, OBJPROP_STATE, state);
//--- enable (true) or disable (false) the mode of moving the button by mouse
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);
//--- successful execution
return (true);
}

bool ButtonMove(const long chart_ID=0, // chart's ID
const string name="Button", // button name
const int x=0, // X coordinate
const int y=0) // Y coordinate
{
//--- reset the error value
ResetLastError();
//--- move the button
if (!ObjectSetInteger(chart_ID, name, OBJPROP_XDISTANCE, x))
{
    Print(__FUNCTION__,
        ": failed to move X coordinate of the button! Error code = ", GetLastError
    return(false);
}
if (!ObjectSetInteger(chart_ID, name, OBJPROP_YDISTANCE, y))
{
    Print(__FUNCTION__,
        ": failed to move Y coordinate of the button! Error code = ", GetLastError
    return(false);
}
//--- successful execution
return (true);
}

bool ButtonChangeSize(const long chart_ID=0, // chart's ID
```csharp
const string name="Button", // button name
const int width=50, // button width
const int height=18) // button height
{
    //--- reset the error value
    ResetLastError();
    //--- change the button size
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width))
    {
        Print(__FUNCTION__,
            ": failed to change the button width! Error code = ",GetLastError());
    return(false);
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height))
    {
        Print(__FUNCTION__,
            ": failed to change the button height! Error code = ",GetLastError());
    return(false);
    }
    //--- successful execution
    return(true);
}

bool ButtonChangeCorner(const long chart_ID=0, // chart's ID
const string name="Button", // button name
const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER) // chart corner
{
    //--- reset the error value
    ResetLastError();
    //--- change anchor corner
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_CORNER,corner))
    {
        Print(__FUNCTION__,
            ": failed to change the anchor corner! Error code = ",GetLastError());
    return(false);
    }
    //--- successful execution
    return(true);
}

bool ButtonTextChange(const long chart_ID=0, // chart's ID
const string name="Button", // button name
const string text="Text") // text
{
    //--- reset the error value
```
ResetLastError();
//--- change object text
if(!ObjectSetString(chart_ID,name,OBJPROP_TEXT,text))
{
    Print(__FUNCTION__,
        ": failed to change the text! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);
}
//+------------------------------------------------------------------+
//|  Delete the button                                                |
//+------------------------------------------------------------------+
bool ButtonDelete(const long chart_ID=0,  // chart's ID
                   const string name="Button") // button name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the button
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete the button! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- chart window size
    long x_distance;
    long y_distance;
    //--- set window size
    if(!ChartGetInteger(0,CHART_WIDTH_IN_PIXELS,0,x_distance))
    {
        Print("Failed to get the chart width! Error code = ",GetLastError());
        return;
    }
    if(!ChartGetInteger(0,CHART_HEIGHT_IN_PIXELS,0,y_distance))
    {
        Print("Failed to get the chart height! Error code = ",GetLastError());
        return;
    }
    //--- define the step for changing the button size

int x_step=(int)x_distance/32;
int y_step=(int)y_distance/32;
//--- set the button coordinates and its size
int x=(int)x_distance/32;
int y=(int)y_distance/32;
int x_size=(int)x_distance*15/16;
int y_size=(int)y_distance*15/16;
//--- create the button
if(!ButtonCreate(0, InpName, 0, x, y, x_size, y_size, InpCorner, "Press", InpFont, InpFontSize, InpColor, InpBackColor, InpBorderColor, InpState, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}
//--- redraw the chart
ChartRedraw();
//--- reduce the button in the loop
int i=0;
while(i<13)
{
    //--- half a second of delay
    Sleep(500);
    //--- switch the button to the pressed state
    ObjectSetInteger(0, InpName, OBJPROP_STATE, true);
    //--- redraw the chart and wait for 0.2 second
    ChartRedraw();
    Sleep(200);
    //--- redefine coordinates and button size
    x+=x_step;
y+=y_step;
x_size=x_step*2;
y_size=y_step*2;
    //--- reduce the button
    ButtonMove(0, InpName, x, y);
    ButtonChangeSize(0, InpName, x_size, y_size);
    //--- bring the button back to the released state
    ObjectSetInteger(0, InpName, OBJPROP_STATE, false);
    //--- redraw the chart
    ChartRedraw();
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
    {
        return;
    }
    //--- increase the loop counter
    i++;
}
//--- half a second of delay
    Sleep(500);
//--- delete the button
ButtonDelete(0, InpName);
ChartRedraw();
//--- wait for 1 second
    Sleep(1000);
//---
}
OBJ_CHART

Chart object.

Note

Anchor point coordinates are set in pixels. You can select anchoring corner from `ENUM_BASE_CORNER` enumeration.

Symbol, period and scale can be selected for Chart object. Price scale and date display mode can also be enabled/disabled.

Example

The following script creates and moves Chart object on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```mql5
//--- description
#property description "Script creates \"Chart\" object."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string  InpName="Chart";  // Object name
input string  InpSymbol="EURUSD";  // Symbol
input ENUM_TIMEFRAMES InpPeriod=PERIOD_H1;  // Period
input ENUM_BASE_CORNER InpCorner=CORNER_LEFT_UPPER;  // Anchoring corner
input int     InpScale=2;  // Scale
input bool    InpDateScale=true;  // Time scale display
input bool    InpPriceScale=true;  // Price scale display
```

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input color InpColor=clrRed; // Border color when highlighted
input ENUM_LINE_STYLE InpStyle=STYLE_DASHDOTDOT; // Line style when highlighted
input int InpPointWidth=1; // Point size to move
input bool InpBack=false; // Background object
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

//--- set the symbol
//--- set the chart's corner, relative to which point coordinates are defined
//--- set ob
//--- set ob
//--- create Chart ob
//--- reset the error value
//| // Creating Chart object
//+------------------------------------------------------------------+
bool ObjectChartCreate(const long chart_ID=0, // chart's II
c   const string name="Chart", // object nar
c   const int sub_window=0, // subwindow
c   const string symbol="EURUSD", // symbol
c   const ENUM_TIMEFRAMES period=PERIOD_H1, // period
c   const int x=0, // X coordi

c   const int y=0, // Y coordi

c   const int width=300, // width

c   const int height=200, // height

c   const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER, // anchoring
c   const int scale=2, // scale

c   const bool date_scale=true, // time scale

c   const bool price_scale=true, // price scale

c   const bool clr=clrRed, // border co.
c   const ENUM_LINE_STYLE style=STYLE_SOLID, // line style

c   const int point_width=1, // move point

c   const bool back=false, // in the ba

c   const bool selection=false, // highlight

c   const bool hidden=true, // hidden in

c   const long z_order=0) // priority :
{
    //--- reset the error value
    ResetLastError();
    //--- create Chart object
    if(!ObjectCreate(chart_ID,name,OBJ_CHART,sub_window,0,0))
    {
        Print("__FUNCTION__,
            ": failed to create "Chart" object! Error code = ",GetLastError());
        return(false);
    }
    //--- set object coordinates
    ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x);
    ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y);
    //--- set object size
    ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width);
    ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height);
    //--- set the chart's corner, relative to which point coordinates are defined
    ObjectSetInteger(chart_ID,name,OBJPROP_CORNER,corner);
    //--- set the symbol
```c
ObjectSetString(chart_ID, name, OBJPROP_SYMBOL, symbol);
//-- set the period
ObjectSetInteger(chart_ID, name, OBJPROP_PERIOD, period);
//-- set the scale
ObjectSetInteger(chart_ID, name, OBJPROP_CHART_SCALE, scale);
//-- display (true) or hide (false) the time scale
ObjectSetInteger(chart_ID, name, OBJPROP_DATE_SCALE, date_scale);
//-- display (true) or hide (false) the price scale
ObjectSetInteger(chart_ID, name, OBJPROP_PRICE_SCALE, price_scale);
//-- set the border color when object highlighting mode is enabled
ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);
//-- set the line style when object highlighting mode is enabled
ObjectSetInteger(chart_ID, name, OBJPROP_STYLE, style);
//-- set a size of the anchor point for moving an object
ObjectSetInteger(chart_ID, name, OBJPROP_WIDTH, point_width);
//-- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
//-- enable (true) or disable (false) the mode of moving the label by mouse
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//-- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//-- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);
//-- successful execution
return(true);
}

bool ObjectChartSetSymbolAndPeriod(const long chart_ID=0, // chart's
 const string name="Chart", // object ;
 const string symbol="EURUSD", // symbol
 const ENUM_TIMEFRAMES period=PERIOD_H1) // time fra
{
//-- reset the error value
ResetLastError();
//-- set Chart object's symbol and time frame
if(!ObjectSetString(chart_ID, name, OBJPROP_SYMBOL, symbol))
{
    Print(__FUNCTION__,
        ": failed to set a symbol for \"Chart\" object! Error code = ",GetLastError()
    return(false);
}
if(!ObjectSetInteger(chart_ID, name, OBJPROP_PERIOD, period))
{
    Print(__FUNCTION__,
        ": failed to set a period for \"Chart\" object! Error code = ",GetLastError()
    return(false);
}
```
bool ObjectChartMove(const long chart_ID=0, // chart's ID (not Chart object's one)
    const string name="Chart", // object name
    const int x=0, // X coordinate
    const int y=0) // Y coordinate
{
    //--- reset the error value
    ResetLastError();
    //--- move the object
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x))
    {
        Print(__FUNCTION__,
            " failed to move X coordinate of \"Chart\" object! Error code = ",GetLastError
        return(false);
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y))
    {
        Print(__FUNCTION__,
            " failed to move Y coordinate of \"Chart\" object! Error code = ",GetLastError
        return(false);
    }
    //--- successful execution
    return(true);
}

bool ObjectChartChangeSize(const long chart_ID=0, // chart's ID (not Chart object
    const string name="Chart", // object name
    const int width=300, // width
    const int height=200) // height
{
    //--- reset the error value
    ResetLastError();
    //--- change the object size
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width))
    {
        Print(__FUNCTION__,
            " failed to change the width of \"Chart\" object! Error code = ",GetLastError
        return(false);
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height))
    {
    //--- successful execution
    return(true);
}
Print(__FUNCTION__,
    ": failed to change the height of \"Chart\" object! Error code = ", GetLastError()
}
//--- successful execution
return(true);

long ObjectChartGetID(const long chart_ID=0, // chart's ID (not Chart object's one
                        const string name="Chart") // object name
{
    //--- prepare the variable to get Chart object's ID
    long id=-1;
    //--- reset the error value
    ResetLastError();
    //--- get ID
    if={!ObjectGetInteger(chart_ID,name,OBJPROP_CHART_ID,0,id)}
    {
        Print(__FUNCTION__,
            ": failed to get \"Chart\" object's ID! Error code = ", GetLastError();
    }
    //--- return the result
    return(id);
}

bool ObjectChartDelete(const long chart_ID=0, // chart's ID (not Chart object's one
                        const string name="Chart") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the button
    if={!ObjectDelete(chart_ID,name)}
    {
        Print(__FUNCTION__,
            ": failed to delete \"Chart\" object! Error code = ", GetLastError();
        return(false);
    }
    //--- successful execution
    return(true);
}

void OnStart()
//--- get the number of symbols in Market Watch
int symbols=SymbolsTotal(true);

//--- check if the symbol with a specified name is present in the symbol list
bool exist=false;
for(int i=0;i<symbols;i++)
    if(InpSymbol==SymbolName(i,true))
        exist=true;
    break;
if(!exist)
    {
        Print("Error!",InpSymbol," symbol is not present in "Market Watch");
        return;
    }

//--- check validity of input parameters
if(InpScale<0 || InpScale>5)
    {
        Print("Error! Incorrect values of input parameters!");
        return;
    }

//--- chart window size
long x_distance;
long y_distance;

//--- set window size
if(!ChartGetInteger(0,CHART_WIDTH_IN_PIXELS,0,x_distance))
    {
        Print("Failed to get the chart width! Error code = ",GetLastError());
        return;
    }
if(!ChartGetInteger(0,CHART_HEIGHT_IN_PIXELS,0,y_distance))
    {
        Print("Failed to get the chart height! Error code = ",GetLastError());
        return;
    }

//--- set Chart object coordinates and its size
int x=(int)x_distance/16;
int y=(int)y_distance/16;
int x_size=(int)x_distance*7/16;
int y_size=(int)y_distance*7/16;

//--- create Chart object
if(!ObjectChartCreate(0,InpName,0,InpSymbol,InpPeriod,x,y,x_size,y_size,InpCorner,
    )
    {
        return;
    }

//--- redraw the chart and wait for 1 second
ChartRedraw();

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Sleep(1000);
//--- stretch Chart object
int steps=(int)MathMin(x_distance*7/16,y_distance*7/16);
for(int i=0;i<steps;i++)
{
    //--- resize
    x_size+=1;
    y_size+=1;
    if(!ObjectChartChangeSize(0,InpName,x_size,y_size))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart and wait for 0.01 seconds
    ChartRedraw();
    Sleep(10);
}
//--- half a second of delay
Sleep(500);
//--- change chart's time frame
if(!ObjectChartSetSymbolAndPeriod(0,InpName,InpSymbol,PERIOD_M1))
    return;
ChartRedraw();
//--- three seconds of delay
Sleep(3000);
//--- delete the object
ObjectChartDelete(0,InpName);
ChartRedraw();
//--- wait for 1 second
Sleep(1000);
//---
**OBJ_BITMAP**

Bitmap object.

Note

For Bitmap object, you can select **visibility scope** of an image.

Example

The following script creates several bitmaps on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions “as is” in your own applications.

```mql
//--- description
#property description "Script creates a bitmap in the chart window."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string    InpFile="\Images\dollar.bmp"; // Bitmap file name
input int       InpWidth=24; // Visibility scope X coordinate
input int       InpHeight=24; // Visibility scope Y coordinate
input int       InpXOffset=4; // Visibility scope shift by X axis
input int       InpYOffset=4; // Visibility scope shift by Y axis
input color     InpColor=clrRed; // Border color when highlighted
input ENUM_LINE_STYLE InpStyle=STYLE_SOLID; // Line style when highlighted
input int       InpPointWidth=1; // Point size to move
input bool      InpBack=false; // Background object
input bool      InpSelection=false; // Highlight to move
```
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

// Create a bitmap in the chart window

bool BitmapCreate(const long chart_ID=0, // chart's ID
                   const string name="Bitmap", // bitmap name
                   const int sub_window=0, // subwindow index
                   const int time=0, // anchor point time
                   const double price=0, // anchor point price
                   const string file="", // bitmap file name
                   const int width=10, // visibility scope X coordinate
                   const int height=10, // visibility scope Y coordinate
                   const int x_offset=0, // visibility scope shift x
                   const int y_offset=0, // visibility scope shift y
                   const color clr=clrRed, // border color when highlighted
                   const ENUM_LINE_STYLE style=STYLE_SOLID, // line style when highlighted
                   const int point_width=1, // move point size
                   const bool back=false, // in the background
                   const bool selection=false, // highlight to move
                   const bool hidden=true, // hidden in the object list
                   const long z_order=0) // priority for mouse click
{
    //--- set anchor point coordinates if they are not set
    ChangeBitmapEmptyPoint(time,price);
    //--- reset the error value
    ResetLastError();
    //--- create a bitmap
    if(!ObjectCreate(chart_ID,name,OBJ_BITMAP,sub_window,time,price))
    {
        Print(__FUNCTION__,
        ": failed to create a bitmap in the chart window! Error code = ",GetLastError());
        return(false);
    }
    //--- set the path to the image file
    if(!ObjectSetString(chart_ID,name,OBJPROP_BMPFILE,file))
    {
        Print(__FUNCTION__,
        ": failed to load the image! Error code = ",GetLastError());
        return(false);
    }
    //--- set visibility scope for the image; if width or height values exceed the width and height (respectively) of a source image,
    //--- it is not drawn; in the opposite case,
    //--- only the part corresponding to these values is drawn
    ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width);
    ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height);
    //--- set the part of an image that is to be displayed in the visibility scope
    //--- the default part is the upper left area of an image; the values allow

//--- performing a shift from this area displaying another part of the image
    ObjectSetInteger(chart_ID, name, OBJPROP_XOFFSET, x_offset);
    ObjectSetInteger(chart_ID, name, OBJPROP_YOFFSET, y_offset);
//--- set the border color when object highlighting mode is enabled
    ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);
//--- set the border line style when object highlighting mode is enabled
    ObjectSetInteger(chart_ID, name, OBJPROP_STYLE, style);
//--- set a size of the anchor point for moving an object
    ObjectSetInteger(chart_ID, name, OBJPROP_WIDTH, point_width);
//--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
//--- enable (true) or disable (false) the mode of moving the label by mouse
    ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
    ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);
    return (true);
}  //+------------------------------------------------------------------+
// Set a new image for the bitmap
//+------------------------------------------------------------------+
bool BitmapSetImage(const long chart_ID=0, // chart's ID
                     const string name="Bitmap", // bitmap name
                     const string file="") // path to the file
{
    //--- reset the error value
    ResetLastError();
    //--- set the path to the image file
    if(!ObjectSetString(chart_ID, name, OBJPROP_BMPFILE, file))
    {
        Print(__FUNCTION__,
              ": failed to load the image! Error code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}  //+------------------------------------------------------------------+
// Move a bitmap in the chart window
//+------------------------------------------------------------------+
bool BitmapMove(const long chart_ID=0, // chart's ID
                const string name="Bitmap", // bitmap name
                const string file=""  // path to the file
                double price=0) // anchor point price
{
    //--- if point position is not set, move it to the current bar having Bid price

if(!time)  
time=TimeCurrent();
if(!price)  
price=SymbolInfoDouble(Symbol(),SYMBOL_BID);

//--- reset the error value
_ResetLastError();
//--- move the anchor point
if(!ObjectMove(chart_ID,name,0,time,price))  
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}
//--- successful execution
return(true);

bool BitmapChangeSize(const long chart_ID=0,  // chart's ID
                      const string name="Bitmap",  // bitmap name
                      const int width=0,  // bitmap width
                      const int height=0)  // bitmap height
{
    //--- reset the error value
    _ResetLastError();
    //--- change bitmap size
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width))
    {
        Print(__FUNCTION__,
            ": failed to change the bitmap width! Error code = ",GetLastError());
        return(false);
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height))
    {
        Print(__FUNCTION__,
            ": failed to change the bitmap height! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

bool BitmapMoveVisibleArea(const long chart_ID=0,  // chart's ID
                           const string name="Bitmap",  // bitmap name
                           const int x_offset=0,  // visibility scope X coordinate
                           const int y_offset=0)  // visibility scope Y coordinate
//--- reset the error value
ResetLastError();

//--- change the bitmap's visibility scope coordinates
if (!ObjectSetInteger(chart_ID, name, OBJPROP_OFFSET, x_offset))
{
    Print(__FUNCTION__,
    " failed to change X coordinate of the visibility scope! Error code = ",
    return(false);
}
if (!ObjectSetInteger(chart_ID, name, OBJPROP_OFFSET, y_offset))
{
    Print(__FUNCTION__,
    " failed to change Y coordinate of the visibility scope! Error code = ",
    return(false);
}

//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Check anchor point values and set default values                 |
//| for empty ones                                                   |
//+------------------------------------------------------------------+
void ChangeBitmapEmptyPoint(datetime &time, double &price)
{
//--- if the point's time is not set, it will be on the current bar
if (!time)
    time=TimeCurrent();
//--- if the point's price is not set, it will have Bid value
if (!price)
    price=SymbolInfoDouble(Symbol(), SYMBOL_BID);
Constants, Enumerations and Structures

void OnStart()
{
    datetime date[]; // array for storing dates of visible bars
    double close[];  // array for storing Close prices
    //--- bitmap file name
    string file="\Images\dollar.bmp";
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- memory allocation
    ArrayResize(date,bars);
    ArrayResize(close,bars);
    //--- fill the array of dates
    ResetLastError();
    if(CopyTime(Symbol(),Period(),0,bars,date)==-1)
    {
        Print("Failed to copy time values! Error code = ",GetLastError());
        return;
    }
    //--- fill the array of Close prices
    if(CopyClose(Symbol(),Period(),0,bars,close)==-1)
    {
        Print("Failed to copy the values of Close prices! Error code = ",GetLastError());
        return;
    }
    //--- define how often the images should be displayed
    int scale=(int)ChartGetInteger(0,CHART_SCALE);
    //--- define the step
    int step=1;
    switch(scale)
    {
        case 0:
            step=27;
            break;
        case 1:
            step=14;
            break;
        case 2:
            step=7;
            break;
        case 3:
            step=4;
            break;
        case 4:
            step=2;
            break;
    }
}
//--- create bitmaps for High and Low bars' values (with gaps)
for (int i = 0; i < bars; i += step)
{
    //--- create the bitmaps
    if (!BitmapCreate(0, "Bitmap_" + (string)i, 0, date[i], close[i], InpFile, InpWidth, InpHeight,
                     
    
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
    {
        return;
    }
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//--- half a second of delay
Sleep(500);

//--- delete Sell signs
for (int i = 0; i < bars; i += step)
{
    if (!BitmapDelete(0, "Bitmap_" + (string)i))
    {
        return;
    }
    if (!BitmapDelete(0, "Bitmap_" + (string)i))
    {
        return;
    }
    //--- redraw the chart
    ChartRedraw();
    // 0.05 seconds of delay
    Sleep(50);
}

//---
OBJ_BITMAP_LABEL

Bitmap Label object.

Note

Anchor point position relative to the label can be selected from `ENUM_ANCHOR_POINT` enumeration. Anchor point coordinates are set in pixels.

You can also select bitmap anchoring corner from `ENUM_BASE_CORNER` enumeration.

For bitmap label, you can select visibility scope of an image.

Example

The following script creates several bitmaps on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```
//--- description
#property description "Script creates "Bitmap Label" object."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="BmpLabel";  // Label name
input string InpFileOn="\Images\dollar.bmp";  // File name for On mode
input string InpFileOff="\Images\euro.bmp";  // File name for Off mode
input bool InpState=false;  // Label pressed/released
input ENUM_BASE_CORNER InpCorner=CORNER_LEFT_UPPER;  // Chart corner for anchoring
input ENUM_ANCHOR_POINT InpAnchor=ANCHOR_CENTER;  // Anchor type
input color InpColor=clrRed;  // Border color when highlighted
```
input ENUM_LINE_STYLE InpStyle=STYLE_SOLID;  // Line style when highlighted
input int InpPointWidth=1;            // Point size to move
input bool InpBack=false;           // Background object
input bool InpSelection=false;      // Highlight to move
input bool InpHidden=true;         // Hidden in the object list
input long InpZOrder=0;             // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Bitmap Label object                                       |
//+------------------------------------------------------------------+

bool BitmapLabelCreate(const long chart_ID=0,               // chart's I
const string name="BmpLabel",                               // label name
const int sub_window=0,                                      // subwindow
const int x=0,                                              // X coordinate
const int y=0,                                              // Y coordinate
const string file_on="",                                    // image in <
const string file_off="",                                   // image in <
const int width=0,                                           // visibility
const int height=0,                                          // visibility
const int x_offset=10,                                       // visibility
const int y_offset=10,                                       // visibility
const bool state=false,                                      // pressed/re
const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER,            // chart cor
const ENUM_ANCHOR_POINT anchor=ANCHOR_LEFT_UPPER,           // anchor ty
const color clr=clrRed,                                      // border co.
const ENUM_LINE_STYLE style=STYLE_SOLID,                    // line style
const int point_width=1,                                     // move point
const bool back=false,                                       // in the ba
const bool selection=false,                                  // highlight
const bool hidden=true,                                      // hidden in
const long z_order=0,                                        // priority ;
{
    //--- reset the error value
    ResetLastError();
    //--- create a bitmap label
    if(!ObjectCreate(chart_ID,name,OBJ_BITMAP_LABEL,sub_window,0,0))
    {
        Print(__FUNCTION__,
                ": failed to create \"Bitmap Label\" object! Error code = ",GetLastError()
        return(false);
    }
    //--- set the images for On and Off modes
    if(!ObjectSetString(chart_ID,name,OBJPROP_BMPFILE,0,file_on))
    {
        Print(__FUNCTION__,
                ": failed to load the image for On mode! Error code = ",GetLastError());
        return(false);
    }
    if(!ObjectSetString(chart_ID,name,OBJPROP_BMPFILE,1,file_off))
    {

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bool BitmapLabelSetImage(const long chart_ID, const string name="BmpLabel", const int on_off=0, const string file="")

Print(__FUNCTION__,
    " failed to load the image for Off mode! Error code = ", GetLastError());
    return(false);}
{
   //--- reset the error value
   ResetLastError();
   //--- set the path to the image file
   if(!ObjectSetString(chart_ID,name,OBJPROP_BMPFILE,on_off,file))
   {
      Print(__FUNCTION__,
            "failed to load the image! Error code = ",GetLastError());
      return(false);
   }
   //--- successful execution
   return(true);
}
//+------------------------------------------------------------------+
//| Move Bitmap Label object                                         |
//+------------------------------------------------------------------+

bool BitmapLabelMove(const long chart_ID=0, // chart's ID
                   const string name="BmpLabel", // label name
                   const int x=0, // X coordinate
                   const int y=0) // Y coordinate
{
   //--- reset the error value
   ResetLastError();
   //--- move the object
   if(!ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x))
   {
      Print(__FUNCTION__,
            "failed to move X coordinate of the object! Error code = ",GetLastError
      return(false);
   }
   if(!ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y))
   {
      Print(__FUNCTION__,
            "failed to move Y coordinate of the object! Error code = ",GetLastError
      return(false);
   }
   //--- successful execution
   return(true);
}
//+------------------------------------------------------------------+
//| Change visibility scope (object) size                           |
//+------------------------------------------------------------------+

bool BitmapLabelChangeSize(const long chart_ID=0, // chart's ID
                           const string name="BmpLabel", // label name
                           const int width=0, // label width
                           const int height=0) // label height
{
   //--- reset the error value
   ResetLastError();
### Change the Object Size

```csharp
//--- change the object size
if(!ObjectSetInteger(chart_ID, name, OBJPROP_XSIZE, width))
{
    Print(__FUNCTION__,
          "failed to change the object width! Error code = ", GetLastErrorCode);
    return(false);
}
if(!ObjectSetInteger(chart_ID, name, OBJPROP_YSIZE, height))
{
    Print(__FUNCTION__,
          "failed to change the object height! Error code = ", GetLastErrorCode);
    return(false);
}
//--- successful execution
    return(true);
}
```

### Change Coordinate of the Upper Left Corner of the Visibility Scope

```csharp
bool BitmapLabelMoveVisibleArea(const long chart_ID=0, // chart's ID
                                const string name="BmpLabel", // label name
                                const int x_offset=0, // visibility scope X coordinate
                                const int y_offset=0) // visibility scope Y coordinate
{
    //--- reset the error value
    ResetLastErrorCode();
    //--- change the object's visibility scope coordinates
    if(!ObjectSetInteger(chart_ID, name, OBJPROP_XOFFSET, x_offset))
    {
        Print(__FUNCTION__,
              "failed to change X coordinate of the visibility scope! Error code = ", GetLastErrorCode);
        return(false);
    }
    if(!ObjectSetInteger(chart_ID, name, OBJPROP_YOFFSET, y_offset))
    {
        Print(__FUNCTION__,
              "failed to change Y coordinate of the visibility scope! Error code = ", GetLastErrorCode);
        return(false);
    }
    //--- successful execution
    return(true);
}
```

### Delete "Bitmap Label" Object

```csharp
bool BitmapLabelDelete(const long chart_ID=0, // chart's ID
                       const string name="BmpLabel") // label name
{
    //--- reset the error value
    ResetLastErrorCode();
    //--- delete the object
    if(!ObjectDelete(chart_ID, name))
    {
        Print(__FUNCTION__,
              "failed to delete " BmpLabel"!", GetLastErrorCode);
        return(false);
    }
    //--- successful execution
    return(true);
}
```
ResetLastError();
//--- delete the label
if(!ObjectDelete(chart_ID,name))
{
    Print("_FUNCTION_,
        ": failed to delete "Bitmap label" object! Error code = ",GetLastError()
    return(false);
}
//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- chart window size
    long x_distance;
    long y_distance;
    //--- set window size
    if(!ChartGetInteger(0,CHART_WIDTH_IN_PIXELS,0,x_distance))
    {
        Print("Failed to get the chart width! Error code = ",GetLastError());
        return;
    }
    if(!ChartGetInteger(0,CHART_HEIGHT_IN_PIXELS,0,y_distance))
    {
        Print("Failed to get the chart height! Error code = ",GetLastError());
        return;
    }
    //--- define bitmap label coordinates
    int x=(int)x_distance/2;
    int y=(int)y_distance/2;
    //--- set label size and visibility scope coordinates
    int width=32;
    int height=32;
    int x_offset=0;
    int y_offset=0;
    //--- place bitmap label at the center of the window
    if(!BitmapLabelCreate(0,InpName,0,x,y,InpFileOn,InpFileOff,width,height,x_offset,y_offset,InpCorner,InpAnchor,InpColor,InpStyle,InpPointSize,InpBackColor,InpSelection,InpHidden)
    {
        return;
    }
    //--- redraw the chart and wait one second
    ChartRedraw();
    Sleep(1000);
    //--- change label's visibility scope size in the loop
    for(int i=0;i<6;i++)
{
    //--- change visibility scope size
    width--;
    height--;  
    if(!BitmapLabelChangeSize(0, InpName, width, height))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.3 seconds of delay
    Sleep(300);
}

//-- 1 second of delay
Sleep(1000);

//-- change label's visibility scope coordinates in the loop
for(int i=0;i<2;i++)
{
    //--- change visibility scope coordinates
    x_offset++;
    y_offset++;
    if(!BitmapLabelMoveVisibleArea(0, InpName, x_offset, y_offset))
        return;
    //--- check if the script's operation has been forcefully disabled
    if(IsStopped())
        return;
    //--- redraw the chart
    ChartRedraw();
    // 0.3 seconds of delay
    Sleep(300);
}

//-- 1 second of delay
Sleep(1000);

//-- delete the label
    BitmapLabelDelete(0, InpName);
    ChartRedraw();
//-- 1 second of delay
    Sleep(1000);

//--
}
OBJ_EDIT

Edit object.

Note

Anchor point coordinates are set in pixels. You can select Edit anchoring corner from ENUM_BASE_CORNER enumeration.

You can also select one of the text alignment types inside Edit from ENUM_ALIGN_MODE enumeration.

Example

The following script creates and moves Edit object on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```
//--- description
#property description "Script creates "Object\" object."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string  InpName="Edit";           // Object name
input string  InpText="Text";           // Object text
input string  InpFont="Arial";          // Font
input int     InpFontSize=14;            // Font size
input ENUM_ALIGN_MODE InpAlign=ALIGN_CENTER; // Text alignment type
input bool    InpReadOnly=false;         // Permission to edit
input ENUM_BASE_CORNER InpCorner=CORNER_LEFT_UPPER; // Chart corner for anchoring
input color   InpColor=clrBlack;         // Text color
```
input color InpBackColor=clrWhite;      // Background color
input color InpBorderColor=clrBlack;    // Border color
input bool InpBack=false;              // Background
input bool InpSelection=false;         // Highlight to move
input bool InpHidden=true;             // Hidden in the object list
input long InpZOrder=0;                // Priority for mouse click

//| Create Edit object
//+------------------------------------------------------------------+

bool EditCreate(const long chart_ID=0,           // chart's ID
                const string name="Edit",        // object name
                const int sub_window=0,         // subwindow index
                const int x=0,                 // X coordinate
                const int y=0,                 // Y coordinate
                const int width=50,            // width
                const int height=18,           // height
                const string text="Text",      // text
                const string font="Arial",    // font
                const int font_size=10,        // font size
                const ENUM_ALIGN_MODE align=ALIGN_CENTER, // alignment type
                const bool read_only=false,    // ability to edit
                const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER, // chart corner for anchor
                const color clr=clrBlack,      // text color
                const color back_clr=clrWhite, // background color
                const color border_clr=clrNONE, // border color
                const bool back=false,         // in the background
                const bool selection=false,    // highlight to move
                const bool hidden=true,        // hidden in the object list
                const long z_order=0)          // priority for mouse click
{
    //--- reset the error value
    ResetLastError();
    //--- create edit field
    if(!ObjectCreate(chart_ID,name,OBJ_EDIT,sub_window,0,0))
    {
        Print(__FUNCTION__,
            ": failed to create \"Edit\" object! Error code = ",GetLastError());
        return(false);
    }

    //--- set object coordinates
    ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x);
    ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y);

    //--- set object size
    ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width);
    ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height);

    //--- set the text
    ObjectSetString(chart_ID,name,OBJPROP_TEXT,text);

    //--- set text font
    ObjectSetString(chart_ID,name,OBJPROP_FONT,font);
}
```cpp
//--- set font size
  ObjectSetInteger(chart_ID, name, OBJPROP_FONTSIZE, font_size);
//--- set the type of text alignment in the object
  ObjectSetInteger(chart_ID, name, OBJPROP_ALIGN, align);
//--- enable (true) or cancel (false) read-only mode
  ObjectSetInteger(chart_ID, name, OBJPROP_READONLY, read_only);
//--- set the chart's corner, relative to which object coordinates are defined
  ObjectSetInteger(chart_ID, name, OBJPROP_CORNER, corner);
//--- set text color
  ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);
//--- set background color
  ObjectSetInteger(chart_ID, name, OBJPROP_BGCOLOR, back_clr);
//--- set border color
  ObjectSetInteger(chart_ID, name, OBJPROP_BORDER_COLOR, border_clr);
//--- display in the foreground (false) or background (true)
  ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
//--- enable (true) or disable (false) the mode of moving the label by mouse
  ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
//--- hide (true) or display (false) graphical object name in the object list
  ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
  ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);

//--- successful execution
  return (true);
}

//+------------------------------------------------------------------+
//| Move Edit object                                                 |
//+------------------------------------------------------------------+
bool EditMove(const long chart_ID=0, // chart's ID
              const string name="Edit", // object name
              const int x=0, // X coordinate
              const int y=0) // Y coordinate
{
//--- reset the error value
  ResetLastError();
//--- move the object
  if(!ObjectSetInteger(chart_ID, name, OBJPROP_XDISTANCE, x))
  {
    Print(__FUNCTION__,
      " failed to move X coordinate of the object! Error code = ", GetLastError
    return(false);
  }
  if(!ObjectSetInteger(chart_ID, name, OBJPROP_YDISTANCE, y))
  {
    Print(__FUNCTION__,
      " failed to move Y coordinate of the object! Error code = ", GetLastError
    return(false);
  }
```
bool EditChangeSize(const long chart_ID=0, // chart's ID
                     const string name="Edit", // object name
                     const int width=0,       // width
                     const int height=0)     // height
{
    // reset the error value
    ResetLastError();
    // change the object size
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width))
    {
        Print(__FUNCTION__,
              " failed to change the object width! Error code = ",GetLastError());
        return(false);
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height))
    {
        Print(__FUNCTION__,
              " failed to change the object height! Error code = ",GetLastError());
        return(false);
    }
    // successful execution
    return(true);
}

bool EditTextChange(const long chart_ID=0, // chart's ID
                     const string name="Edit", // object name
                     const string text="Text") // text
{
    // reset the error value
    ResetLastError();
    // change object text
    if(!ObjectSetString(chart_ID,name,OBJPROP_XTEXT,text))
    {
        Print(__FUNCTION__,
              " failed to change the text! Error code = ",GetLastError());
        return(false);
    }
    // successful execution
    return(true);
}
// Return Edit object text
bool EditTextGet(const long chart_ID=0, // chart's ID
                 const string name="Edit") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- get object text
    if(!ObjectGetString(chart_ID,name,OBJPROP_TEXT,0,text))
    {
        Print(__FUNCTION__,
              ": failed to get the text! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

// Delete Edit object
bool EditDelete(const long chart_ID=0, // chart's ID
                const string name="Edit") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the label
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
              ": failed to delete \"Edit\" object! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

// Script program start function
void OnStart()
{
    //--- chart window size
    long x_distance;
    long y_distance;
    //--- set window size
    if(!ChartGetInteger(0,CHART_WIDTH_IN_PIXELS,0,x_distance))
    {
        Print("Failed to get the chart width! Error code = ",GetLastError());
        return;
    }
}
Constants, Enumerations and Structures

```c
if (!ChartGetInteger(0, CHART_HEIGHT_IN_PIXELS, 0, y_distance))
{
    Print("Failed to get the chart height! Error code = ", GetLastError());
    return;
}

//--- define the step for changing the edit field
int x_step = (int)x_distance / 64;
//--- set edit field coordinates and its size
int x = (int)x_distance / 8;
int y = (int)y_distance / 2;
int x_size = (int)x_distance / 8;
int y_size = InpFontSize * 2;
//--- store the text in the local variable
string text = InpText;
//--- create edit field
if (!EditCreate(0, InpName, 0, x, y, x_size, y_size, InpText, InpFont, InpFontSize, InpAlign,
{
    return;
}

//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- stretch the edit field
while (x_size - x < x_distance * 5 / 8)
{
    //--- increase edit field's width
    x_size += x_step;
    if (!EditChangeSize(0, InpName, x_size, y_size))
    {
        return;
    }
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
    {
        return;
    }
    //--- redraw the chart and wait for 0.05 seconds
    ChartRedraw();
    Sleep(50);
}
//--- half a second of delay
Sleep(500);
//--- change the text
for (int i = 0; i < 20; i++)
{
    //--- add "+" at the beginning and at the end
    text = "" + text + "+";
    if (!EditTextChange(0, InpName, text))
    {
        return;
    }
    //--- check if the script's operation has been forcefully disabled
    if (IsStopped())
```

return;
    //--- redraw the chart and wait for 0.1 seconds
    ChartRedraw();
    Sleep(100);
}

//--- half a second of delay
    Sleep(500);

//--- delete edit field
    EditDelete(0, InpName);
    ChartRedraw();

//--- wait for 1 second
    Sleep(1000);

//---
OBJ_EVENT

Event object.

Note

When hovering mouse over the event, its text appears.

Example

The following script creates and moves Event object on the chart. Special functions have been developed to create and change graphical object's properties. You can use these functions "as is" in your own applications.

```mql5
//--- description
#define description "Script draws \"Event\" graphical object."

#define description "Anchor point date is set in percentage of"
#define description "the chart window width in bars."

//--- display window of the input parameters during the script's launch
#define script_show_inputs

//--- input parameters of the script

#define InpName="Event"; // Event name
#define InpDate=25; // Event date, %
#define InpText="Text"; // Event text
#define InpColor=clrRed; // Event color
#define InpWidth=1; // Point size when highlighted
#define InpBack=false; // Background event
#define InpSelection=false; // Highlight to move
#define InpHidden=true; // Hidden in the object list
```
input long InpZOrder=0;    // Priority for mouse click

//+------------------------------------------------------------------+
//| Create Event object on the chart                                 |
//+------------------------------------------------------------------+
bool EventCreate(const long chart_ID=0,      // chart's ID
                 const string name="Event",  // event name
                 const int sub_window=0,      // subwindow index
                 const string text="Text",   // event text
                 const datetime time=0,       // time
                 const color clr=clrRed,     // color
                 const int width=1,          // point width when highlighted
                 const bool back=false,      // in the background
                 const bool selection=false, // highlight to move
                 const bool hidden=true,     // hidden in the object list
                 const long z_order=0)       // priority for mouse click
{
//--- if time is not set, create the object on the last bar
    if(!time)
        time=TimeCurrent();
//--- reset the error value
    ResetLastError();
//--- create Event object
    if(!ObjectCreate(chart_ID,name,OBJ_EVENT,sub_window,time,0))
    {
        Print("_FUNCTION_ ",
             ": failed to create \"Event\" object! Error code = ",GetLastError());
        return(false);
    }
//--- set event text
    ObjectSetString(chart_ID,name,OBJPROP_TEXT,text);
//--- set color
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
//--- set anchor point width if the object is highlighted
    ObjectSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
//--- display in the foreground (false) or background (true)
    ObjectSetInteger(chart_ID,name,OBJPROP_BACK,back);
//--- enable (true) or disable (false) the mode of moving event by mouse
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjectSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- hide (true) or display (false) graphical object name in the object list
    ObjectSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
    ObjectSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
//--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Change Event object text                                         |
//+------------------------------------------------------------------+
bool EventTextChange(const long chart_ID=0, // chart's ID
const string name="Event", // event name
const string text="Text") // text
{
    //--- reset the error value
    ResetLastError();
    //--- change object text
    if={!ObjectSetString(chart_ID,name,OBJPROP_TEXT,text))
    {
        Print(__FUNCTION__,
            ": failed to change the text! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

bool EventMove(const long chart_ID=0, // chart's ID
const string name="Event", // event name
datetime time=0) // time
{
    //--- if time is not set, move event to the last bar
    if(!time)
        time=TimeCurrent();
    //--- reset the error value
    ResetLastError();
    //--- move the object
    if(!ObjectMove(chart_ID,name,0,time,0))
    {
        Print(__FUNCTION__,
            ": failed to move \"Event\" object! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

bool EventDelete(const long chart_ID=0, // chart's ID
const string name="Event") // event name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the object
    if(!ObjectDelete(chart_ID,name))
    {
Function: failed to delete \"Event\" object! Error code = ", GetLastError();

return(false);

--- successful execution

return(true);

--- check correctness of the input parameters

if(InpDate<0 || InpDate>100)
{
    Print("Error! Incorrect values of input parameters!");
    return;
}

--- number of visible bars in the chart window

int bars=(int)ChartGetInteger(0, CHART_VISIBLE_BARS);

--- array for storing the date values to be used

datetime date[];

--- memory allocation

ArrayResize(date, bars);

--- fill the array of dates

ResetLastError();

if(CopyTime(Symbol(), Period(), 0, bars, date)==-1)
{
    Print("Failed to copy time values! Error code = ", GetLastError());
    return;
}

--- define the points to create an object

int d=InpDate*(bars-1)/100;

--- create Event object

if(!EventCreate(0, InpName, 0, InpText, date[d], InpColor, InpWidth, InpBack, InpSelection, InpHidden, InpZOrder))
{
    return;
}

--- redraw the chart and wait for 1 second

ChartRedraw();

Sleep(1000);

--- now, move the object

--- loop counter

int h_steps=bars/2;

--- move the object

for(int i=0; i<h_steps; i++)
{
```c
//--- use the following value
if (d < bars - 1)
    d += 1;
//--- move the point
if (!EventMove(0, InpName, date[d]))
    return;
//--- check if the script's operation has been forcefully disabled
if (IsStopped())
    return;
//--- redraw the chart
ChartRedraw();
// 0.05 seconds of delay
Sleep(50);
}
//--- 1 second of delay
Sleep(1000);
//--- delete the channel from the chart
EventDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
```
Rectangle Label object.

Note

Anchor point coordinates are set in pixels. You can select rectangle label’s anchoring corner from `ENUM_BASE_CORNER` enumeration. Rectangle label’s border type can be selected from `ENUM_BORDER_TYPE` enumeration.

The object is used to create and design the custom graphical interface.

Example

The following script creates and moves Rectangle Label object on the chart. Special functions have been developed to create and change graphical object’s properties. You can use these functions “as is” in your own applications.

```mql
//--- description
#property description "Script creates "RectLabel" graphical object."
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- input parameters of the script
input string InpName="RectLabel"; // Label name
input color InpBackColor=clrSkyBlue; // Background color
input ENUM_BORDER_TYPE InpBorder=BORDER_FLAT; // Border type
input ENUM_BASE_CORNER InpCorner=CORNER_LEFT_UPPER; // Chart corner for anchoring
input color InpColor=clrDarkBlue; // Flat border color (Flat)
input ENUM_LINE_STYLE InpStyle=STYLE_SOLID; // Flat border style (Flat)
input int InpLineWidth=3; // Flat border width (Flat)
```
input bool InpBack=false; // Background object
input bool InpSelection=true; // Highlight to move
input bool InpHidden=true; // Hidden in the object list
input long InpZOrder=0; // Priority for mouse click

// Create rectangle label
bool RectLabelCreate(const long chart_ID=0, // chart's ID
const string name="RectLabel", // label name
const int sub_window=0, // subwindow index
const int x=0, // X coordinate
const int y=0, // Y coordinate
const int width=50, // width
const int height=18, // height
const color back_clr='236,233,216', // background color
const ENUM_BORDER_TYPE border=BORDER_SUNKEN, // border type
const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER, // chart corner
const color clr=clrRed, // flat border color (Flat)
const ENUM_LINE_STYLE style=STYLE_SOLID, // flat border style
const int line_width=1, // flat border width
const bool back=false, // in the background
const bool selection=false, // highlight to move
const bool hidden=true, // hidden in the object list
const long z_order=0) // priority for mouse click
{
    //--- reset the error value
    ResetLastError();
    //--- create a rectangle label
    if(!ObjectCreate(chart_ID,name,OBJ_RECTANGLE_LABEL,sub_window,0,0))
    {
        Print(__FUNCTION__,
            ": failed to create a rectangle label! Error code = ",GetLastError());
        return(false);
    }
    //--- set label coordinates
    ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x);
    ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y);
    //--- set label size
    ObjectSetInteger(chart_ID,name,OBJPROP_XSIZE,width);
    ObjectSetInteger(chart_ID,name,OBJPROP_YSIZE,height);
    //--- set background color
    ObjectSetInteger(chart_ID,name,OBJPROP_BSCOLOR,back_clr);
    //--- set border type
    ObjectSetInteger(chart_ID,name,OBJPROP_BORDER_TYPE,border);
    //--- set the chart's corner, relative to which point coordinates are defined
    ObjectSetInteger(chart_ID,name,OBJPROP_CORNER,corner);
    //--- set flat border color (in Flat mode)
    ObjectSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set flat border line style
ObjectSetInteger(chart_ID, name, OBJPROP_STYLE, style);
//--- set flat border width
ObjectSetInteger(chart_ID, name, OBJPROP_WIDTH, line_width);
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBJPROP_BACK, back);
//--- enable (true) or disable (false) the mode of moving the label by mouse
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTABLE, selection);
ObjectSetInteger(chart_ID, name, OBJPROP_SELECTED, selection);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROP_HIDDEN, hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjectSetInteger(chart_ID, name, OBJPROP_ORDER, z_order);
//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Move rectangle label                                             |
//+------------------------------------------------------------------+
bool RectLabelMove(const long chart_ID=0, // chart's ID
                   const string name="RectLabel", // label name
                   const int x=0, // X coordinate
                   const int y=0) // Y coordinate
{
    //--- reset the error value
    ResetLastError();
    //--- move the rectangle label
    if(!ObjectSetInteger(chart_ID, name, OBJPROP_XDISTANCE, x))
    {
        Print(__FUNCTION__,
              " failed to move X coordinate of the label! Error code = ",GetLastError()
              return(false);
    }
    if(!ObjectSetInteger(chart_ID, name, OBJPROP_YDISTANCE, y))
    {
        Print(__FUNCTION__,
              " failed to move Y coordinate of the label! Error code = ",GetLastError()
              return(false);
    }
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Change the size of the rectangle label                           |
//+------------------------------------------------------------------+
bool RectLabelChangeSize(const long chart_ID=0, // chart’s ID
                         const string name="RectLabel", // label name
                         const int width=50, // label width
                         const int height=18) // label height
{
//--- reset the error value
ResetLastError();

//--- change label size
if(!ObjectSetInteger(chart_ID, name, OBJPROP_XSIZE, width))
{
    Print(__FUNCTION__,
        " : failed to change the label's width! Error code = ", GetLastError());
    return(false);
}
if(!ObjectSetInteger(chart_ID, name, OBJPROP_YSIZE, height))
{
    Print(__FUNCTION__,
        " : failed to change the label's height! Error code = ", GetLastError());
    return(false);
}
//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Change rectangle label border type                               |
//+------------------------------------------------------------------+

bool RectLabelChangeBorderType(const long chart_ID=0, // chart's ID
    const string name="RectLabel", // label name
    const ENUM_BORDER_TYPE border=BORDER_SUNKEN) // border
{
//--- reset the error value
ResetLastError();

//--- change border type
if(!ObjectSetInteger(chart_ID, name, OBJPROP_BORDER_TYPE, border))
{
    Print(__FUNCTION__,
        " : failed to change the border type! Error code = ", GetLastError());
    return(false);
}
//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Delete the rectangle label                                       |
//+------------------------------------------------------------------+

bool RectLabelDelete(const long chart_ID=0, // chart's ID
    const string name="RectLabel") // label name
{
//--- reset the error value
ResetLastError();

//--- delete the label
if(!ObjectDelete(chart_ID, name))
{
    Print(__FUNCTION__,

}
"": failed to delete a rectangle label! Error code = ", GetLastError();
return(false);
}
//--- successful execution
return(true);
}   

//--- chart window size
long x_distance;
long y_distance;
//--- set window size
if(!ChartGetInteger(0, CHART_WIDTH_IN_PIXELS, 0, x_distance))
{
Print("Failed to get the chart width! Error code = ", GetLastError());
return;
}
if(!ChartGetInteger(0, CHART_HEIGHT_IN_PIXELS, 0, y_distance))
{
Print("Failed to get the chart height! Error code = ", GetLastError());
return;
}
//--- define rectangle label coordinates
int x=(int)x_distance/4;
int y=(int)y_distance/4;
//--- set label size
int width=(int)x_distance/4;
int height=(int)y_distance/4;
//--- create a rectangle label
if(!RectLabelCreate(0, InpName, 0, x, y, width, height, InpBackColor, InpBorder, InpCorner, InpColor, InpStyle, InpLineWidth, InpBack, InpSelection, InpHidden, InpZOrder))
{
return;
}
//--- redraw the chart and wait one second
ChartRedraw();
Sleep(1000);
//--- change the size of the rectangle label
int steps=(int)MathMin(x_distance/4, y_distance/4);
for(int i=0; i<steps; i++)
{
//--- resize
width+=1;
height+=1;
if(!RectLabelChangeSize(0, InpName, width, height))
return;
//--- check if the script's operation has been forcefully disabled
if (IsStopped())
    return;
//--- redraw the chart and wait for 0.01 seconds
ChartRedraw();
Sleep(10);
}
//--- 1 second of delay
Sleep(1000);
//--- change border type
if (!RectLabelChangeBorderType(0, InpName, BORDER_RAISED))
    return;
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- change border type
if (!RectLabelChangeBorderType(0, InpName, BORDER_SUNKEN))
    return;
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
//--- delete the label
RectLabelDelete(0, InpName);
ChartRedraw();
//--- wait for 1 second
Sleep(1000);
//---
Object Properties

Graphical objects can have various properties depending on the object type. Values of object properties are set up and received by corresponding functions for working with graphical objects.

All objects used in technical analysis are bound to the time and price coordinates: trendline, channels, Fibonacci tools, etc. But there is a number of auxiliary objects intended to improve the user interface that are bound to the always visible part of a chart (main chart windows or indicator subwindows):

<table>
<thead>
<tr>
<th>Object</th>
<th>ID</th>
<th>X/Y</th>
<th>Width/Height</th>
<th>Date/Price</th>
<th>OBJPROP_CORNER</th>
<th>OBJPROP_ANCHOR</th>
<th>OBJPROP_ANGLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text</td>
<td>OBJ_TEXT</td>
<td>—</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Label</td>
<td>OBJ_LABEL</td>
<td>Yes</td>
<td>Yes (read only)</td>
<td>—</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Button</td>
<td>OBJ_BUTTON</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Bitmap</td>
<td>OBJ_BITMAP</td>
<td>—</td>
<td>Yes (read only)</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
</tr>
<tr>
<td>Bitmap Label</td>
<td>OBJ_BITMAP_LABEL</td>
<td>Yes</td>
<td>Yes (read only)</td>
<td>—</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
</tr>
<tr>
<td>Edit</td>
<td>OBJ_EDIT</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Rectangle Label</td>
<td>OBJ_RECTANGLE_LABEL</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

The following designations are used in the table:

- **X/Y** - coordinates of anchor points specified in pixels relative to a chart corner;
- **Width/Height** - objects have width and height. For "read only", the width and height values are calculated only once the object is rendered on chart;
- **Date/Price** - anchor point coordinates are specified using the date and price values;
- **OBJPROP_CORNER** - defines the chart corner relative to which the anchor point coordinates are specified. Can be one of the 4 values of the **ENUM_BASE_CORNER** enumeration;
- **OBJPROP_ANCHOR** - defines the anchor point in object itself and can be one of the 9 values of the **ENUM_ANCHOR_POINT** enumeration. Coordinates in pixels are specified from this very point to selected chart corner;
- **OBJPROP_ANGLE** - defines the object rotation angle counterclockwise.

The functions defining the properties of graphical objects, as well as **ObjectCreate()** and **ObjectMove()** operations for creating and moving objects along the chart are actually used for sending commands to the chart. If these functions are executed successfully, the command is included in the common queue of the chart events. Visual changes in the properties of graphical objects are implemented when handling the queue of the chart events.
Thus, do not expect an immediate visual update of graphical objects after calling these functions. Generally, the graphical objects on the chart are updated automatically by the terminal following the change events - a new quote arrival, resizing the chart window, etc. Use ChartRedraw() function to forcefully update the graphical objects.

For functions ObjectSetInteger() and ObjectGetInteger()

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJPROP_COLOR</td>
<td>Color</td>
<td>color</td>
</tr>
<tr>
<td>OBJPROP_STYLE</td>
<td>Style</td>
<td>ENUM_LINE_STYLE</td>
</tr>
<tr>
<td>OBJPROP_WIDTH</td>
<td>Line thickness</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_BACK</td>
<td>Object in the background</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_ZORDER</td>
<td>Priority of a graphical object for receiving events of clicking on a chart (CHARTEVENT_CLICK). The default zero value is set when creating an object; the priority can be increased if necessary. When objects are placed one atop another, only one of them with the highest priority will receive the CHARTEVENT_CLICK event.</td>
<td>long</td>
</tr>
<tr>
<td>OBJPROP_FILL</td>
<td>Fill an object with color (for OBJ_RECTANGLE, OBJ_TRIANGLE, OBJ_ELLIPSE, OBJ_CHANNEL, OBJ_STDDEVCHANNEL, OBJ_REGRESSION)</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_HIDDEN</td>
<td>Prohibit showing of the name of a graphical object in the list of objects from the terminal menu “Charts” - “Objects” - “List of objects”. The true value allows to hide an object from the list. By default, true is set to the objects that display calendar events, trading history and to the objects created from MQL5 programs. To see such graphical objects and access their properties, click on the</td>
<td>bool</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Property Type</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>OBJPROP_SELECTED</td>
<td>Object is selected</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_READONLY</td>
<td>Ability to edit text in the Edit object</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_TYPE</td>
<td>Object type</td>
<td>ENUM_OBJECT</td>
</tr>
<tr>
<td>OBJPROP_TIME</td>
<td>Time coordinate</td>
<td>datetime</td>
</tr>
<tr>
<td>OBJPROP_SELECTABLE</td>
<td>Object availability</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_CREATETIME</td>
<td>Time of object creation</td>
<td>datetime</td>
</tr>
<tr>
<td>OBJPROP_LEVELS</td>
<td>Number of levels</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_LEVELCOLOR</td>
<td>Color of the line-level</td>
<td>color</td>
</tr>
<tr>
<td>OBJPROP_LEVELSTYLE</td>
<td>Style of the line-level</td>
<td>ENUM_LINE_STYLE</td>
</tr>
<tr>
<td>OBJPROP_LEVELWIDTH</td>
<td>Thickness of the line-level</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_ALIGN</td>
<td>Horizontal text alignment in the “Edit” object (OBJ_EDIT)</td>
<td>ENUM_ALIGN_MODE</td>
</tr>
<tr>
<td>OBJPROP_FONTSIZE</td>
<td>Font size</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_RAY_LEFT</td>
<td>Ray goes to the left</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_RAY_RIGHT</td>
<td>Ray goes to the right</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_RAY</td>
<td>A vertical line goes through all the windows of a chart</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_ELLIPSE</td>
<td>Showing the full ellipse of the Fibonacci Arc object (OBJ_FIBOARC)</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_ARROWCODE</td>
<td>Arrow code for the Arrow object</td>
<td>uchar</td>
</tr>
<tr>
<td>OBJPROP_TIMEFRAMES</td>
<td>Visibility of an object at timeframes</td>
<td>set of flags</td>
</tr>
<tr>
<td>OBJPROP_ANCHOR</td>
<td>Location of the anchor point of a graphical object</td>
<td>ENUM_ARROW_ANCHOR</td>
</tr>
<tr>
<td></td>
<td>(for OBJ_ARROW), ENUM_ANCHOR_POINT (for OBJ_LABEL, OBJ_BITMAP_LABEL and OBJ_TEXT)</td>
<td></td>
</tr>
<tr>
<td>OBJPROP_XDISTANCE</td>
<td>The distance in pixels along the X axis from the binding corner</td>
<td>int</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Property Type</td>
</tr>
<tr>
<td>-------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>OBJPROP_YDISTANCE</td>
<td>The distance in pixels along the Y axis from the binding corner</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td><em>(see note)</em></td>
<td></td>
</tr>
<tr>
<td>OBJPROP_DIRECTION</td>
<td>Trend of the Gann object</td>
<td>ENUM_GANN_DIRECTION</td>
</tr>
<tr>
<td>OBJPROP_DEGREE</td>
<td>Level of the Elliott Wave Marking</td>
<td>ENUM_ELLIOT_WAVE_DEGREE</td>
</tr>
<tr>
<td>OBJPROP_DRAWLINES</td>
<td>Displaying lines for marking the Elliott Wave</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_STATE</td>
<td>Button state (pressed / depressed)</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_CHART_ID</td>
<td>ID of the &quot;Chart&quot; object (<em>OBJ_CHART</em>). It allows working with the properties of this object like with a normal chart using the functions described in <em>Chart Operations</em>, but there some exceptions.</td>
<td>long r/o</td>
</tr>
<tr>
<td>OBJPROP_XSIZE</td>
<td>The object's width along the X axis in pixels. Specified for <em>OBJ_LABEL</em> (read only), <em>OBJ_BUTTON</em>, <em>OBJ_CHART</em>, <em>OBJ_BITMAP</em>, <em>OBJ_BITMAP_LABEL</em>, <em>OBJ_EDIT</em>, <em>OBJ_RECTANGLE_LABEL</em> objects.</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_YSIZE</td>
<td>The object's height along the Y axis in pixels. Specified for <em>OBJ_LABEL</em> (read only), <em>OBJ_BUTTON</em>, <em>OBJ_CHART</em>, <em>OBJ_BITMAP</em>, <em>OBJ_BITMAP_LABEL</em>, <em>OBJ_EDIT</em>, <em>OBJ_RECTANGLE_LABEL</em> objects.</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_XOFFSET</td>
<td>The X coordinate of the upper left corner of the rectangular visible area in the graphical objects &quot;Bitmap Label&quot; and &quot;Bitmap&quot; (<em>OBJ_BITMAP_LABEL</em> and <em>OBJ_BITMAP</em>). The value is set in pixels relative to the upper left corner of the original image.</td>
<td>int</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJPROP_YOFFSET</td>
<td>The Y coordinate of the upper left corner of the rectangular visible area in the graphical objects &quot;Bitmap Label&quot; and &quot;Bitmap&quot; (OBJ_BITMAP_LABEL and OBJ_BITMAP). The value is set in pixels relative to the upper left corner of the original image.</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_PERIOD</td>
<td>Timeframe for the Chart object</td>
<td>ENUM_TIMEFRAMES</td>
</tr>
<tr>
<td>OBJPROP_DATE_SCALE</td>
<td>Displaying the time scale for the Chart object</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_PRICE_SCALE</td>
<td>Displaying the price scale for the Chart object</td>
<td>bool</td>
</tr>
<tr>
<td>OBJPROP_CHART_SCALE</td>
<td>The scale for the Chart object</td>
<td>int value in the range 0-5</td>
</tr>
<tr>
<td>OBJPROP_BGCOLOR</td>
<td>The background color for OBJ_EDIT, OBJ_BUTTON, OBJ_RECTANGLE_LABEL</td>
<td>color</td>
</tr>
<tr>
<td>OBJPROP_CORNER</td>
<td>The corner of the chart to link a graphical object</td>
<td>ENUM_BASE_CORNER</td>
</tr>
<tr>
<td>OBJPROP_BORDER_TYPE</td>
<td>Border type for the 'Rectangle label' object</td>
<td>ENUM_BORDER_TYPE</td>
</tr>
<tr>
<td>OBJPROP_BORDER_COLOR</td>
<td>Border color for the OBJ_EDIT and OBJ_BUTTON objects</td>
<td>color</td>
</tr>
</tbody>
</table>

When using **chart operations** for the "Chart" object (**OBJ_CHART**), the following limitations are imposed:

- It cannot be closed using **ChartClose()**;
- Symbol/period cannot be changed using the **ChartSetSymbolPeriod()** function;
- The following properties are ineffective **CHART_SCALE**, **CHART_BRING_TO_TOP**, **CHART_SHOW_DATE_SCALE** and **CHART_SHOW_PRICE_SCALE** (**ENUM_CHART_PROPERTY_INTEGER**).

You can set a special mode of image display for **OBJ_BITMAP_LABEL** and **OBJ_BITMAP** objects. In this mode, only part of an original image (at which a rectangular visible area is applied) is displayed, while the rest of the image becomes invisible. The size of this area should be set using the properties **OBJPROP_XSIZE** and **OBJPROP_YSIZE**. The visible area can be "moved" only within the original image using the properties **OBJPROP_XOFFSET** and **OBJPROP_YOFFSET**.

---

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For the fixed-sized objects: OBJ_BUTTON, OBJ_RECTANGLE_LABEL, OBJ_EDIT and OBJ_CHART, properties OBJPROP_XDISTANCE and OBJPROP_YDISTANCE set the position of the top left point of the object relative to the chart corner (OBJPROP_CORNER), from which the X and Y coordinates will be counted in pixels.

For functions ObjectSetDouble() and ObjectGetDouble()  

**ENUM_OBJECTPROPERTY_DOUBLE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJPROP_PRICE</td>
<td>Price coordinate</td>
<td>double modifier=number of anchor point</td>
</tr>
<tr>
<td>OBJPROP_LEVELVALUE</td>
<td>Level value</td>
<td>double modifier=level number</td>
</tr>
<tr>
<td>OBJPROP_SCALE</td>
<td>Scale (properties of Gann objects and Fibonacci Arcs)</td>
<td>double</td>
</tr>
<tr>
<td>OBJPROP_ANGLE</td>
<td>Angle. For the objects with no angle specified, created from a program, the value is equal to EMPTY_VALUE</td>
<td>double</td>
</tr>
<tr>
<td>OBJPROP_DEVIATION</td>
<td>Deviation for the Standard Deviation Channel</td>
<td>double</td>
</tr>
</tbody>
</table>

For functions ObjectSetString() and ObjectGetString()  

**ENUM_OBJECTPROPERTY_STRING**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJPROP_NAME</td>
<td>Object name</td>
<td>string</td>
</tr>
<tr>
<td>OBJPROP_TEXT</td>
<td>Description of the object (the text contained in the object)</td>
<td>string</td>
</tr>
<tr>
<td>OBJPROP_TOOLTIP</td>
<td>The text of a tooltip. If the property is not set, then the tooltip generated automatically by the terminal is shown. A tooltip can be disabled by setting the &quot;\n&quot; (line feed) value to it</td>
<td>string</td>
</tr>
<tr>
<td>OBJPROP_LEVELTEXT</td>
<td>Level description</td>
<td>string modifier=level number</td>
</tr>
<tr>
<td>OBJPROP_FONT</td>
<td>Font</td>
<td>string</td>
</tr>
<tr>
<td>OBJPROP_BMPFILE</td>
<td>The name of BMP-file for Bitmap Label. See also</td>
<td>string modifier: 0-state ON, 1-state OFF</td>
</tr>
</tbody>
</table>
Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Property Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJPROP_SYMBOL</td>
<td>Symbol for the Chart object</td>
<td>string</td>
</tr>
</tbody>
</table>

For the OBJ_RECTANGLE_LABEL object ("Rectangle label") one of the three design modes can be set, to which the following values of ENUM_BORDER_TYPE correspond.

**ENUM_BORDER_TYPE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BORDER_FLAT</td>
<td>Flat form</td>
</tr>
<tr>
<td>BORDER_RAISED</td>
<td>Prominent form</td>
</tr>
<tr>
<td>BORDER_SUNKEN</td>
<td>Concave form</td>
</tr>
</tbody>
</table>

For the OBJ_EDIT object ("Edit") and for the ChartScreenshot() function, you can specify the horizontal alignment type using the values of the ENUM_ALIGN_MODE enumeration.

**ENUM_ALIGN_MODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALIGN_LEFT</td>
<td>Left alignment</td>
</tr>
<tr>
<td>ALIGN_CENTER</td>
<td>Centered (only for the Edit object)</td>
</tr>
<tr>
<td>ALIGN_RIGHT</td>
<td>Right alignment</td>
</tr>
</tbody>
</table>

Example:

```c
#define UP "\x0431"

void OnStart()
{
    string label_name="my_OBJ_LABEL_object";
    if(ObjectFind(0,label_name)<0)
    {
        Print("Object ",label_name," not found. Error code = ",GetLastError());
        //--- create Label object
        ObjectCreate(0,label_name,OBJ_LABEL,0,0,0);
        //--- set X coordinate
        ObjectSetInteger(0,label_name,OBJPROP_XDISTANCE,200);
        //--- set Y coordinate
        ObjectSetInteger(0,label_name,OBJPROP_YDISTANCE,300);
    }
}
```
//--- define text color
ObjectSetInteger(0, label_name, OBJPROP_COLOR, clrWhite);
//--- define text for object Label
ObjectSetString(0, label_name, OBJPROP_TEXT, UP);
//--- define font
ObjectSetString(0, label_name, OBJPROP_FONT, "Wingdings");
//--- define font size
ObjectSetInteger(0, label_name, OBJPROP_FONTSIZE, 10);
//--- 45 degrees rotation clockwise
ObjectSetDouble(0, label_name, OBJPROP_ANGLE, -45);
//--- disable for mouse selecting
ObjectSetInteger(0, label_name, OBJPROP_SELECTABLE, false);
//--- draw it on the chart
ChartRedraw(0);
Methods of Object Binding

Graphical objects Text, Label, Bitmap and Bitmap Label (OBJ_TEXT, OBJ_LABEL, OBJ_BITMAP and OBJ_BITMAP_LABEL) can have one of the 9 different ways of coordinate binding defined by the OBJPROP_ANCHOR property.

<table>
<thead>
<tr>
<th>Object</th>
<th>ID</th>
<th>X/Y</th>
<th>Width/Height</th>
<th>Date/Price</th>
<th>OBJPROP_CORNER</th>
<th>OBJPROP_ANCHOR</th>
<th>OBJPROP_ANGLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text</td>
<td>OBJ_TEXT</td>
<td>—</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Label</td>
<td>OBJ_LABEL</td>
<td>Yes</td>
<td>Yes (read only)</td>
<td>—</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Button</td>
<td>OBJ_BUTTON</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Bitmap</td>
<td>OBJ_BITMAP</td>
<td>—</td>
<td>Yes (read only)</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
</tr>
<tr>
<td>Bitmap Label</td>
<td>OBJ_BITMAP_LABEL</td>
<td>Yes</td>
<td>Yes (read only)</td>
<td>—</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
</tr>
<tr>
<td>Edit</td>
<td>OBJ_EDIT</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Rectangle Label</td>
<td>OBJ_RECTANGLE_LABEL</td>
<td>Yes</td>
<td>Yes</td>
<td>—</td>
<td>Yes</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

The following designations are used in the table:

- **X/Y** - coordinates of anchor points specified in pixels relative to a chart corner;
- **Width/Height** - objects have width and height. For “read only”, the width and height values are calculated only once the object is rendered on chart;
- **Date/Price** - anchor point coordinates are specified using the date and price values;
- **OBJPROP_CORNER** - defines the chart corner relative to which the anchor point coordinates are specified. Can be one of the 4 values of the ENUM_BASE_CORNER enumeration;
- **OBJPROP_ANCHOR** - defines the anchor point in object itself and can be one of the 9 values of the ENUM_ANCHOR_POINT enumeration. Coordinates in pixels are specified from this very point to selected chart corner;
- **OBJPROP_ANGLE** - defines the object rotation angle counterclockwise.

The necessary variant can be specified using the function **ObjectSetInteger**(chart_handle, object_name, OBJPROP_ANCHOR, anchor_point_mode), where anchor_point_mode is one of the values of ENUM_ANCHOR_POINT.

**ENUM_ANCHOR_POINT**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANCHOR_LEFT_UPPER</td>
<td>Anchor point at the upper left corner</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>ANCHOR_LEFT</td>
<td>Anchor point to the left in the center</td>
</tr>
<tr>
<td>ANCHOR_LEFT_LOWER</td>
<td>Anchor point at the lower left corner</td>
</tr>
<tr>
<td>ANCHOR_LOWER</td>
<td>Anchor point below in the center</td>
</tr>
<tr>
<td>ANCHOR_RIGHT_LOWER</td>
<td>Anchor point at the lower right corner</td>
</tr>
<tr>
<td>ANCHOR_RIGHT</td>
<td>Anchor point to the right in the center</td>
</tr>
<tr>
<td>ANCHOR_RIGHT_UPPER</td>
<td>Anchor point at the upper right corner</td>
</tr>
<tr>
<td>ANCHOR_UPPER</td>
<td>Anchor point above in the center</td>
</tr>
<tr>
<td>ANCHOR_CENTER</td>
<td>Anchor point strictly in the center of the object</td>
</tr>
</tbody>
</table>

The **OBJ_BUTTON**, **OBJ_RECTANGLE_LABEL**, **OBJ_EDIT** and **OBJ_CHART** objects have a fixed anchor point in the upper left corner (ANCHOR_LEFT_UPPER).

Example:

```mql
string text_name="my_OBJ_TEXT_object";
if (ObjectFind(0,text_name)<0)
{
    Print("Object ",text_name," not found. Error code = ",GetLastError());
    //--- Get the maximal price of the chart
    double chart_max_price=ChartGetDouble(0,CHART_PRICE_MAX,0);
    //--- Create object Label
    ObjectCreate(0,text_name,OBJ_TEXT,0,TimeCurrent(),chart_max_price);
    //--- Set color of the text
    ObjectSetInteger(0,text_name,OBJPROP_COLOR,clrWhite);
    //--- Set background color
    ObjectSetInteger(0,text_name,OBJPROP_BGCOLOR,clrGreen);
    //--- Set the text for the Label object
    ObjectSetString(0,text_name,OBJPROP_TEXT,TimeToString(TimeCurrent()));
    //--- Set text font
    ObjectSetString(0,text_name,OBJPROP_FONT,"Trebuchet MS");
    //--- Set font size
    ObjectSetInteger(0,text_name,OBJPROP_FONTSIZE,10);
    //--- Bind to the upper right corner
    ObjectSetInteger(0,text_name,OBJPROP_ANCHOR,ANCHOR_RIGHT_UPPER);
    //--- Rotate 90 degrees counter-clockwise
    ObjectSetDouble(0,text_name,OBJPROP_ANGLE,90);
    //--- Forbid the selection of the object by mouse
    ObjectSetInteger(0,text_name,OBJPROP_SELECTABLE,false);
    //--- redraw object
    ChartRedraw(0);
}
```

Graphical objects Arrow (OBJ_ARROW) have only 2 ways of linking their coordinates. Identifiers are listed in ENUM_ARROW_ANCHOR.
### ENUM_ARROW_ANCHOR

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANCHOR_TOP</td>
<td>Anchor on the top side</td>
</tr>
<tr>
<td>ANCHOR_BOTTOM</td>
<td>Anchor on the bottom side</td>
</tr>
</tbody>
</table>

**Example:**

```c
void OnStart()
{
    //--- Auxiliary arrays
    double Ups[], Downs[];
    datetime Time[];
    //--- Set the arrays as timeseries
    ArraySetAsSeries(Ups, true);
    ArraySetAsSeries(Downs, true);
    ArraySetAsSeries(Time, true);
    //--- Create handle of the Indicator Fractals
    int FractalsHandle=iFractals(NULL, 0);
    Print("FractalsHandle = ", FractalsHandle);
    //--- Set Last error value to Zero
    ResetLastError();
    //--- Try to copy the values of the indicator
    int copied=CopyBuffer(FractalsHandle, 0, 0, 1000, Ups);
    if (copied<=0)
    {
        Print("Unable to copy the upper fractals. Error = ", GetLastError());
        return;
    }
    ResetLastError();
    //--- Try to copy the values of the indicator
    copied=CopyBuffer(FractalsHandle, 1, 0, 1000, Downs);
    if (copied<=0)
    {
        Print("Unable to copy the bottom fractals. Error = ", GetLastError());
        return;
    }
    ResetLastError();
    //--- Copy timeseries containing the opening bars of the last 1000 ones
    copied=CopyTime(NULL, 0, 0, 1000, Time);
    if (copied<=0)
    {
        Print("Unable to copy the Opening Time of the last 1000 bars");
        return;
    }
}```
```c
int upcounter=0,downcounter=0; // count there the number of arrows
bool created; // receive the result of attempts to create an object
for(int i=2;i<copied;i++)// Run through the values of the indicator iFractals
{
    if(Ups[i]!=EMPTY_VALUE)// Found the upper fractal
    {
        if(upcounter<10)// Create no more than 10 "Up" arrows
        {
            //--- Try to create an "Up" object
            created=ObjectCreate(0,string(Time[i]),OBJ_ARROW_THUMB_UP,0,Time[i],Ups[i];
            if(created)// If set up - let's make tuning for it
            {
                //--- Point anchor is below in order not to cover bar
                ObjectSetInteger(0,string(Time[i]),OBJPROP_ANCHOR,ANCHOR_BOTTOM);
                //--- Final touch - painted
                ObjectSetInteger(0,string(Time[i]),OBJPROP_COLOR,clrBlue);
                upcounter++;
            }
        }
    }
}
if(Downs[i]!=EMPTY_VALUE)// Found a lower fractal
{
    if(downcounter<10)// Create no more than 10 arrows "Down"
    {
        //--- Try to create an object "Down"
        created=ObjectCreate(0,string(Time[i]),OBJ_ARROW_THUMB_DOWN,0,Time[i],Down;
        if(created)// If set up - let's make tuning for it
        {
            //--- Point anchor is above in order not to cover bar
            ObjectSetInteger(0,string(Time[i]),OBJPROP_ANCHOR,ANCHOR_TOP);
            //--- Final touch - painted
            ObjectSetInteger(0,string(Time[i]),OBJPROP_COLOR,clrRed);
            downcounter++;
        }
    }
}
```

After the script execution the chart will look like in this figure.
The Chart Corner to Which an Object Is Attached

There is a number of graphical objects for which you can set a chart corner, relative to which the coordinates are specified in pixels. These are the following types of objects (in brackets object type identifiers are specified):

- Label (OBJ_LABEL);
- Button (OBJ_BUTTON);
- Bitmap Label (OBJ_BITMAP_LABEL);
- Edit (OBJ_EDIT);
- Rectangle Label (OBJ_RECTANGLE_LABEL);

The following designations are used in the table:

- X/Y – coordinates of anchor points specified in pixels relative to a chart corner;
- Width/Height – objects have width and height. For “read only”, the width and height values are calculated only once the object is rendered on chart;
- Date/Price – anchor point coordinates are specified using the date and price values;
- OBJPROP_CORNER – defines the chart corner relative to which the anchor point coordinates are specified. Can be one of the 4 values of the ENUM_BASE_CORNER enumeration;
- OBJPROP_ANCHOR – defines the anchor point in object itself and can be one of the 9 values of the ENUM_ANCHOR_POINT enumeration. Coordinates in pixels are specified from this very point to selected chart corner;
- OBJPROP_ANGLE – defines the object rotation angle counterclockwise.

In order to specify the chart corner, from which X and Y coordinates will be measured in pixels, use ObjectSetInteger(chartID, name, OBJPROP_CORNER, chart_corner), where:
• chartID - chart identifier;
• name - name of a graphical object;
• OBJPROP_CORNER - property ID to specify the corner for binding;
• chart_corner - the desired chart corner, can be one of the values of the ENUM_BASE_CORNER enumeration.

**ENUM_BASE_CORNER**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CORNER_LEFT_UPPER</td>
<td>Center of coordinates is in the upper left corner of the chart</td>
</tr>
<tr>
<td>CORNER_LEFT_LOWER</td>
<td>Center of coordinates is in the lower left corner of the chart</td>
</tr>
<tr>
<td>CORNER_RIGHT_LOWER</td>
<td>Center of coordinates is in the lower right corner of the chart</td>
</tr>
<tr>
<td>CORNER_RIGHT_UPPER</td>
<td>Center of coordinates is in the upper right corner of the chart</td>
</tr>
</tbody>
</table>

**Example:**

```c
void CreateLabel(long chart_id,
                 string name,
                 int chart_corner,
                 int anchor_point,
                 string text_label,
                 int x_ord,
                 int y_ord)
{
    //---
    if (ObjectCreate(chart_id, name, OBJ_LABEL, 0, 0, 0))
    {
        ObjectSetInteger(chart_id, name, OBJPROP_CORNER, chart_corner);
        ObjectSetInteger(chart_id, name, OBJPROP_ANCHOR, anchor_point);
        ObjectSetInteger(chart_id, name, OBJPROP_XDISTANCE, x_ord);
        ObjectSetInteger(chart_id, name, OBJPROP_YDISTANCE, y_ord);
        ObjectSetString(chart_id, name, OBJPROP_TEXT, text_label);
    }
    else
        Print("Failed to create the object OBJ_LABEL ", name, ", Error code = ", GetLastError());
}
```

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //---
    int height=(int)ChartGetInteger(0, CHART_HEIGHT_IN_PIXELS, 0);
```
int width=(int)ChartGetInteger(0,CHART_WIDTH_IN_PIXELS,0);
string arrows[4]="LEFT_UPPER","RIGHT_UPPER","RIGHT LOWER","LEFT LOWER");
CreateLabel(0,arrows[0],CORNER_LEFT_UPPER,ANCHOR_LEFT_UPPER,arrows[0],50,50);
CreateLabel(0,arrows[1],CORNER_RIGHT_UPPER,ANCHOR_RIGHT_UPPER,arrows[1],50,50);
CreateLabel(0,arrows[2],CORNER_RIGHT_LOWER,ANCHOR_RIGHT_LOWER,arrows[2],50,50);
CreateLabel(0,arrows[3],CORNER_LEFT_LOWER,ANCHOR_LEFT_LOWER,arrows[3],50,50);
Visibility of Objects

The combination of object visibility flags determines chart timeframes, where the object is visible. To set/get the value of the OBJPROP_TIMEFRAMES property, you can use functions `ObjectSetInteger()`/`ObjectGetInteger()`.

<table>
<thead>
<tr>
<th>ID</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJ_NO_PERIODS</td>
<td>0</td>
<td>The object is not drawn in all timeframes</td>
</tr>
<tr>
<td>OBJ_PERIOD_M1</td>
<td>0x00000001</td>
<td>The object is drawn in 1-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M2</td>
<td>0x00000002</td>
<td>The object is drawn in 2-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M3</td>
<td>0x00000004</td>
<td>The object is drawn in 3-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M4</td>
<td>0x00000008</td>
<td>The object is drawn in 4-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M5</td>
<td>0x00000010</td>
<td>The object is drawn in 5-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M6</td>
<td>0x00000020</td>
<td>The object is drawn in 6-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M10</td>
<td>0x00000040</td>
<td>The object is drawn in 10-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M12</td>
<td>0x00000080</td>
<td>The object is drawn in 12-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M15</td>
<td>0x00000100</td>
<td>The object is drawn in 15-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M20</td>
<td>0x00000200</td>
<td>The object is drawn in 20-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_M30</td>
<td>0x00000400</td>
<td>The object is drawn in 30-minute chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_H1</td>
<td>0x00000800</td>
<td>The object is drawn in 1-hour chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_H2</td>
<td>0x00001000</td>
<td>The object is drawn in 2-hour chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_H3</td>
<td>0x00002000</td>
<td>The object is drawn in 3-hour chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_H4</td>
<td>0x00004000</td>
<td>The object is drawn in 4-hour chart</td>
</tr>
<tr>
<td>ID</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>--------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>OBJ_PERIOD_H6</td>
<td>0x00008000</td>
<td>The object is drawn in 6-hour chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_H8</td>
<td>0x00010000</td>
<td>The object is drawn in 8-hour chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_H12</td>
<td>0x00020000</td>
<td>The object is drawn in 12-hour chart</td>
</tr>
<tr>
<td>OBJ_PERIOD_D1</td>
<td>0x00040000</td>
<td>The object is drawn in day charts</td>
</tr>
<tr>
<td>OBJ_PERIOD_W1</td>
<td>0x00080000</td>
<td>The object is drawn in week charts</td>
</tr>
<tr>
<td>OBJ_PERIOD_MN1</td>
<td>0x00100000</td>
<td>The object is drawn in month charts</td>
</tr>
<tr>
<td>OBJ_ALL_PERIODS</td>
<td>0x001fffff</td>
<td>The object is drawn in all timeframes</td>
</tr>
</tbody>
</table>

Visibility flags can be combined using the symbol "|", for example, the combination of flags OBJ_PERIOD_M10|OBJ_PERIOD_H4 means that the object will be visible on the 10-minute and 4-hour timeframes.

Example:

```c
void OnStart()
{
    //---
    string highlevel="Previous Day High";
    string lowlevel="Previous Day Low";
    double prevHigh; // The previous day High
    double prevLow;  // The previous day Low
    double highs[],lows[]; // Arrays for High and Low

    //--- Reset the last error
    ResetLastError();
    //--- Get the last 2 High values on the daily timeframe
    int highsGot=CopyHigh(Symbol(),PERIOD_D1,0,2,highs);
    if(highsGot>0) // If copying was successful
    {
        Print("High prices for the last 2 days were obtained successfully");
        prevHigh=highs[0]; // The previous day High
        Print("prevHigh = ",prevHigh);
        if(ObjectFind(0,highlevel)<0) // Object with the name highlevel not found
        {
            ObjectCreate(0,highlevel,OBJ_HLINE,0,0,0); // Create the Horizontal Line object
        }
        //--- Set value for the price level for the line highlevel
        ObjectSetDouble(0,highlevel,OBJPROP_PRICE,0,prevHigh);
    }
```
//--- Set the visibility only PERIOD_M10 and PERIOD_H4
ObjectSetInteger(0, highlevel, OBJPROP_TIMEFRAMES, OBJ_PERIOD_M10 | OBJ_PERIOD_H4);

else
{
    Print("Could not get High prices over the past 2 days, Error = ", GetLastError());
}

//--- Reset the last error
ResetLastError();

//--- Get the 2 days values Low on the daily timeframe
int lowsgot = CopyLow(Symbol(), PERIOD_D1, 0, 2, lows);
if (lowsgot > 0) // If copying was successful
{
    Print("Low prices for the last 2 days were obtained successfully");
    prevLow = lows[0]; // The previous day Low
    Print("prevLow = ", prevLow);
    if (ObjectFind(0, lowlevel) < 0) // Object with the name lowlevel not found
    {
        ObjectCreate(0, lowlevel, OBJ_HLINE, 0, 0, 0); // Create the Horizontal Line object
    }
    //--- Set value for the price level for the line lowlevel
    ObjectSetDouble(0, lowlevel, OBJPROP_PRICE, 0, prevLow);
    //--- Set the visibility only PERIOD_M10 and PERIOD_H4
    ObjectSetInteger(0, lowlevel, OBJPROP_TIMEFRAMES, OBJ_PERIOD_M10 | OBJ_PERIOD_H4);
}
else
    Print("Could not get Low prices for the last 2 days, Error = ", GetLastError());

ChartRedraw(0); // redraw the chart forcibly

See also

PeriodSeconds, Period, Chart timeframes, Date and Time
Levels of Elliott Wave

Elliott Waves are represented by two graphical objects of types OBJ_ELLIOTWAVE5 and OBJ_ELLIOTWAVE3. To set the wave size (method of wave labeling), the OBJPROP_DEGREE property is used, to which one of values of the ENUM_ELLIOT_WAVE_DEGREE enumeration can be assigned.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ELLIOTT_GRAND_SUPERCYCLE</td>
<td>Grand Supercycle</td>
</tr>
<tr>
<td>ELLIOTT_SUPERCYCLE</td>
<td>Supercycle</td>
</tr>
<tr>
<td>ELLIOTT_CYCLE</td>
<td>Cycle</td>
</tr>
<tr>
<td>ELLIOTT_PRIMARY</td>
<td>Primary</td>
</tr>
<tr>
<td>ELLIOTT_INTERMEDIATE</td>
<td>Intermediate</td>
</tr>
<tr>
<td>ELLIOTT_MINOR</td>
<td>Minor</td>
</tr>
<tr>
<td>ELLIOTT_MINUTE</td>
<td>Minute</td>
</tr>
<tr>
<td>ELLIOTT_MINUETTE</td>
<td>Minuette</td>
</tr>
<tr>
<td>ELLIOTT_SUBMINUETTE</td>
<td>Subminuette</td>
</tr>
</tbody>
</table>

Example:

```c
for(int i=0;i<ObjectsTotal();i++)
{
    string currobj=ObjectName(0,i);
    if((ObjectGetInteger(0,currobj,OBJPROP_TYPE)==OBJ_ELLIOTWAVE3) ||
       ((ObjectGetInteger(0,currobj,OBJPROP_TYPE)==OBJ_ELLIOTWAVE5)))
    {
        //--- set the marking level in INTERMEDIATE
        ObjectSetInteger(0,currobj,OBJPROP_DEGREE, ELLIOTT_INTERMEDIATE);
        //--- show lines between tops of waves
        ObjectSetInteger(0,currobj,OBJPROP_DRAWLINES, true);
        //--- set line color
        ObjectSetInteger(0,currobj,OBJPROP_COLOR, clrBlue);
        //--- set line width
        ObjectSetInteger(0,currobj,OBJPROP_WIDTH, 5);
        //--- set description
        ObjectSetString(0,currobj,OBJPROP_TEXT, "test script");
    }
}
```
Gann Objects

For Gann Fan (OBJ_GANNFAN) and Gann Grid (OBJ_GANNGRID) objects you can specify two values of the ENUM_GANN_DIRECION enumeration that sets the trend direction.

<table>
<thead>
<tr>
<th>Enum</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GANN_UP_TREND</td>
<td>Line corresponding to the uptrend line</td>
</tr>
<tr>
<td>GANN_DOWN_TREND</td>
<td>Line corresponding to the downward trend</td>
</tr>
</tbody>
</table>

To set the scale of the main line as 1x1, use function `ObjectSetDouble(chart_handle, gann_object_name, OBJPROP_SCALE, scale)`, where:
- chart_handle - chart window where the object is located;
- gann_object_name - object name;
- OBJPROP_SCALE - identifier of the "Scale" property;
- scale - required scale in units of Pips/Bar.

Example of creating Gann Fan:

```c
void OnStart()
{
    //---
    string my_gann="OBJ_GANNFAN object";
    if(ObjectFind(0,my_gann)<0)// Object not found
    {
        //--- Inform about the failure
        Print("Object ",my_gann," not found. Error code = ",GetLastError());
        //--- Get the maximal price of the chart
        double chart_max_price=ChartGetDouble(0,CHART_PRICE_MAX,0);
        //--- Get the minimal price of the chart
        double chart_min_price=ChartGetDouble(0,CHART_PRICE_MIN,0);
        //--- How many bars are shown in the chart?
```
```cpp
int bars_on_chart = ChartGetInteger(0, CHART_VISIBLE_BARS);
//--- Create an array, to write the opening time of each bar to
datetime Time[];
//--- Arrange access to the array as that of timeseries
ArraySetAsSeries(Time, true);
//--- Now copy data of bars visible in the chart into this array
int times = CopyTime(NULL, 0, 0, bars_on_chart, Time);
if (times <= 0)
{
    Print("Could not copy the array with the open time!");
    return;
}
//--- Preliminary preparations completed

//--- Index of the central bar in the chart
int center_bar = bars_on_chart / 2;
//--- Chart equator - between the maximum and minimum
double mean = (chart_max_price + chart_min_price) / 2.0;
//--- Set the coordinates of the first anchor point to the center
ObjectCreate(0, my_gann, OBJ_GANNFAN, 0, Time[center_bar], mean,
    //--- Second anchor point to the right
    Time[center_bar / 2], (mean + chart_min_price) / 2.0);
    //--- Set the scale in units of Pips / Bar
ObjectSetDouble(0, my_gann, OBJPROP_SCALE, 10);
//--- Set the line trend
ObjectSetInteger(0, my_gann, OBJPROP_DIRECTION, GANN_UP_TREND);
//--- Set the line width
ObjectSetInteger(0, my_gann, OBJPROP_WIDTH, 1);
//--- Define the line style
ObjectSetInteger(0, my_gann, OBJPROP_STYLE, STYLE_DASHDOT);
//--- Set the line color
ObjectSetInteger(0, my_gann, OBJPROP_COLOR, clrYellowGreen);
//--- Allow the user to select an object
ObjectSetInteger(0, my_gann, OBJPROP_SELECTABLE, true);
//--- Select it yourself
ObjectSetInteger(0, my_gann, OBJPROP_SELECTED, true);
//--- Draw it on the chart
ChartRedraw(0);
```

Web Colors

The following color constants are defined for the `color` type:

<table>
<thead>
<tr>
<th>clrLightSeaGreen</th>
<th>clrGoldenrod</th>
<th>clrLawnGreen</th>
<th>clrOrange</th>
<th>clrGold</th>
<th>clrYellow</th>
<th>clrChartreuse</th>
<th>clrLime</th>
<th>clrSpringGreen</th>
<th>clrAqua</th>
</tr>
</thead>
<tbody>
<tr>
<td>clrMediumTurquoise</td>
<td>clrMagenta</td>
<td>clrMediumTurquoise</td>
<td>clrFuchsia</td>
<td>clrMediumAquaMarine</td>
<td>clrDarkGreen</td>
<td>clrMediumYellow</td>
<td>clrSkyBlue</td>
<td>clrLightSalmon</td>
<td>clrOrchid</td>
</tr>
<tr>
<td>clrMediumPurple</td>
<td>clrMediumPurple</td>
<td>clrMediumPurple</td>
<td>clrDarkGray</td>
<td>clrSandyBrown</td>
<td>clrTan</td>
<td>clrBurlyWood</td>
<td>clrHotPink</td>
<td>clrViolet</td>
<td>clrSkyBlue</td>
</tr>
<tr>
<td>clrPlum</td>
<td>clrKhaki</td>
<td>clrLightGreen</td>
<td>clrAquaMarine</td>
<td>clrSilver</td>
<td>clrLightSkyBlue</td>
<td>clrLightSteelBlue</td>
<td>clrLightBlue</td>
<td>clrNavajoWhite</td>
<td>clrLightSalmon</td>
</tr>
<tr>
<td>clrPaleGreen</td>
<td>clrThistle</td>
<td>clrPowderBlue</td>
<td>clrPaleGoldenrod</td>
<td>clrPaleTurquoise</td>
<td>clrLightGray</td>
<td>clrWheat</td>
<td>clrNavajoWhite</td>
<td>clrBlanchedAlmond</td>
<td>clrLightSalmon</td>
</tr>
<tr>
<td>clrMoccasin</td>
<td>clrLightPink</td>
<td>clrGainsboro</td>
<td>clrPeachPuff</td>
<td>clrPink</td>
<td>clrBisque</td>
<td>clrLightGoldenrod</td>
<td>clrLightCyan</td>
<td>clrLinen</td>
<td>clrLightSalmon</td>
</tr>
<tr>
<td>clrLemonChiffon</td>
<td>clrBeige</td>
<td>clrAntiqueWhite</td>
<td>clrPapayaWhip</td>
<td>clrCornsilk</td>
<td>clrLightYellow</td>
<td>clrLightCyan</td>
<td>clrLinen</td>
<td>clrLightSalmon</td>
<td>clrLightSalmon</td>
</tr>
<tr>
<td>clrLavender</td>
<td>clrMistyRose</td>
<td>clrOldLace</td>
<td>clrWhiteSmoke</td>
<td>clrSeashell</td>
<td>clrIvory</td>
<td>clrHoneydew</td>
<td>clrAliceBlue</td>
<td>clrLightSalmon</td>
<td>clrLightSalmon</td>
</tr>
<tr>
<td>clrLavenderBlush</td>
<td>clrMintCream</td>
<td>clrSnow</td>
<td>clrWhite</td>
<td>clrLightSalmon</td>
<td>clrLightSalmon</td>
<td>clrLightSalmon</td>
<td>clrLightSalmon</td>
<td>clrLightSalmon</td>
<td>clrLightSalmon</td>
</tr>
</tbody>
</table>

Color can be set to an object using the `ObjectSetInteger()` function. For setting color to custom indicators the `PlotIndexSetInteger()` function is used. For getting color values there are similar functions `ObjectGetInteger()` and `PlotIndexGetInteger()`.
### Example:

```markdown
//---- indicator settings
#property indicator_chart_window
#property indicator_buffers 3
#property indicator_plots 3
#property indicator_type1  DRAW_LINE
#property indicator_type2  DRAW_LINE
#property indicator_type3  DRAW_LINE
#property indicator_color1  clrBlue
#property indicator_color2  clrRed
#property indicator_color3  clrLime
```
Wingdings

Characters of Wingdings used with the **OBJ_ARROW** object:

![Wingdings Characters](image)

A necessary character can be set using the **ObjectSetInteger()** function.

Example:

```c
void OnStart()
{
    //---
    string up_arrow="up_arrow";
datetime time=TimeCurrent();
    double lastClose[1];
    int close=CopyClose(Symbol(), Period(),0,1,lastClose); // Get the Close price
    //--- If the price was obtained
    if(close>0)
    {
        ObjectCreate(0,up_arrow,OBJ_ARROW,0,0,0,0,0); // Create an arrow
        ObjectSetInteger(0,up_arrow,OBJPROP_ARROWCODE,241); // Set the arrow code
        ObjectSetInteger(0,up_arrow,OBJPROP_TIME,time); // Set time
        ObjectSetDouble(0,up_arrow,OBJPROP_PRICE,lastClose[0]); // Set price
        ChartRedraw(0); // Draw arrow now
    }
    else
    
    Print("Unable to get the latest Close price!");
}
```
Indicators Constants

There are 37 predefined technical indicators, which can be used in programs written in the MQL5 language. In addition, there is an opportunity to create custom indicators using the `iCustom()` function. All constants required for that are divided into 5 groups:

- **Price constants** - for selecting the type of price or volume, on which an indicator is calculated;
- **Smoothing methods** - built-in smoothing methods used in indicators;
- **Indicator lines** - identifiers of indicator buffers when accessing indicator values using `CopyBuffer()`;
- **Drawing styles** - for indicating one of 18 types of drawing and setting the line drawing style;
- **Custom indicators properties** are used in functions for working with custom indicators;
- **Types of indicators** are used for specifying the type of technical indicator when creating a handle using `IndicatorCreate()`;
- **Identifiers of data types** are used for specifying the type of data passed in an array of the `MqlParam` type into the `IndicatorCreate()` function.
Price Constants

Calculations of technical indicators require price values and/or values of volumes, on which calculations will be performed. There are 7 predefined identifiers from the ENUM_APPLIED_PRICE enumeration, used to specify the desired price base for calculations.

**ENUM_APPLIED_PRICE**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRICE_CLOSE</td>
<td>Close price</td>
</tr>
<tr>
<td>PRICE_OPEN</td>
<td>Open price</td>
</tr>
<tr>
<td>PRICE_HIGH</td>
<td>The maximum price for the period</td>
</tr>
<tr>
<td>PRICE_LOW</td>
<td>The minimum price for the period</td>
</tr>
<tr>
<td>PRICE_MEDIAN</td>
<td>Median price, (high + low)/2</td>
</tr>
<tr>
<td>PRICE_TYPICAL</td>
<td>Typical price, (high + low + close)/3</td>
</tr>
<tr>
<td>PRICE_WEIGHTED</td>
<td>Average price, (high + low + close + close)/4</td>
</tr>
</tbody>
</table>

If the volume is used in calculations, it's necessary to specify one of the two values from the ENUM_APPLIED_VOLUME enumeration.

**ENUM_APPLIED_VOLUME**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VOLUME_TICK</td>
<td>Tick volume</td>
</tr>
<tr>
<td>VOLUME_REAL</td>
<td>Trade volume</td>
</tr>
</tbody>
</table>

The iStochastic() technical indicator can be calculated in two ways using:
- either only Close prices;
- or High and Low prices.

To select a necessary variant for calculation, specify one of the values of the ENUM_STO_PRICE enumeration.

**ENUM_STO_PRICE**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STO_LOWHIGH</td>
<td>Calculation is based on Low/High prices</td>
</tr>
<tr>
<td>STO_CLOSECLOSE</td>
<td>Calculation is based on Close/Close prices</td>
</tr>
</tbody>
</table>

If a technical indicator uses for calculations price data, type of which is set by ENUM_APPLIED_PRICE, then handle of any indicator (built in the terminal or written by a user) can be used as the input price series. In this case, values of the zero buffer of the indicator will be used for calculations. This makes it easy to build values of one indicator using values of another indicator. The handle of a custom indicator is created by calling the iCustom() function.
Example:

```c
#property indicator_separate_window  
#property indicator_buffers  2  
#property indicator_plots  2  
//--- input parameters
input int RSIPeriod=14;  // Period for calculating the RSI
input int Smooth=8;  // Smoothing period RSI
input ENUM_MA_METHOD meth=MODE_SMMA;  // Method of smoothing

//---- plot RSI
#property indicator_label1  "RSI"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//---- plot RSI_Smoothed
#property indicator_label2  "RSI_Smoothed"
#property indicator_type2 DRAW_LINE
#property indicator_color2 clrNavy
#property indicator_style2 STYLE_SOLID
#property indicator_width2 1

//--- indicator buffers
double RSIBuffer[];  // Here we store the values of RSI
double RSI_SmoothedBuffer[];  // Here will be smoothed values of RSI
int RSIhandle;  // Handle to the RSI indicator

void OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0, RSIBuffer, INDICATOR_DATA);
    SetIndexBuffer(1, RSI_SmoothedBuffer, INDICATOR_DATA);
    IndicatorSetString(INDICATOR_SHORTNAME, "RSI");
    IndicatorSetInteger(INDICATOR_DIGITS, 2);

    RSIhandle=iRSI(NULL, 0, RSIPeriod, PRICE_CLOSE);
    //---
}

// Custom indicator initialization function
void OnCalculate(const int rates_total,  
                 const int prev_calculated,  
                 const int begin,  
                 const double &price[])
{
    //---
}```
//--- Reset the value of the last error
ResetLastError();
//--- Get RSI indicator data in an array RSIBuffer []
int copied=CopyBuffer(RSIhandle,0,0,rates_total,RSIBuffer);
if(copied<=0)
{
    Print("Unable to copy the values of the indicator RSI. Error = ",
          GetLastError(),", copied =",copied);
    return(0);
}
//--- Create the indicator of average values using values of RSI
int RSI_MA_handle=iMA(NULL,0,Smooth,0,meth,RSIhandle);
copied=CopyBuffer(RSI_MA_handle,0,0,rates_total,RSI_SmoothedBuffer);
if(copied<=0)
{
    Print("Unable to copy the smoothed indicator of RSI. Error = ",
          GetLastError(),", copied =",copied);
    return(0);
}
//--- return value of prev_calculated for next call
return(rates_total);
Smoothing Methods

Many technical indicators are based on various methods of the price series smoothing. Some standard technical indicators require specification of the smoothing type as an input parameter. For specifying the desired type of smoothing, identifiers listed in the ENUM_MA_METHOD enumeration are used.

**ENUM_MA_METHOD**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MODE_SMA</td>
<td>Simple averaging</td>
</tr>
<tr>
<td>MODE_EMA</td>
<td>Exponential averaging</td>
</tr>
<tr>
<td>MODE_SMMA</td>
<td>Smoothed averaging</td>
</tr>
<tr>
<td>MODE_LWMA</td>
<td>Linear-weighted averaging</td>
</tr>
</tbody>
</table>

Example:

```c
double ExtJaws[];
double ExtTeeth[];
double ExtLips[];
//---- handles for moving averages
int ExtJawsHandle;
int ExtTeethHandle;
int ExtLipsHandle;
//--- get MA's handles
ExtJawsHandle=iMA(NULL,0,JawsPeriod,0,MODE_SMMA,PRICE_MEDIAN);
ExtTeethHandle=iMA(NULL,0,TeethPeriod,0,MODE_SMMA,PRICE_MEDIAN);
ExtLipsHandle=iMA(NULL,0,LipsPeriod,0,MODE_SMMA,PRICE_MEDIAN);
```
Indicators Lines

Some technical indicators have several buffers drawn in the chart. Numbering of indicator buffers starts with 0. When copying indicator values using the CopyBuffer() function into an array of the double type, for some indicators one may indicate the identifier of a copied buffer instead of its number.

Identifiers of indicator lines permissible when copying values of IMACD(), IRVI() and IStochastic().

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAIN_LINE</td>
<td>0</td>
<td>Main line</td>
</tr>
<tr>
<td>SIGNAL_LINE</td>
<td>1</td>
<td>Signal line</td>
</tr>
</tbody>
</table>

Identifiers of indicator lines permissible when copying values of ADX() and ADXW().

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAIN_LINE</td>
<td>0</td>
<td>Main line</td>
</tr>
<tr>
<td>PLUSDI_LINE</td>
<td>1</td>
<td>Line +DI</td>
</tr>
<tr>
<td>MINUSDI_LINE</td>
<td>2</td>
<td>Line -DI</td>
</tr>
</tbody>
</table>

Identifiers of indicator lines permissible when copying values of Bands().

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BASE_LINE</td>
<td>0</td>
<td>Main line</td>
</tr>
<tr>
<td>UPPER_BAND</td>
<td>1</td>
<td>Upper limit</td>
</tr>
<tr>
<td>LOWER_BAND</td>
<td>2</td>
<td>Lower limit</td>
</tr>
</tbody>
</table>

Identifiers of indicator lines permissible when copying values of Envelopes() and Fractals().

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UPPER_LINE</td>
<td>0</td>
<td>Upper line</td>
</tr>
<tr>
<td>LOWER_LINE</td>
<td>1</td>
<td>Bottom line</td>
</tr>
</tbody>
</table>

Identifiers of indicator lines permissible when copying values of Gator().

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UPPER_HISTOGRAM</td>
<td>0</td>
<td>Upper histogram</td>
</tr>
<tr>
<td>LOWER_HISTOGRAM</td>
<td>2</td>
<td>Bottom histogram</td>
</tr>
</tbody>
</table>

Identifiers of indicator lines permissible when copying values of Alligator().
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GATORJAW_LINE</td>
<td>0</td>
<td>Jaw line</td>
</tr>
<tr>
<td>GATORTEETH_LINE</td>
<td>1</td>
<td>Teeth line</td>
</tr>
<tr>
<td>GATORLIPS_LINE</td>
<td>2</td>
<td>Lips line</td>
</tr>
</tbody>
</table>

Identifiers of indicator lines permissible when copying values of `ichimoku()`.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TENKANSEN_LINE</td>
<td>0</td>
<td>Tenkan-sen line</td>
</tr>
<tr>
<td>KIJUNSEN_LINE</td>
<td>1</td>
<td>Kijun-sen line</td>
</tr>
<tr>
<td>SENKOUPANA_LINE</td>
<td>2</td>
<td>Senkou Span A line</td>
</tr>
<tr>
<td>SENKOUPANB_LINE</td>
<td>3</td>
<td>Senkou Span B line</td>
</tr>
<tr>
<td>CHIKOUPAN_LINE</td>
<td>4</td>
<td>Chikou Span line</td>
</tr>
</tbody>
</table>
Drawing Styles

When creating a custom indicator, you can specify one of 18 types of graphical plotting (as displayed in the main chart window or a chart subwindow), whose values are specified in the ENUM_DRAW_TYPE enumeration.

In one custom indicator, it is permissible to use any indicator building/drawing types. Each construction type requires specification of one to five global arrays for storing data necessary for drawing. These data arrays must be bound with indicator buffers using the SetIndexBuffer() function. The type of data from ENUM_INDEXBUFFER_TYPE should be specified for each buffer.

Depending on the drawing style, you may need one to four value buffers (marked as INDICATOR_DATA). If a style admits dynamic alternation of colors (all styles contain COLOR in their names), then you’ll need one more buffer of color (indicated type INDICATOR_COLOR_INDEX). The color buffers are always bound after value buffers corresponding to the style.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Data buffers</th>
<th>Color buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRAW_NONE</td>
<td>Not drawn</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_LINE</td>
<td>Line</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_SECTION</td>
<td>Section</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_HISTOGRAM</td>
<td>Histogram from the zero line</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_HISTOGRAM2</td>
<td>Histogram of the two indicator buffers</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_ARROW</td>
<td>Drawing arrows</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_ZIGZAG</td>
<td>Style Zigzag allows vertical section on the bar</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_FILLING</td>
<td>Color fill between the two levels</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_BARS</td>
<td>Display as a sequence of bars</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_CANDLES</td>
<td>Display as a sequence of candlesticks</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>DRAW_COLOR_LINE</td>
<td>Multicolored line</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_SECTION</td>
<td>Multicolored section</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_HISTOGRAM</td>
<td>Multicolored histogram from the zero line</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_HISTOGRAM2</td>
<td>Multicolored histogram of the two indicator</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Data buffers</td>
<td>Color buffers</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------------------------------------</td>
<td>--------------</td>
<td>---------------</td>
</tr>
<tr>
<td>DRAW_COLOR_ARROW</td>
<td>Drawing multicolored arrows</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_ZIGZAG</td>
<td>Multicolored ZigZag</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_BARS</td>
<td>Multicolored bars</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_CANDLES</td>
<td>Multicolored candlesticks</td>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

To refine the display of the selected drawing type identifiers listed in ENUM_PLOTPROPERTY are used.

For functions `PlotIndexSetInteger()` and `PlotIndexGetInteger()`

**ENUM_PLOTPROPERTY_INTEGER**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property type</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLOT_ARROW</td>
<td>Arrow code for style DRAW_ARROW</td>
<td>uchar</td>
</tr>
<tr>
<td>PLOT_ARROW_SHIFT</td>
<td>Vertical shift of arrows for style DRAW_ARROW</td>
<td>int</td>
</tr>
<tr>
<td>PLOT_DRAW_BEGIN</td>
<td>Number of initial bars without drawing and values in the DataWindow</td>
<td>int</td>
</tr>
<tr>
<td>PLOT_DRAW_TYPE</td>
<td>Type of graphical construction</td>
<td>ENUM_DRAW_TYPE</td>
</tr>
<tr>
<td>PLOT_SHOW_DATA</td>
<td>Sign of display of construction values in the DataWindow</td>
<td>bool</td>
</tr>
<tr>
<td>PLOT_SHIFT</td>
<td>Shift of indicator plotting along the time axis in bars</td>
<td>int</td>
</tr>
<tr>
<td>PLOT_LINE_STYLE</td>
<td>Drawing line style</td>
<td>ENUM_LINE_STYLE</td>
</tr>
<tr>
<td>PLOT_LINE_WIDTH</td>
<td>The thickness of the drawing line</td>
<td>int</td>
</tr>
<tr>
<td>PLOT_COLOR_INDEXES</td>
<td>The number of colors</td>
<td>int</td>
</tr>
<tr>
<td>PLOT_LINE_COLOR</td>
<td>The index of a buffer containing the drawing color</td>
<td>color modifier = index number of colors</td>
</tr>
</tbody>
</table>

For the function `PlotIndexSetDouble()`

**ENUM_PLOTPROPERTY_DOUBLE**
Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property type</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLOT EMPTY.VALUE</td>
<td>An empty value for plotting, for which there is no drawing</td>
<td>double</td>
</tr>
</tbody>
</table>

For the function **PlotIndexSetString()**

**ENUM_PLOTPROPERTY STRING**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property type</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLOT LABEL</td>
<td>The name of the indicator graphical series to display in the DataWindow. When working with complex graphical styles requiring several indicator buffers for display, the names for each buffer can be specified using &quot;;&quot; as a separator. Sample code is shown in DRAW_CANDLES</td>
<td>string</td>
</tr>
</tbody>
</table>

5 styles can be used for drawing lines in custom indicators. They are valid only for the line thickness 0 or 1.

**ENUM_LINESTYLE**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STYLE SOLID</td>
<td>Solid line</td>
</tr>
<tr>
<td>STYLE DASH</td>
<td>Broken line</td>
</tr>
<tr>
<td>STYLE DOT</td>
<td>Dotted line</td>
</tr>
<tr>
<td>STYLE DASHDOT</td>
<td>Dash-dot line</td>
</tr>
<tr>
<td>STYLE DASHDOTDOT</td>
<td>Dash - two points</td>
</tr>
</tbody>
</table>

To set the line drawing style and the type of drawing, the **PlotIndexSetInteger()** function is used. For the Fibonacci extensions the thickness and drawing style of levels can be indicated using the **ObjectSetInteger()** function.

Example:

```
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1

//--- indicator buffers
doouble MABuffer[];

//-----------------------------

// Custom indicator initialization function
//-----------------------------

void OnInit()
```
{
    //--- Bind the Array to the indicator buffer with index 0
    SetIndexBuffer(0, MABuffer, INDICATOR_DATA);
    //--- Set the line drawing
    PlotIndexSetInteger(0, PLOT_DRAW_TYPE, DRAW_LINE);
    //--- Set the style line
    PlotIndexSetInteger(0, PLOT_LINE_STYLE, STYLE_DOT);
    //--- Set line color
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, clrRed);
    //--- Set line thickness
    PlotIndexSetInteger(0, PLOT_LINE_WIDTH, 1);
    //--- Set labels for the line
    PlotIndexSetString(0, PLOT_LABEL, "Moving Average");
    //---
}

/**

Custom indicator iteration function
*/
int OnCalculate(const int rates_total,
                 const int prev_calculated,
                 const datetime &time[],
                 const double &open[],
                 const double &high[],
                 const double &low[],
                 const double &close[],
                 const long &tick_volume[],
                 const long &volume[],
                 const int &spread[])
{
    //---
    for (int i=prev_calculated; i<rates_total; i++)
    {
        MABuffer[i]=close[i];
    }
    //--- return value of prev_calculated for next call
    return (rates_total);
}
Custom Indicators Properties

The number of indicator buffers that can be used in a custom indicator is unlimited. But for each array, which is designated as the indicator buffer using the `SetIndexBuffer()` function, it's necessary to specify the data type that it will store. This may be one of the values of the `ENUM_INDEXBUFFER_TYPE` enumeration.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INDICATOR_DATA</td>
<td>Data to draw</td>
</tr>
<tr>
<td>INDICATOR_COLOR_INDEX</td>
<td>Color</td>
</tr>
<tr>
<td>INDICATOR_CALCULATIONS</td>
<td>Auxiliary buffers for intermediate calculations</td>
</tr>
</tbody>
</table>

A custom indicator has a lot of settings to provide convenient displaying. These settings are made through the assignment of corresponding indicator properties using functions `IndicatorSetDouble()`, `IndicatorSetInteger()` and `IndicatorSetString()`. Identifiers of indicator properties are listed in the `ENUM_CUSTOMIND_PROPERTY` enumeration.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INDICATOR_DIGITS</td>
<td>Accuracy of drawing of indicator values</td>
<td>int</td>
</tr>
<tr>
<td>INDICATOR_HEIGHT</td>
<td>Fixed height of the indicator’s window</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>(the preprocessor command</td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>#property indicator_height</code>)</td>
<td></td>
</tr>
<tr>
<td>INDICATOR_LEVELS</td>
<td>Number of levels in the indicator window</td>
<td>int</td>
</tr>
<tr>
<td>INDICATOR_LEVELCOLOR</td>
<td>Color of the level line</td>
<td>color modifier</td>
</tr>
<tr>
<td>INDICATOR_LEVELSTYLE</td>
<td>Style of the level line</td>
<td><code>ENUM_LINE_STYLE</code> modifier =</td>
</tr>
<tr>
<td>INDICATORLEVELWIDTH</td>
<td>Thickness of the level line</td>
<td>int modifier =</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INDICATOR_MINIMUM</td>
<td>Minimum of the indicator window</td>
<td>double</td>
</tr>
<tr>
<td>INDICATOR_MAXIMUM</td>
<td>Maximum of the indicator window</td>
<td>double</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Property type</td>
</tr>
<tr>
<td>------------------</td>
<td>------------------------------</td>
<td>------------------------------------</td>
</tr>
<tr>
<td>INDICATOR_LEVELVALUE</td>
<td>Level value</td>
<td>double modifier = level number</td>
</tr>
</tbody>
</table>

### ENUM_CUSTOMIND_PROPERTY_STRING

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INDICATOR_SHORTNAME</td>
<td>Short indicator name</td>
<td>string</td>
</tr>
<tr>
<td>INDICATOR_LEVELTEXT</td>
<td>Level description</td>
<td>string modifier = level number</td>
</tr>
</tbody>
</table>

**Examples:**

```cpp
//--- indicator settings
#property indicator_separate_window
#property indicator_buffers 4
#property indicator_plots 2
#property indicator_type1 DRAW_LINE
#property indicator_type2 DRAW_LINE
#property indicator_color1 clrLightSeaGreen
#property indicator_color2 clrRed
//--- input parameters
extern int KPeriod=5;
extern int DPeriod=3;
extern int Slowing=3;
//--- indicator buffers
double MainBuffer[];
double SignalBuffer[];
double HigheBuffer[];
double LowesBuffer[];
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
void OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,MainBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,SignalBuffer,INDICATOR_DATA);
    SetIndexBuffer(2,HigheBuffer,INDICATOR_CALCULATIONS);
    SetIndexBuffer(3,LowesBuffer,INDICATOR_CALCULATIONS);
    //--- set accuracy
    IndicatorSetInteger(INDICATOR_DIGITS,2);
    //--- set levels
    IndicatorSetInteger(INDICATOR_LEVELS,2);
    IndicatorSetDouble(INDICATOR_LEVELVALUE,0,20);
    IndicatorSetDouble(INDICATOR_LEVELVALUE,1,80);
    //--- set maximum and minimum for subwindow
    IndicatorSetDouble(INDICATOR_MINIMUM,0);```
IndicatorSetDouble(INDEXATOR_MAXIMUM,100);

//--- sets first bar from which index will be drawn
PlotIndexSetInteger(0,PLOT_DRAW_BEGIN,KPeriod+Slowing-2);
PlotIndexSetInteger(1,PLOT_DRAW_BEGIN,KPeriod+Slowing+DPeriod);

//--- set style STYLE_DOT for second line
PlotIndexSetInteger(1,PLOT_LINE_STYLE,STYLE_DOT);

//--- name for DataWindow and indicator subwindow label
IndicatorSetString(INDEXATOR_SHORTNAME,"Stoch("+KPeriod+","+DPeriod+","+Slowing+")");
PlotIndexSetString(0,PLOT_LABEL,"Main");
PlotIndexSetString(1,PLOT_LABEL,"Signal");

//--- sets drawing line to empty value
PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0.0);
PlotIndexSetDouble(1,PLOT_EMPTY_VALUE,0.0);

//--- initialization done
}
Types of Technical Indicators

There are two ways to create an indicator handle for further accessing its values. The first way is to directly specify a function name from the list of technical indicators. The second method using the IndicatorCreate() is to uniformly create a handle of any indicator by assigning an identifier from the ENUM_INDICATOR enumeration. Both ways of handle creation are equal, you can use the one that is most convenient in a particular case when writing a program in MQL5.

When creating an indicator of type IND_CUSTOM, the type field of the first element of an array of input parameters MqlParam must have the TYPE_STRING value of the enumeration ENUM_DATATYPE, while the field string_value of the first element must contain the name of the custom indicator.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Indicator</th>
</tr>
</thead>
<tbody>
<tr>
<td>IND_AC</td>
<td>Accelerator Oscillator</td>
</tr>
<tr>
<td>IND_AD</td>
<td>Accumulation/Distribution</td>
</tr>
<tr>
<td>IND_ADX</td>
<td>Average Directional Index</td>
</tr>
<tr>
<td>IND_ADXW</td>
<td>ADX by Welles Wilder</td>
</tr>
<tr>
<td>IND_ALLIGATOR</td>
<td>Alligator</td>
</tr>
<tr>
<td>IND_AMA</td>
<td>Adaptive Moving Average</td>
</tr>
<tr>
<td>IND_AO</td>
<td>Awesome Oscillator</td>
</tr>
<tr>
<td>IND_ATR</td>
<td>Average True Range</td>
</tr>
<tr>
<td>IND_BANDS</td>
<td>Bollinger Bands®</td>
</tr>
<tr>
<td>IND_BEARS</td>
<td>Bears Power</td>
</tr>
<tr>
<td>IND_BULLS</td>
<td>Bulls Power</td>
</tr>
<tr>
<td>IND_BWMFI</td>
<td>Market Facilitation Index</td>
</tr>
<tr>
<td>IND_CCI</td>
<td>Commodity Channel Index</td>
</tr>
<tr>
<td>IND_CHAIKIN</td>
<td>Chaikin Oscillator</td>
</tr>
<tr>
<td>IND_CUSTOM</td>
<td>Custom indicator</td>
</tr>
<tr>
<td>IND_DEMA</td>
<td>Double Exponential Moving Average</td>
</tr>
<tr>
<td>IND_DEMARKER</td>
<td>DeMarker</td>
</tr>
<tr>
<td>IND_ENVELOPES</td>
<td>Envelopes</td>
</tr>
<tr>
<td>IND_FORCE</td>
<td>Force Index</td>
</tr>
<tr>
<td>IND_FRACTALS</td>
<td>Fractals</td>
</tr>
<tr>
<td>IND_FRAMA</td>
<td>Fractal Adaptive Moving Average</td>
</tr>
<tr>
<td>IND_GATOR</td>
<td>Gator Oscillator</td>
</tr>
<tr>
<td>Identifier</td>
<td>Indicator</td>
</tr>
<tr>
<td>--------------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>IND_ICHIMOKU</td>
<td>Ichimoku Kinko Hyo</td>
</tr>
<tr>
<td>IND_MA</td>
<td>Moving Average</td>
</tr>
<tr>
<td>IND_MACD</td>
<td>MACD</td>
</tr>
<tr>
<td>IND_MFI</td>
<td>Money Flow Index</td>
</tr>
<tr>
<td>IND_MOMENTUM</td>
<td>Momentum</td>
</tr>
<tr>
<td>IND_OBV</td>
<td>On Balance Volume</td>
</tr>
<tr>
<td>IND_OSMA</td>
<td>OsMA</td>
</tr>
<tr>
<td>IND_RSI</td>
<td>Relative Strength Index</td>
</tr>
<tr>
<td>IND_RVI</td>
<td>Relative Vigor Index</td>
</tr>
<tr>
<td>IND_SAR</td>
<td>Parabolic SAR</td>
</tr>
<tr>
<td>IND_STDDEV</td>
<td>Standard Deviation</td>
</tr>
<tr>
<td>IND_STOCHASTIC</td>
<td>Stochastic Oscillator</td>
</tr>
<tr>
<td>IND_TEMA</td>
<td>Triple Exponential Moving Average</td>
</tr>
<tr>
<td>IND_TRIX</td>
<td>Triple Exponential Moving Averages Oscillator</td>
</tr>
<tr>
<td>IND_VIDYA</td>
<td>Variable Index Dynamic Average</td>
</tr>
<tr>
<td>IND_VOLUMES</td>
<td>Volumes</td>
</tr>
<tr>
<td>IND_WPR</td>
<td>Williams’ Percent Range</td>
</tr>
</tbody>
</table>
Data Type Identifiers

When creating an indicator handle using the `IndicatorCreate()` function, an array of `MqlParam` type must be specified as the last parameter. Accordingly, the MqlParam structure, describing indicator, contains a special field `type`. This field contains information about the data type (real, integer or string type) that are passed by a particular element of the array. The value of this field of the MqlParam structure may be one of ENUM_DATATYPE values.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Data type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TYPE_BOOL</td>
<td>bool</td>
</tr>
<tr>
<td>TYPE_CHAR</td>
<td>char</td>
</tr>
<tr>
<td>TYPE_UCHAR</td>
<td>uchar</td>
</tr>
<tr>
<td>TYPE_SHORT</td>
<td>short</td>
</tr>
<tr>
<td>TYPE_USHORT</td>
<td>ushort</td>
</tr>
<tr>
<td>TYPE_COLOR</td>
<td>color</td>
</tr>
<tr>
<td>TYPE_INT</td>
<td>int</td>
</tr>
<tr>
<td>TYPE_UINT</td>
<td>uint</td>
</tr>
<tr>
<td>TYPE_DATETIME</td>
<td>datetime</td>
</tr>
<tr>
<td>TYPE_LONG</td>
<td>long</td>
</tr>
<tr>
<td>TYPE_UULONG</td>
<td>ulong</td>
</tr>
<tr>
<td>TYPE_FLOAT</td>
<td>float</td>
</tr>
<tr>
<td>TYPE_DOUBLE</td>
<td>double</td>
</tr>
<tr>
<td>TYPE_STRING</td>
<td>string</td>
</tr>
</tbody>
</table>

Each element of the array describes the corresponding input parameter of a created technical indicator, so the type and order of elements in the array must be strictly maintained in accordance with the description.
Environment State

Constants describing the current runtime environment of an mql5-program are divided into groups:

- **Client terminal properties** - information about the client terminal;
- **Executed MQL5-program properties** - mql5 program properties, which help to control its execution;
- **Symbol properties** - obtaining information about a symbol;
- **Account properties** - information about the current account;
- **Testing Statistics** - results of Expert Advisor testing.
Client Terminal Properties

Information about the client terminal can be obtained by two functions: `TerminalInfoInteger()` and `TerminalInfoString()`. For parameters, these functions accept values from `ENUM_TERMINAL_INFO_INTEGER` and `ENUM_TERMINAL_INFO_STRING` respectively.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TERMINAL_BUILD</td>
<td>The client terminal build number</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_COMMUNITY_ACCOUNT</td>
<td>The flag indicates the presence of MQL5.community authorization data in the terminal</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_COMMUNITY_CONNECTION</td>
<td>Connection to MQL5.community</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_CONNECTED</td>
<td>Connection to a trade server</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_DLLS_ALLOWED</td>
<td>Permission to use DLL</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_TRADE_ALLOWED</td>
<td>Permission to trade</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_EMAIL_ENABLED</td>
<td>Permission to send e-mails using SMTP-server and login, specified in the terminal settings</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_FTP_ENABLED</td>
<td>Permission to send reports using FTP-server and login, specified in the terminal settings</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_NOTIFICATIONS_ENABLED</td>
<td>Permission to send notifications to smartphone</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_MAXBARS</td>
<td>The maximal bars count on the chart</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_MQID</td>
<td>The flag indicates the presence of MetaQuotes ID data for Push notifications</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_CODEPAGE</td>
<td>Number of the code page of the language installed in the client terminal</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_CPU_CORES</td>
<td>The number of CPU cores in the system</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_DISK_SPACE</td>
<td>Free disk space for the MQL5\Files folder of the</td>
<td>int</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------</td>
</tr>
<tr>
<td>terminal (agent), MB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TERMINAL_MEMORY_PHYSICAL</td>
<td>Physical memory in the system, MB</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_MEMORY_TOTAL</td>
<td>Memory available to the process of the terminal (agent), MB</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_MEMORY_AVAILABLE</td>
<td>Free memory of the terminal (agent) process, MB</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_MEMORY_USED</td>
<td>Memory used by the terminal (agent), MB</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_X64</td>
<td>Indication of the &quot;64-bit terminal&quot;</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_OPENCL_SUPPORT</td>
<td>The version of the supported OpenCL in the format of 0x00010002 = 1.2. &quot;0&quot;</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_SCREEN_DPI</td>
<td>The resolution of information display on the screen is measured as number of</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>Dots in a line per Inch (DPI). Knowing the parameter value, you can set</td>
<td></td>
</tr>
<tr>
<td></td>
<td>the size of graphical objects so that they look the same on monitors with</td>
<td></td>
</tr>
<tr>
<td></td>
<td>different resolution characteristics.</td>
<td></td>
</tr>
<tr>
<td>TERMINAL_SCREEN_LEFT</td>
<td>The left coordinate of the virtual screen. A virtual screen is a rectangle</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>that covers all monitors. If the system has two monitors ordered from right</td>
<td></td>
</tr>
<tr>
<td></td>
<td>to left, then the left coordinate of the virtual screen can be on the</td>
<td></td>
</tr>
<tr>
<td></td>
<td>border of two monitors.</td>
<td></td>
</tr>
<tr>
<td>TERMINAL_SCREEN_TOP</td>
<td>The top coordinate of the virtual screen.</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_SCREEN_WIDTH</td>
<td>Terminal width</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_SCREEN_HEIGHT</td>
<td>Terminal height</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_LEFT</td>
<td>The left coordinate of the terminal relative to the virtual</td>
<td>int</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------</td>
</tr>
<tr>
<td>screen</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TERMINAL_TOP</td>
<td>The top coordinate of the terminal relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_RIGHT</td>
<td>The right coordinate of the terminal relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_BOTTOM</td>
<td>The bottom coordinate of the terminal relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_PING_LAST</td>
<td>The last known value of a ping to a trade server in microseconds. One second comprises of one million microseconds</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_VPS</td>
<td>Indication that the terminal is launched on the MetaTrader Virtual Hosting server (MetaTrader VPS)</td>
<td>bool</td>
</tr>
<tr>
<td>Key identifier</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_LEFT</td>
<td>State of the “Left arrow” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_UP</td>
<td>State of the “Up arrow” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_RIGHT</td>
<td>State of the “Right arrow” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_DOWN</td>
<td>State of the “Down arrow” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_SHIFT</td>
<td>State of the “Shift” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_CONTROL</td>
<td>State of the “Ctrl” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_MENU</td>
<td>State of the “Windows” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_CAPSLOCK</td>
<td>State of the “CapsLock” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_NUMLOCK</td>
<td>State of the “NumLock” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_SCRLOCK</td>
<td>State of the “ScrollLock” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_ENTER</td>
<td>State of the “Enter” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_INSERT</td>
<td>State of the “Insert” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_DELETE</td>
<td>State of the “Delete” key</td>
<td>int</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

#### TERMINAL_KEYSTATE_HOME
State of the "Home" key
Type: int

#### TERMINAL_KEYSTATE_END
State of the "End" key
Type: int

#### TERMINAL_KEYSTATE_TAB
State of the "Tab" key
Type: int

#### TERMINAL_KEYSTATE_PAGEUP
State of the "PageUp" key
Type: int

#### TERMINAL_KEYSTATE_PAGEDOWN
State of the "PageDown" key
Type: int

#### TERMINAL_KEYSTATE_ESCAPE
State of the "Escape" key
Type: int

Call to TerminalInfoInteger(TERMINAL_KEYSTATE_XXX) returns the same state code of a key as the `GetKeyState()` function in MSDN.

#### Example of scaling factor calculation:

```c
//--- Creating a 1.5 inch wide button on a screen
int screen_dpi = TerminalInfoInteger(TERMINAL_SCREEN_DPI); // Find DPI of the user monitor
int base_width = 144; // The basic width in the screen points for standard monitors with DPI=96
int width = (button_width * screen_dpi) / 96; // Calculate the button width
...

//--- Calculating the scaling factor as a percentage
int scale_factor = (TerminalInfoInteger(TERMINAL_SCREEN_DPI) * 100) / 96;
//--- Use of the scaling factor
width = (base_width * scale_factor) / 100;
```

In the above example, the graphical resource looks the same on monitors with different resolution characteristics. The size of control elements (buttons, dialog windows, etc.) corresponds to personalization settings.

#### ENUM_TERMINAL_INFO_DOUBLE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TERMINAL_COMMUNITY_BALANCE</td>
<td>Balance in MQL5.community</td>
<td>double</td>
</tr>
<tr>
<td>TERMINAL_RETRANSMISSION</td>
<td>Percentage of resent network packets in the TCP/IP protocol for all running applications and services on the given computer. Packet loss occurs even in the fastest and correctly configured networks. In this case, there is no</td>
<td>double</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

**Identifier** | **Description** | **Type**
--- | --- | ---
confirmation of packet delivery between the recipient and the sender, therefore lost packets are resent. It is not an indication of the connection quality between a particular terminal and a trade server, since the percentage is calculated for the entire network activity, including system and background activity. The TERMINAL_RETRANSMISSION value is requested from the operating system once per minute. The terminal itself does not calculate this value. |  

**File operations** can be performed only in two directories; corresponding paths can be obtained using the request for TERMINAL_DATA_PATH and TERMINAL_COMMONDATA_PATH properties.

**ENUM TERMINAL_INFO_STRING**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TERMINAL_LANGUAGE</td>
<td>Language of the terminal</td>
<td>string</td>
</tr>
<tr>
<td>TERMINAL_COMPANY</td>
<td>Company name</td>
<td>string</td>
</tr>
<tr>
<td>TERMINAL_NAME</td>
<td>Terminal name</td>
<td>string</td>
</tr>
<tr>
<td>TERMINAL_PATH</td>
<td>Folder from which the terminal is started</td>
<td>string</td>
</tr>
<tr>
<td>TERMINAL_DATA_PATH</td>
<td>Folder in which terminal data are stored</td>
<td>string</td>
</tr>
<tr>
<td>TERMINAL_COMMONDATA_PATH</td>
<td>Common path for all of the terminals installed on a computer</td>
<td>string</td>
</tr>
</tbody>
</table>

For a better understanding of paths, stored in properties of TERMINAL_PATH, TERMINAL_DATA_PATH and TERMINAL_COMMONDATA_PATH parameters, it is recommended to execute the script, which will return these values for the current copy of the client terminal, installed on your computer.

**Example: Script returns information about the client terminal paths**

```plaintext
//+------------------------------------------------------------------+
```
As a result of the script execution in the Experts Journal you will see a messages, like the following:
Running MQL5 Program Properties

To obtain information about the currently running mql5 program, constants from ENUM_MQL_INFO_INTEGER and ENUM_MQL_INFO_STRING are used.

For function MQLInfointeger

### ENUM_MQL_INFO_INTEGER

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>MQL_HANDLES_USED</td>
<td>The current number of active object handles. These include both dynamic (created via new) and non-dynamic objects, global/local variables or class members. The more handles a program uses, the more resources it consumes.</td>
<td>int</td>
</tr>
<tr>
<td>MQL_MEMORY_LIMIT</td>
<td>Maximum possible amount of dynamic memory for MQL5 program in MB</td>
<td>int</td>
</tr>
<tr>
<td>MQL_MEMORY_USED</td>
<td>Memory used by MQL5 program in MB</td>
<td>int</td>
</tr>
<tr>
<td>MQL_PROGRAM_TYPE</td>
<td>Type of the MQL5 program</td>
<td>ENUM_PROGRAM_TYPE</td>
</tr>
<tr>
<td>MQL_DLLS_ALLOWED</td>
<td>The permission to use DLL for the given running program</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_TRADE_ALLOWED</td>
<td>The permission to trade for the given running program</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_SIGNALS_ALLOWED</td>
<td>The permission to modify the Signals for the given running program</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_DEBUG</td>
<td>Indication that the program is running in the debugging mode</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_PROFILER</td>
<td>Indication that the program is running in the code profiling mode</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_TESTER</td>
<td>Indication that the program is running in the tester</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_FORWARD</td>
<td>Indication that the program is running in the forward testing process</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_OPTIMIZATION</td>
<td>Indication that the program is running in the optimization mode</td>
<td>bool</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>MQL_VISUAL_MODE</td>
<td>Indication that the program is running in the visual testing mode</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_FRAME_MODE</td>
<td>Indication that the Expert Advisor is running in <em>gathering optimization result frames</em> mode</td>
<td>bool</td>
</tr>
<tr>
<td>MQL_LICENSE_TYPE</td>
<td>Type of license of the EX5 module. The license refers to the EX5 module, from which a request is made using MQLInfoInteger(MQL_LICENSE_TYPE).</td>
<td>ENUM_LICENSE_TYPE</td>
</tr>
</tbody>
</table>

For function **MQLInfoString**

**ENUM_MQL_INFO_STRING**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>MQL_PROGRAM_NAME</td>
<td>Name of the running mql5-program</td>
<td>string</td>
</tr>
<tr>
<td>MQL5_PROGRAM_PATH</td>
<td>Path for the given running program</td>
<td>string</td>
</tr>
</tbody>
</table>

For information about the type of the running program, values of **ENUM_PROGRAM_TYPE** are used.

**ENUM_PROGRAM_TYPE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PROGRAM_SCRIPT</td>
<td>Script</td>
</tr>
<tr>
<td>PROGRAM_EXPERT</td>
<td>Expert</td>
</tr>
<tr>
<td>PROGRAM_INDICATOR</td>
<td>Indicator</td>
</tr>
</tbody>
</table>

**ENUM_LICENSE_TYPE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LICENSE_FREE</td>
<td>A free unlimited version</td>
</tr>
<tr>
<td>LICENSE_DEMO</td>
<td>A trial version of a paid product from the Market. It works only in the strategy tester</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>LICENSE_FULL</td>
<td>A purchased licensed version allows at least 5 activations. The number of activations is specified by seller. Seller may increase the allowed number of activations.</td>
</tr>
<tr>
<td>LICENSE_TIME</td>
<td>A version with a limited term license</td>
</tr>
</tbody>
</table>

Example:

```c
ENUM_PROGRAM_TYPE mql_program=(ENUM_PROGRAM_TYPE)MQLInfoInteger(MQL_PROGRAM_TYPE);
switch (mql_program)
{
    case PROGRAM_SCRIPT:
    {
        Print(__FILE__+" is script");
        break;
    }
    case PROGRAM_EXPERT:
    {
        Print(__FILE__+" is Expert Advisor");s
        break;
    }
    case PROGRAM_INDICATOR:
    {
        Print(__FILE__+" is custom indicator");
        break;
    }
    default:Print("MQL5 type value is ",mql_program);
    //---
    Print("MQLInfoInteger(MQL_MEMORY_LIMIT)=", MQLInfoInteger(MQL_MEMORY_LIMIT), " MB")
    Print("MQLInfoInteger(MQL_MEMORY_USED)=", MQLInfoInteger(MQL_MEMORY_USED), " MB");
    Print("MQLInfoInteger(MQL_HANDLES_USED)=", MQLInfoInteger(MQL_HANDLES_USED), " han"}
```
Symbol Properties

To obtain the current market information there are several functions: `SymbolInfoInteger()`, `SymbolInfoDouble()` and `SymbolInfoString()`. The first parameter is the symbol name, the values of the second function parameter can be one of the identifiers of `ENUM_SYMBOL_INFO_INTEGER`, `ENUM_SYMBOL_INFO_DOUBLE` and `ENUM_SYMBOL_INFO_STRING`.

For function `SymbolInfoInteger()`

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_SECTOR</td>
<td>The sector of the economy to which the asset belongs</td>
<td><code>ENUM_SYMBOL_SECTOR</code></td>
</tr>
<tr>
<td>SYMBOL_INDUSTRY</td>
<td>The industry or the economy branch to which the symbol belongs</td>
<td><code>ENUM_SYMBOL_INDUSTRY</code></td>
</tr>
<tr>
<td>SYMBOL_CUSTOM</td>
<td>It is a custom symbol - the symbol has been created synthetically based on other symbols from the Market Watch and/or external data sources</td>
<td>bool</td>
</tr>
<tr>
<td>SYMBOL_BACKGROUND_COLOR</td>
<td>The color of the background used for the symbol in Market Watch</td>
<td>color</td>
</tr>
<tr>
<td>SYMBOL_CHART_MODE</td>
<td>The price type used for generating symbols bars, i.e. Bid or Last</td>
<td><code>ENUM_SYMBOL_CHART_MODE</code></td>
</tr>
<tr>
<td>SYMBOL_EXIST</td>
<td>Symbol with this name exists</td>
<td>bool</td>
</tr>
<tr>
<td>SYMBOL_SELECT</td>
<td>Symbol is selected in Market Watch</td>
<td>bool</td>
</tr>
<tr>
<td>SYMBOL_VISIBLE</td>
<td>Symbol is visible in Market Watch. Some symbols (mostly, these are cross rates required for calculation of margin requirements or profits in deposit currency) are selected automatically, but may not be visible in Market Watch. To be displayed such symbols have to be explicitly selected.</td>
<td>bool</td>
</tr>
<tr>
<td>SYMBOL_SESSION_DEALS</td>
<td>Number of deals in the current session</td>
<td>long</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
<td>------</td>
</tr>
<tr>
<td>SYMBOL_SESSION_BUY_ORDERS</td>
<td>Number of Buy orders at the moment</td>
<td>long</td>
</tr>
<tr>
<td>SYMBOL_SESSION_SELL_ORDERS</td>
<td>Number of Sell orders at the moment</td>
<td>long</td>
</tr>
<tr>
<td>SYMBOL_VOLUME</td>
<td>Volume of the last deal</td>
<td>long</td>
</tr>
<tr>
<td>SYMBOL_VOLUMEHIGH</td>
<td>Maximal day volume</td>
<td>long</td>
</tr>
<tr>
<td>SYMBOL_VOLUMelow</td>
<td>Minimal day volume</td>
<td>long</td>
</tr>
<tr>
<td>SYMBOL_TIME</td>
<td>Time of the last quote</td>
<td>datetime</td>
</tr>
<tr>
<td>SYMBOL_TIME_MSC</td>
<td>Time of the last quote in milliseconds since 1970.01.01</td>
<td>long</td>
</tr>
<tr>
<td>SYMBOL_DIGITS</td>
<td>Digits after a decimal point</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_SPREAD_FLOAT</td>
<td>Indication of a floating spread</td>
<td>bool</td>
</tr>
<tr>
<td>SYMBOL_SPREAD</td>
<td>Spread value in points</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_TICKS_BOOKDEPTH</td>
<td>Maximal number of requests shown in Depth of Market. For symbols that have no queue of requests, the value is equal to zero.</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_TRADE_CALC_MODE</td>
<td>Contract price calculation mode</td>
<td>ENUM_SYMBOL_CALC_MODE</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE</td>
<td>Order execution type</td>
<td>ENUM_SYMBOL_TRADE_MODE</td>
</tr>
<tr>
<td>SYMBOL_START_TIME</td>
<td>Date of the symbol trade beginning (usually used for futures)</td>
<td>datetime</td>
</tr>
<tr>
<td>SYMBOLExpiration_TIME</td>
<td>Date of the symbol trade end (usually used for futures)</td>
<td>datetime</td>
</tr>
<tr>
<td>SYMBOL_TRADE_STOPS_LEVEL</td>
<td>Minimal indentation in points from the current close price to place Stop orders</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_TRADE_FREEZE_LEVEL</td>
<td>Distance to freeze trade operations in points</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXEMODE</td>
<td>Deal execution mode</td>
<td>ENUM_SYMBOL_TRADE_EXECUTION</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE</td>
<td>Swap calculation model</td>
<td>ENUM_SYMBOL_SWAP_MODE</td>
</tr>
<tr>
<td>SYMBOL_SWAP_ROLLOVER3DAYS</td>
<td>Day of week to charge 3 days swap rollover</td>
<td>ENUM_DAY_OF_WEEK</td>
</tr>
<tr>
<td>SYMBOL_MARGIN_HEGGED_USE_LEG</td>
<td>Calculating hedging margin using the larger leg (Buy or Sell)</td>
<td>bool</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYM</td>
<td>Sell)</td>
<td></td>
</tr>
<tr>
<td>SYM_EXPIRATION_MODE</td>
<td>Flags of allowed order expiration modes</td>
<td>int</td>
</tr>
<tr>
<td>SYM_FILLING_MODE</td>
<td>Flags of allowed order filling modes</td>
<td>int</td>
</tr>
<tr>
<td>SYM_ORDER_MODE</td>
<td>Flags of allowed order types</td>
<td>int</td>
</tr>
<tr>
<td>SYM_ORDER_GTC_MODE</td>
<td>Expiration of Stop Loss and Take Profit orders, if SYM_EXPIRATION_MODE=SYM_EXPIRATION_GTC (Good till canceled)</td>
<td>ENUM_SYMBOL_ORDER_GTC_MODE</td>
</tr>
<tr>
<td>SYM_OPTION_MODE</td>
<td>Option type</td>
<td>ENUM_SYMBOL_OPTION_MODE</td>
</tr>
<tr>
<td>SYM_OPTION_RIGHT</td>
<td>Option right (Call/Put)</td>
<td>ENUM_SYMBOL_OPTION_RIGHT</td>
</tr>
</tbody>
</table>

For function SymbolInfoDouble():

### ENUM_SYMBOL_INFO_DOUBLE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYM_BID</td>
<td>Bid - best sell offer</td>
<td>double</td>
</tr>
<tr>
<td>SYM_BIDHIGH</td>
<td>Maximal Bid of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_BIDLOW</td>
<td>Minimal Bid of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_ASK</td>
<td>Ask - best buy offer</td>
<td>double</td>
</tr>
<tr>
<td>SYM_ASKHIGH</td>
<td>Maximal Ask of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_ASKLOW</td>
<td>Minimal Ask of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_LAST</td>
<td>Price of the last deal</td>
<td>double</td>
</tr>
<tr>
<td>SYM_LASTHIGH</td>
<td>Maximal Last of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_LASTLOW</td>
<td>Minimal Last of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_VOLUME_REAL</td>
<td>Volume of the last deal</td>
<td>double</td>
</tr>
<tr>
<td>SYM_VOLUMEHIGH_REAL</td>
<td>Maximum Volume of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_VOLUMELOW_REAL</td>
<td>Minimum Volume of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYM_OPTION_STRIKE</td>
<td>The strike price of an option. The price at which an option buyer can buy (in a Call option) or sell (in a Put option) the underlying asset, and the option seller is obliged to sell</td>
<td>double</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>SYM_POINT</td>
<td>Symbol point value</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE</td>
<td>Value of SYMBOL_TRADE_TICK_VALUE_PROFIT</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE_PROFIT</td>
<td>Calculated tick price for a profitable position</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE_LOSS</td>
<td>Calculated tick price for a losing position</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_SIZE</td>
<td>Minimal price change</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_CONTRACT_SIZE</td>
<td>Trade contract size</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_ACCRUED_INTEREST</td>
<td><strong>Accrued interest</strong> - accumulated coupon interest, i.e. part of the coupon interest calculated in proportion to the number of days since the coupon bond issuance or the last coupon interest payment</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_FACE_VALUE</td>
<td><strong>Face value</strong> - initial bond value set by the issuer</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_TRADE_LIQUIDITY_RATE</td>
<td>Liquidity Rate is the share of the asset that can be used for the margin.</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_MIN</td>
<td>Minimal volume for a deal</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_MAX</td>
<td>Maximal volume for a deal</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_STEP</td>
<td>Minimal volume change step for deal execution</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_LIMIT</td>
<td>Maximum allowed aggregate volume of an open position and pending orders in one direction (buy or sell) for the symbol. For example, with the limitation of 5 lots, you can have an open buy position with the volume of 5 lots and place a pending order Sell Limit with the volume of 5 lots. But in this case you cannot place a Buy Limit pending order (since the</td>
<td>double</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
<td>------</td>
</tr>
<tr>
<td>total volume in one direction will exceed the limitation) or place Sell Limit with the volume more than 5 lots.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SYMBOL_SWAP_LONG</td>
<td>Long swap value</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SWAP_SHORT</td>
<td>Short swap value</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_MARGIN_INITIAL</td>
<td>Initial margin means the amount in the margin currency required for opening a position with the volume of one lot. It is used for checking a client’s assets when he or she enters the market. The SymbolInfoMarginRate() function provides data on the amount of charged margin depending on the order type and direction.</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_MARGIN_MAINTENANCE</td>
<td>The maintenance margin. If it is set, it sets the margin amount in the margin currency of the symbol, charged from one lot. It is used for checking a client’s assets when his/her account state changes. If the maintenance margin is equal to 0, the initial margin is used. The SymbolInfoMarginRate() function provides data on the amount of charged margin depending on the order type and direction.</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_VOLUME</td>
<td>Summary volume of current session deals</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_TURNOVER</td>
<td>Summary turnover of the current session</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_INTEREST</td>
<td>Summary open interest</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_BUY_ORDERS_VOLUME</td>
<td>Current volume of Buy orders</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_SELL_ORDERS_VOLUME</td>
<td>Current volume of Sell orders</td>
<td>double</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------</td>
</tr>
<tr>
<td>SYMBOL_SESSION_OPEN</td>
<td>Open price of the current session</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_CLOSE</td>
<td>Close price of the current session</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_AW</td>
<td>Average weighted price of the current session</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_PRICE_SETTLEMENT</td>
<td>Settlement price of the current session</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_PRICE_LIMIT_MIN</td>
<td>Minimal price of the current session</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_SESSION_PRICE_LIMIT_MAX</td>
<td>Maximal price of the current session</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_MARGEN_HEDGED</td>
<td>Contract size or margin value per one lot of hedged positions (oppositely directed positions of one symbol). Two margin calculation methods are possible for hedged positions. The calculation method is defined by the broker.</td>
<td>double</td>
</tr>
</tbody>
</table>

Basic calculation:
- If the initial margin (SYMBOL_MARGIN_INITIAL) is specified for a symbol, the hedged margin is specified as an absolute value (in monetary terms).
- If the initial margin is not specified (equal to 0), SYMBOL_MARGIN_HEDGED is equal to the size of the contract, that will be used to calculate the margin by the appropriate formula in accordance with the type of the financial instrument (SYMBOL_TRADE_CALC_MODE).

Calculation for the largest position:
- The SYMBOL_MARGIN_HEDGED value is not taken into account.
<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>униципевCompanyId_5</td>
<td>The volume of all short and all long positions of a symbol is calculated.</td>
<td></td>
</tr>
<tr>
<td>ตี้CompanyId_5ący</td>
<td>For each direction, a weighted average open price and a weighted average rate of conversion to the deposit currency is calculated.</td>
<td></td>
</tr>
<tr>
<td>다음의EMPL</td>
<td>Next, using the appropriate formula chosen in accordance with the symbol type (companyId_5EMy TRADE CALC MOD E) the margin is calculated for the short and the long part.</td>
<td></td>
</tr>
<tr>
<td>다음의EMPL</td>
<td>The largest one of the values is used as the margin.</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_PRICE_CHANGE</td>
<td>Change of the current price relative to the end of the previous trading day in %</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_VOLATILITY</td>
<td>Price volatility in %</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_THEORETICAL</td>
<td>Theoretical option price</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_DELTA</td>
<td>Option/warrant delta shows the value the option price changes by, when the underlying asset price changes by 1</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_THETA</td>
<td>Option/warrant theta shows the number of points the option price is to lose every day due to a temporary breakup, i.e. when the expiration date approaches</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_GAMMA</td>
<td>Option/warrant gamma shows the change rate of delta - how quickly or slowly the option premium changes</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_VEGA</td>
<td>Option/warrant vega shows the number of points the option price changes by when the volatility changes by 1%</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_RHO</td>
<td>Option/warrant rho reflects the sensitivity of the theoretical option price to the interest rate changing by 1%</td>
<td>double</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_PRICE_OMEGA</td>
<td>Option/warrant omega. Option elasticity shows a relative percentage change of the option price by the percentage change of the underlying asset price</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_PRICE_SENSITIVITY</td>
<td>Option/warrant sensitivity shows by how many points the price of the option's underlying asset should change so that the price of the option changes by one point</td>
<td>double</td>
</tr>
</tbody>
</table>

For function `SymbolInfoString()`

#### ENUM_SYMBOL_INFO_STRING

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_BASIS</td>
<td>The underlying asset of a derivative</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOLCATEGORY</td>
<td>The name of the sector or category to which the financial symbol belongs</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_COUNTRY</td>
<td>The country to which the financial symbol belongs</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_SECTOR_NAME</td>
<td>The sector of the economy to which the financial symbol belongs</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_INDUSTRY_NAME</td>
<td>The industry branch or the industry to which the financial symbol belongs</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_CURRENCY_BASE</td>
<td>Basic currency of a symbol</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_CURRENCY_PROFIT</td>
<td>Profit currency</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_CURRENCY_MARGIN</td>
<td>Margin currency</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_BANK</td>
<td>Feeder of the current quote</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_DESCRIPTION</td>
<td>Symbol description</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_EXCHANGE</td>
<td>The name of the exchange in which the financial symbol is traded</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_FORMULA</td>
<td>The formula used for the custom symbol pricing. If the name of a financial symbol used in the formula starts with a digit or contains a special character (&quot;&gt;&quot;, &quot;,&quot;, &quot;,&quot;, &quot;,&quot;, &quot;,&quot;, &quot;,&quot;, &quot;#&quot; and so on) quotation marks</td>
<td>string</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>should be used around this symbol name.</td>
<td>• Synthetic symbol: @ESU19/EURCAD &lt;br&gt;• Calendar spread: &quot;Si-9.13&quot;&lt;br&gt;• Euro index: 34.38805726 * pow(EURUSD, 0.3155) * pow(EURGBP, 0.3056) * pow(EURJPY, 0.1891) * pow(EURCHF, 0.1113) * pow(EURSEK, 0.0785)</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_ISIN</td>
<td>The name of a symbol in the ISIN system (International Securities Identification Number). The International Securities Identification Number is a 12-digit alphanumeric code that uniquely identifies a security. The presence of this symbol property is determined on the side of a trade server.</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_PAGE</td>
<td>The address of the web page containing symbol information. This address will be displayed as a link when viewing symbol properties in the terminal.</td>
<td>string</td>
</tr>
<tr>
<td>SYMBOL_PATH</td>
<td>Path in the symbol tree</td>
<td>string</td>
</tr>
</tbody>
</table>

A symbol price chart can be based on Bid or Last prices. The price selected for symbol charts also affects the generation and display of bars in the terminal. Possible values of the SYMBOL_CHART_MODE property are described in ENUM_SYMBOL_CHART_MODE.

#### ENUM_SYMBOL_CHART_MODE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_CHART_MODE_BID</td>
<td>Bars are based on Bid prices</td>
</tr>
<tr>
<td>SYMBOL_CHART_MODE_LAST</td>
<td>Bars are based on Last prices</td>
</tr>
</tbody>
</table>

For each symbol several expiration modes of pending orders can be specified. A flag is matched to each mode. Flags can be combined using the operation of logical OR (|), for example, SYMBOL_EXPIRATION_GTC|SYMBOL_EXPIRATION_SPECIFIED. In order to check whether a certain mode is allowed for the symbol, the result of the logical AND (&) should be compared to the mode flag.
If flag SYMBOL_EXPIRATION_SPECIFIED is specified for a symbol, then while sending a pending order, you may specify the moment this pending order is valid till.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_EXPIRATION_GTC</td>
<td>1</td>
<td>The order is valid during the unlimited time period, until it is explicitly canceled</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_DAY</td>
<td>2</td>
<td>The order is valid till the end of the day</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_SPECIFIED_D</td>
<td>4</td>
<td>The expiration time is specified in the order</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_SPECIFIED_D_DAY</td>
<td>8</td>
<td>The expiration date is specified in the order</td>
</tr>
</tbody>
</table>

Example:

```cpp
//+------------------------------------------------------------------+
//| Checks if the specified expiration mode is allowed               |
//+------------------------------------------------------------------+
bool IsExpirationTypeAllowed(string symbol, int exp_type)
{
    //--- Obtain the value of the property that describes allowed expiration modes
    int expiration=(int)SymbolInfoInteger(symbol, SYMBOL_EXPIRATION_MODE);
    //--- Return true, if mode exp_type is allowed
    return (expiration&exp_type)==exp_type;
}
```

If the SYMBOL_EXPIRATION_MODE property is set to SYMBOL_EXPIRATION_GTC (good till canceled), the expiration of pending orders, as well as of Stop Loss/Take Profit orders should be additionally set using the ENUM_SYMBOL_ORDER_GTC_MODE enumeration.

**ENUM_SYMBOL_ORDER_GTC_MODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_ORDERS_GTC</td>
<td>Pending orders and Stop Loss/Take Profit levels are valid for an unlimited period until their explicit cancellation</td>
</tr>
<tr>
<td>SYMBOL_ORDERS_DAILY</td>
<td>Orders are valid during one trading day. At the end of the day, all Stop Loss and Take Profit levels, as well as pending orders are deleted.</td>
</tr>
<tr>
<td>SYMBOL_ORDERS_DAILY_EXCLUDING_STOPS</td>
<td>When a trade day changes, only pending orders are deleted, while Stop Loss and Take Profit levels are preserved.</td>
</tr>
</tbody>
</table>
When sending an order, we can specify the filling policy of a volume set in the order. The possible volume-based order execution options for each symbol are specified in the table. It is possible to set several modes for each instrument via a combination of flags. The combination of flags is expressed by the logical OR (|) operation, for example SYMBOL_FILLING_FOK|SYMBOL_FILLING_IOC. To check if a specific mode is allowed for an instrument, compare the logical AND (&) result with the mode flag - example.

<table>
<thead>
<tr>
<th>Fill policy</th>
<th>ID</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fill or Kill</td>
<td>SYMBOL_FILLING_FOK</td>
<td>1</td>
<td>An order can be executed in the specified volume only. If the necessary amount of a financial instrument is currently unavailable in the market, the order will not be executed. The desired volume can be made up of several available offers. When sending an order, the ORDER_FILLING_FOK filling type should be specified for this policy. The possibility of using FOK orders is determined at the trade server.</td>
</tr>
<tr>
<td>Immediate or Cancel</td>
<td>SYMBOL_FILLING_IOC</td>
<td>2</td>
<td>A trader agrees to execute a deal with the volume maximally available in the market within that indicated in the order. If the request cannot be filled completely, an order with the available volume will be executed, and the remaining volume will be canceled. When sending an order, the ORDER_FILLING_IOC</td>
</tr>
</tbody>
</table>
### Fill policy

<table>
<thead>
<tr>
<th>Fill policy</th>
<th>ID</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Return</td>
<td>No identifier</td>
<td></td>
<td>In case of partial filling, a market or limit order with remaining volume is not canceled but processed further. When sending an order, the ORDER_FILLING_RETURN filling type should be specified for this policy. Return orders are not allowed in the Market Execution mode (market execution – SYMBOL_TRADE_EXECUTION_MARKET).</td>
</tr>
</tbody>
</table>

When sending a trade request using the `OrderSend()` function, the necessary volume execution policy can be set in the `type_filling` field, namely in the special `MqlTradeRequest` structure. The values from the `ENUM_ORDER_TYPE_FILLING` enumeration are available. If no filling type is specified, ORDER_FILLING_RETURN is automatically set in the trade request. The ORDER_FILLING_RETURN filling type is enabled in any execution mode except for "Market execution" (SYMBOL_TRADE_EXECUTION_MARKET).

While sending a trade request for execution at the current time (time in force), we should keep in mind that financial markets provide no guarantee that the entire requested volume is available for a certain financial instrument at the desired price. Therefore, trading operations in real time are regulated using the price and volume execution modes. The modes, or execution policies, define the rules for cases when the price has changed or the requested volume cannot be completely fulfilled at the moment.

<table>
<thead>
<tr>
<th>Execution mode</th>
<th>Description</th>
<th>The value in <code>ENUM_SYMBOL_TRADE_EXECUTION</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Execution mode</td>
<td>Executing a market order at the price previously received from the</td>
<td>SYMBOL_TRADE_EXECUTION_REQUEST</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>Execution mode</th>
<th>Description</th>
<th>The value in ENUM_SYMBOL_TRADE_EXECUTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Request Execution)</td>
<td>broker.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Prices for a certain market order are requested from the broker before the order is sent. Upon receiving the prices, order execution at the given price can be either confirmed or rejected.</td>
<td></td>
</tr>
<tr>
<td>Instant Execution</td>
<td>Executing a market order at the specified price immediately.</td>
<td>SYMBOL_TRADE_EXECUTION_INSTANT</td>
</tr>
<tr>
<td>(Instant Execution)</td>
<td>When sending a trade request to be executed, the platform automatically adds the current prices to the order.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• If the broker accepts the price, the order is executed.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• If the broker does not accept the requested price, a &quot;Requote&quot; is sent — the broker returns prices, at which this order can be executed.</td>
<td></td>
</tr>
<tr>
<td>Market Execution</td>
<td>A broker makes a decision about the order execution price without any additional discussion with the trader.</td>
<td>SYMBOL_TRADE_EXECUTION_MARKET</td>
</tr>
<tr>
<td>(Market Execution)</td>
<td>Sending the order in such a mode means advance consent to its execution at this price.</td>
<td></td>
</tr>
<tr>
<td>Exchange Execution</td>
<td>Trade operations are executed at the prices of the current market offers.</td>
<td>SYMBOL_TRADE_EXECUTION_EXCHANGE</td>
</tr>
<tr>
<td>(Exchange Execution)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Before sending an order with the current execution time, for the correct setting of the ORDER_TYPE_FILLING value (volume execution type), you can use the SymbolInfoInteger() function with each financial instrument to get the SYMBOL_FILLING_MODE property value, which shows volume execution types allowed for the symbol as a combination of flags. The ORDER_FILLING_RETURN filling type is enabled at all times except for the "Market execution" mode (SYMBOL_TRADE_EXECUTION_MARKET).

The use of filling types depending on the execution mode can be shown as the following table:
Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Type of Execution\Fill Policy</th>
<th>Fill or Kill (FOK ORDER_FILLING_FOK)</th>
<th>Immediate or Cancel (IOC ORDER_FILLING_IOC)</th>
<th>Return (Return ORDER_FILLING_RETURN)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instant Execution</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (always)</td>
</tr>
<tr>
<td>(SYMBOL_TRADE_EXECUTION_INSTANT)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Request Execution</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (always)</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_REQUEST</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Market Execution</td>
<td>+ (set in the symbol settings)</td>
<td>+ (set in the symbol settings)</td>
<td>- (disabled regardless of the symbol settings)</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_MARKET</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exchange Execution</td>
<td>+ (set in the symbol settings)</td>
<td>+ (set in the symbol settings)</td>
<td>+ (always)</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_EXCHANGE</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In case of pending orders, the ORDER_FILLING_RETURN filling type should be used regardless of an execution type (SYMBOL_TRADE_EXEMODE), since such orders are not meant for execution at the time of sending. When using pending orders, a trader agrees in advance that, when conditions for a deal on this order are met, the broker will use the filling type supported by the exchange.

Example:

```cpp
//+------------------------------------------------------------------+
//-- check if a given filling mode is allowed
//--+------------------------------------------------------------------+

bool IsFillingTypeAllowed(string symbol, int fill_type) {
    //--- get the value of the property describing the filling mode
    int filling=(int)SymbolInfoInteger(symbol,SYMBOL_FILLING_MODE);
    //--- return 'true' if the fill_type mode is allowed
    return ((filling&fill_type)==fill_type);
}
```

When sending a trade request using OrderSend() function, an order type from ENUM_ORDER_TYPE enumeration should be specified for some operations. Not all types of orders may be allowed for a specific symbol. SYMBOL_ORDER_MODE property describes the flags of the allowed order types.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_ORDER_MARKET</td>
<td>1</td>
<td>Market orders are allowed (Buy and Sell)</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_ORDER_LIMIT</td>
<td>2</td>
<td>Limit orders are allowed (Buy Limit and Sell Limit)</td>
</tr>
<tr>
<td>SYMBOL_ORDER_STOP</td>
<td>4</td>
<td>Stop orders are allowed (Buy Stop and Sell Stop)</td>
</tr>
<tr>
<td>SYMBOL_ORDER_STOP_LIMIT</td>
<td>8</td>
<td>Stop-limit orders are allowed (Buy Stop Limit and Sell Stop Limit)</td>
</tr>
<tr>
<td>SYMBOL_ORDER_SL</td>
<td>16</td>
<td>Stop Loss is allowed</td>
</tr>
<tr>
<td>SYMBOL_ORDER_TP</td>
<td>32</td>
<td>Take Profit is allowed</td>
</tr>
<tr>
<td>SYMBOL_ORDER_CLOSEBY</td>
<td>64</td>
<td>Close By operation is allowed, i.e. closing a position by another open position on the same instruments but in the opposite direction. The property is set for accounts with the hedging accounting system (ACCOUNT_MARGIN_MODE_REAL_HEDGING)</td>
</tr>
</tbody>
</table>

**Example:**

```c
// The function prints out order types allowed for a symbol

void Check_SYMBOL_ORDER_MODE(string symbol)
{
    //--- receive the value of the property describing allowed order types
    int symbol_order_mode = (int) SymbolInfoInteger(symbol, SYMBOL_ORDER_MODE);
    //--- check for market orders (Market Execution)
    if((SYMBOL_ORDER_MARKET & symbol_order_mode) == SYMBOL_ORDER_MARKET)
        Print(symbol +": Market orders are allowed (Buy and Sell)\n\n    //--- check for Limit orders
    if((SYMBOL_ORDER_LIMIT & symbol_order_mode) == SYMBOL_ORDER_LIMIT)
        Print(symbol +": Buy Limit and Sell Limit orders are allowed\n\n    //--- check for Stop orders
    if((SYMBOL_ORDER_STOP & symbol_order_mode) == SYMBOL_ORDER_STOP)
        Print(symbol +": Buy Stop and Sell Stop orders are allowed\n\n    //--- check for Stop Limit orders
    if((SYMBOL_ORDER_STOP_LIMIT & symbol_order_mode) == SYMBOL_ORDER_STOP_LIMIT)
        Print(symbol +": Buy Stop Limit and Sell Stop Limit orders are allowed\n\n    //--- check if placing a Stop Loss orders is allowed
    if((SYMBOL_ORDER_SL & symbol_order_mode) == SYMBOL_ORDER_SL)
        Print(symbol +": Stop Loss orders are allowed\n\n    //--- check if placing a Take Profit orders is allowed
```

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if((SYMBOL_ORDER_TP&symbol_order_mode)==SYMBOL_ORDER_TP)
    Print(symbol+" Take Profit orders are allowed");
    //--- check if closing a position by an opposite one is allowed
    if((SYMBOL_ORDER_TP&symbol_order_mode)==SYMBOL_ORDER_CLOSEBY)
      Print(symbol+" Close by allowed");
  //---
}

The ENUM_SYMBOL_CALC_MODE enumeration is used for obtaining information about how the margin requirements for a symbol are calculated.

**ENUM_SYMBOL_CALC_MODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Formula</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_CALC_MODE_FOREX</td>
<td>Forex mode - calculation of profit and margin for Forex</td>
<td>Margin: Lots * Contract Size / Leverage * Margin Rate</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Profit: (close_price - open_price) * Contract Size * Lots</td>
</tr>
<tr>
<td></td>
<td>Forex No Leverage mode - calculation of profit and margin for Forex symbols without taking into account the leverage</td>
<td>Margin: Lots * Contract Size * Margin Rate</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Profit: (close_price - open_price) * Contract Size * Lots</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_FUTURES</td>
<td>Futures mode - calculation of margin and profit for futures</td>
<td>Margin: Lots * InitialMargin * Margin Rate</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Profit: (close_price - open_price) * TickPrice / TickSize*Lots</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFD</td>
<td>CFD mode - calculation of margin and profit for CFD</td>
<td>Margin: Lots * ContractSize * MarketPrice * Margin Rate</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Profit: (close_price - open_price) * Contract_Size * Lots</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFDINDEX</td>
<td>CFD index mode - calculation of margin and profit for CFD by indexes</td>
<td>Margin: (Lots * ContractSize * MarketPrice) * TickPrice / TickSize * Margin Rate</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Profit: (close_price - open_price) * Contract_Size * Lots</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Formula</td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
<td>---------</td>
</tr>
</tbody>
</table>
| SYMBOL_CALC_MODE_CFDLEVERAGE | CFD Leverage mode - calculation of margin and profit for CFD at leverage trading | Margin: (Lots * ContractSize * MarketPrice) / Leverage * Margin_Rate  
Profit: (close_price-open_price) * Contract_Size * Lots |
| SYMBOL_CALC_MODE_EXCH_STOCKS | Exchange mode - calculation of margin and profit for trading securities on a stock exchange | Margin: Lots * ContractSize * LastPrice * Margin_Rate  
Profit: (close_price-open_price) * Contract_Size * Lots |
| SYMBOL_CALC_MODE_EXCH_FUTURES | Futures mode - calculation of margin and profit for trading futures contracts on a stock exchange | Margin: Lots * InitialMargin * Margin_Rate or Lots * MaintenanceMargin * Margin_Rate  
Profit: (close_price-open_price) * Lots * TickPrice / TickSize |
| SYMBOL_CALC_MODE_EXCH_FUTURES_FORTS | Futures mode - calculation of margin and profit for trading futures contracts on FORTS. The margin may be reduced by the amount of MarginDiscount deviation according to the following rules:  
1. If the price of a long position (buy order) is less than the estimated price, MarginDiscount = Lots*((PriceSettle-PriceOrder) *TickPrice/TickSize)  
2. If the price of a short position (sell order) exceeds the estimated price, MarginDiscount = Lots*((PriceOrder-PriceSettle) *TickPrice/TickSize) where:  
  o PriceSettle - estimated (clearing) price of the previous session;  
  o PriceOrder - average weighted position price or open price set in the order (request); | Margin: Lots * InitialMargin * Margin_Rate or Lots * MaintenanceMargin * Margin_Rate  
Profit: (close_price-open_price) * Lots * TickPrice / TickSize |
<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Formula</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>o TickPrice - tick price (cost of the price change by one point)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>o TickSize - tick size (minimum price change step)</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_BONDS</td>
<td>Exchange Bonds mode - calculation of margin and profit for trading bonds on a stock exchange</td>
<td>Margin: Lots * ContractSize * FaceValue * open_price * /100 Profit: Lots * close_price * FaceValue * Contract_Size + AccruedInterest * Lots * ContractSize</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_STOCKS_MOEX</td>
<td>Exchange MOEX Stocks mode - calculation of margin and profit for trading securities on MOEX</td>
<td>Margin: Lots * ContractSize * LastPrice * Margin_Rate Profit: (close_price - open_price) * Contract_Size * Lots</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_BONDS_MOEX</td>
<td>Exchange MOEX Bonds mode - calculation of margin and profit for trading bonds on MOEX</td>
<td>Margin: Lots * ContractSize * FaceValue * open_price * /100 Profit: Lots * close_price * FaceValue * Contract_Size + AccruedInterest * Lots * ContractSize</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_SERV_COLLATERAL</td>
<td>Collateral mode - a symbol is used as a non-tradable asset on a trading account. The market value of an open position is calculated based on the volume, current market price, contract size and liquidity ratio. The value is included into Assets, which are added to Equity. Open positions of such symbols increase the Free Margin amount and are used as additional margin (collateral) for open positions of tradable instruments.</td>
<td>Margin: no Profit: no Market Value: Lots<em>ContractSize</em>MarketPrice*LiquidityRate</td>
</tr>
</tbody>
</table>

There are several symbol trading modes. Information about trading modes of a certain symbol is reflected in the values of enumeration ENUM_SYMBOL_TRADE_MODE.
Possible deal execution modes for a certain symbol are defined in enumeration `ENUM_SYMBOL_TRADE_EXECUTION`.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_TRADE_EXECUTION_REQUEST</td>
<td>Execution by request</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_INSTANT</td>
<td>Instant execution</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_MARKET</td>
<td>Market execution</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_EXCHANGE</td>
<td>Exchange execution</td>
</tr>
</tbody>
</table>

Methods of swap calculation at position transfer are specified in enumeration `ENUM_SYMBOL_SWAP_MODE`. The method of swap calculation determines the units of measure of the `SYMBOL_SWAP_LONG` and `SYMBOL_SWAP_SHORT` parameters. For example, if swaps are charged in the client deposit currency, then the values of those parameters are specified as an amount of money in the client deposit currency.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>SYMBOL_SWAP_MODE_DISABLED</td>
<td>Swaps disabled (no swaps)</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_POINTS</td>
<td>Swaps are charged in points</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_CURRENCY_SYMBOL</td>
<td>Swaps are charged in money in base currency of the symbol</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_CURRENCY_MARGIN</td>
<td>Swaps are charged in money in margin currency of the symbol</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_CURRENCY_DEPOSIT</td>
<td>Swaps are charged in money, in client deposit currency</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_INTEREST_CURRENT</td>
<td>Swaps are charged as the specified annual interest from the instrument price at calculation</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_SWAP_MODE_INTEREST_OPEN</td>
<td>Swaps are charged as the specified annual interest from the open price of position (standard bank year is 360 days)</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_REOPEN_CURRENT</td>
<td>Swaps are charged by reopening positions. At the end of a trading day the position is closed. Next day it is reopened by the close price +/- specified number of points (parameters SYMBOL_SWAP_LONG and SYMBOL_SWAP_SHORT)</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_REOPEN_BID</td>
<td>Swaps are charged by reopening positions. At the end of a trading day the position is closed. Next day it is reopened by the current Bid price +/- specified number of points (parameters SYMBOL_SWAP_LONG and SYMBOL_SWAP_SHORT)</td>
</tr>
</tbody>
</table>

Values of the ENUM_DAY_OF_WEEK enumeration are used for specifying days of week.

**ENUM_DAY_OF_WEEK**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNDAY</td>
<td>Sunday</td>
</tr>
<tr>
<td>MONDAY</td>
<td>Monday</td>
</tr>
<tr>
<td>TUESDAY</td>
<td>Tuesday</td>
</tr>
<tr>
<td>WEDNESDAY</td>
<td>Wednesday</td>
</tr>
<tr>
<td>THURSDAY</td>
<td>Thursday</td>
</tr>
<tr>
<td>FRIDAY</td>
<td>Friday</td>
</tr>
<tr>
<td>SATURDAY</td>
<td>Saturday</td>
</tr>
</tbody>
</table>

An option is a contract, which gives the right, but not the obligation, to buy or sell an underlying asset (goods, stocks, futures, etc.) at a specified price on or before a specific date. The following enumerations describe option properties, including the option type and the right arising from it.

**ENUM_SYMBOL_OPTION_RIGHT**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_OPTION_RIGHT_CALL</td>
<td>A call option gives you the right to buy an asset at a specified price</td>
</tr>
</tbody>
</table>
Financial instruments are categorized by sectors of the economy. An economic sector is a part of economic activity which has specific characteristics, economic goals, functions and behavior, which allow separating this sector from other parts of the economy. ENUM_SYMBOL_SECTOR lists the economic sectors which a trading instruments can belong to.

**ENUM_SYMBOL_SECTOR**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>SECTOR_UNDEFINE</td>
<td>Undefined</td>
</tr>
<tr>
<td>SECTOR_BASIC_MATERIALS</td>
<td>Basic materials</td>
</tr>
<tr>
<td>SECTOR_COMMUNICATION_SERVICES</td>
<td>Communication services</td>
</tr>
<tr>
<td>SECTOR_CONSUMER_CYCLICAL</td>
<td>Consumer cyclical</td>
</tr>
<tr>
<td>SECTOR_CONSUMER_DEFENSIVE</td>
<td>Consumer defensive</td>
</tr>
<tr>
<td>SECTOR_CURRENCY</td>
<td>Currencies</td>
</tr>
<tr>
<td>SECTOR_CURRENCY_CRYPTO</td>
<td>Cryptocurrencies</td>
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<td>SECTOR_ENERGY</td>
<td>Energy</td>
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<td>SECTOR_FINANCIAL</td>
<td>Finance</td>
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<tr>
<td>SECTOR_HEALTHCARE</td>
<td>Healthcare</td>
</tr>
<tr>
<td>SECTOR_INDUSTRIALS</td>
<td>Industrials</td>
</tr>
<tr>
<td>SECTOR_REAL_ESTATE</td>
<td>Real estate</td>
</tr>
<tr>
<td>SECTOR_TECHNOLOGY</td>
<td>Technology</td>
</tr>
<tr>
<td>SECTOR_UTILITIES</td>
<td>Utilities</td>
</tr>
</tbody>
</table>
Each financial instrument can be assigned to a specific type of industry or economy branch. An industry is a branch of an economy that produces a closely related set of raw materials, goods, or services. ENUM_SYMBOL_INDUSTRY lists industries which a trading instrument can belong to.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
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<tbody>
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<tr>
<td></td>
<td><strong>Basic materials</strong></td>
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<td>INDUSTRY_AGRICULTURAL_INPUTS</td>
<td>Agricultural inputs</td>
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<td>INDUSTRY_ALUMINIUM</td>
<td>Aluminium</td>
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<td>INDUSTRY_BUILDING_MATERIALS</td>
<td>Building materials</td>
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<td>INDUSTRY_CHEMICALS</td>
<td>Chemicals</td>
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<td>INDUSTRY_COKING_COAL</td>
<td>Coking coal</td>
</tr>
<tr>
<td>INDUSTRY_COPPER</td>
<td>Copper</td>
</tr>
<tr>
<td>INDUSTRY_GOLD</td>
<td>Gold</td>
</tr>
<tr>
<td>INDUSTRY_LUMBER_WOOD</td>
<td>Lumber and wood production</td>
</tr>
<tr>
<td>INDUSTRY_INDUSTRIAL_METALS</td>
<td>Other industrial metals and mining</td>
</tr>
<tr>
<td>INDUSTRY_PRECIOUS_METALS</td>
<td>Other precious metals and mining</td>
</tr>
<tr>
<td>INDUSTRY_PAPER</td>
<td>Paper and paper products</td>
</tr>
<tr>
<td>INDUSTRY_SILVER</td>
<td>Silver</td>
</tr>
<tr>
<td>INDUSTRY_SPECIALITY_CHEMICALS</td>
<td>Specialty chemicals</td>
</tr>
<tr>
<td>INDUSTRY STEEL</td>
<td>Steel</td>
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<td><strong>Communication services</strong></td>
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<td>INDUSTRY_ADVERTISING</td>
<td>Advertising agencies</td>
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<tr>
<td>INDUSTRY_BROADCASTING</td>
<td>Broadcasting</td>
</tr>
<tr>
<td>INDUSTRY_GAMING_MULTIMEDIA</td>
<td>Electronic gaming and multimedia</td>
</tr>
<tr>
<td>INDUSTRY_ENTERTAINMENT</td>
<td>Entertainment</td>
</tr>
<tr>
<td>INDUSTRY_INTERNET_CONTENT</td>
<td>Internet content and information</td>
</tr>
<tr>
<td>INDUSTRY_PUBLISHING</td>
<td>Publishing</td>
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<tr>
<td>INDUSTRY_TELECOM</td>
<td>Telecom services</td>
</tr>
<tr>
<td></td>
<td><strong>Consumer cyclical</strong></td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>INDUSTRY_APPAREL_MANUFACTURING</td>
<td>Apparel manufacturing</td>
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<tr>
<td>INDUSTRY_APPAREL_RETAIL</td>
<td>Apparel retail</td>
</tr>
<tr>
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<td>Auto manufacturers</td>
</tr>
<tr>
<td>INDUSTRY_AUTO_PARTS</td>
<td>Auto parts</td>
</tr>
<tr>
<td>INDUSTRY_AUTO_DEALERSHIP</td>
<td>Auto and truck dealerships</td>
</tr>
<tr>
<td>INDUSTRY_DEPARTMENT_STORES</td>
<td>Department stores</td>
</tr>
<tr>
<td>INDUSTRY_FOOTWEAR_ACCESSORIES</td>
<td>Footwear and accessories</td>
</tr>
<tr>
<td>INDUSTRY_FURNISHINGS</td>
<td>Furnishing, fixtures and appliances</td>
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<tr>
<td>INDUSTRY_GAMBLING</td>
<td>Gambling</td>
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<td>INDUSTRY_HOME_IMPROV_RETAIL</td>
<td>Home improvement retail</td>
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<tr>
<td>INDUSTRY_INTERNET_RETAIL</td>
<td>Internet retail</td>
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<td>Leisure</td>
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<td>INDUSTRY_LUXURY_GOODS</td>
<td>Luxury goods</td>
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<td>Personal services</td>
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<td>Recreational vehicles</td>
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<td>Residential construction</td>
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<td>INDUSTRY_RESORTS_CASINOS</td>
<td>Resorts and casinos</td>
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<td>INDUSTRY_RESTAURANTS</td>
<td>Restaurants</td>
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<td>INDUSTRY_SPECIALTY RETAIL</td>
<td>Specialty retail</td>
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<td>Textile manufacturing</td>
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<td>INDUSTRY_TRAVEL_SERVICES</td>
<td>Travel services</td>
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<td>Consumer defensive</td>
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<td>INDUSTRY_BEVERAGES_BREWERS</td>
<td>Beverages - Brewers</td>
</tr>
<tr>
<td>INDUSTRY_BEVERAGES_NON_ALCO</td>
<td>Beverages - Non-alcoholic</td>
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<tr>
<td>INDUSTRY_BEVERAGES_WINERIES</td>
<td>Beverages - Wineries and distilleries</td>
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<td>INDUSTRY_CONFECTIONERS</td>
<td>Confectioners</td>
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<td>INDUSTRY_DISCOUNT STORES</td>
<td>Discount stores</td>
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<td>INDUSTRY_EDUCATION_TRAINING</td>
<td>Education and training services</td>
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<td>ID</td>
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<td>INDUSTRY_FARM_PRODUCTS</td>
<td>Farm products</td>
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<td>Food distribution</td>
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<td>Grocery stores</td>
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<td>INDUSTRY_HOUSEHOLD_PRODUCTS</td>
<td>Household and personal products</td>
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<tr>
<td>Energy</td>
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<td>INDUSTRY_OIL_GAS_EP</td>
<td>Oil and gas extraction and processing</td>
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<td>INDUSTRY_OIL_GAS_EQUIPMENT</td>
<td>Oil and gas equipment and services</td>
</tr>
<tr>
<td>INDUSTRY_OIL_GAS_INTEGRATED</td>
<td>Oil and gas integrated</td>
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<td>INDUSTRY_OIL_GAS_MIDSTREAM</td>
<td>Oil and gas midstream</td>
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<td>Oil and gas refining and marketing</td>
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<td>Thermal coal</td>
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<td>Finance</td>
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<td>Exchange traded fund</td>
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<td>Banks - Diversified</td>
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<td>Banks - Regional</td>
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<td>Closed-End fund - Debt</td>
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<td>INDUSTRY_CLOSE_END_FUND_EQUITY</td>
<td>Closed-end fund - Equity</td>
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<td>Closed-end fund - Foreign</td>
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<td>Financial data and stock exchange</td>
</tr>
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<td>Insurance brokers</td>
</tr>
<tr>
<td>INDUSTRY_INSURANCE_DIVERSIFIED</td>
<td>Insurance - Diversified</td>
</tr>
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<td>Insurance - Life</td>
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<td>ID</td>
<td>Description</td>
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<td>----------------------------------------------</td>
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<td>INDUSTRY_INSURANCE_PROPERTY</td>
<td>Insurance - Property and casualty</td>
</tr>
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<td>INDUSTRY_INSURANCE_REINSURANCE</td>
<td>Insurance - Reinsurance</td>
</tr>
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<td>INDUSTRY_INSURANCE_SPECIALTY</td>
<td>Insurance - Specialty</td>
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<tr>
<td>Healthcare</td>
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<td>INDUSTRY_BIOTECHNOLOGY</td>
<td>Biotechnology</td>
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<td>INDUSTRY_DIAGNOSTICS_RESEARCH</td>
<td>Diagnostics and research</td>
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<td>INDUSTRY_DRUGS_MANUFACTURERS</td>
<td>Drugs manufacturers - general</td>
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<td>INDUSTRY_DRUGS_MANUFACTURERS_SPEC</td>
<td>Drugs manufacturers - Specialty and generic</td>
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<td>INDUSTRY_MEDICAL_DEVICES</td>
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<td>INDUSTRY_MEDICAL_DISTRIBUTION</td>
<td>Medical distribution</td>
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<td>INDUSTRY_MEDICAL_INSTRUMENTS</td>
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<td>INDUSTRY_PHARM_RETAINERS</td>
<td>Pharmaceutical retailers</td>
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<td>Industrials</td>
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<td>INDUSTRY_AEROSPACE_DEFENSE</td>
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<td>INDUSTRY_AIRLINES</td>
<td>Airlines</td>
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<td>INDUSTRY_BUILDING_PRODUCTS</td>
<td>Building products and equipment</td>
</tr>
<tr>
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<td>Business equipment and supplies</td>
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<td>INDUSTRY_CONGLOMERATES</td>
<td>Conglomerates</td>
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<td>INDUSTRYCONSULTING_Services</td>
<td>Consulting services</td>
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<tr>
<td>INDUSTRY_ELECTRICAL_EQUIPMENT</td>
<td>Electrical equipment and parts</td>
</tr>
<tr>
<td>INDUSTRY_ENGINEERING_CONSTRUCTION</td>
<td>Engineering and construction</td>
</tr>
<tr>
<td>INDUSTRY_FARM_HEAVY_MACHINERY</td>
<td>Farm and heavy construction machinery</td>
</tr>
<tr>
<td>INDUSTRY_INDUSTRIAL_DISTRIBUTION</td>
<td>Industrial distribution</td>
</tr>
<tr>
<td>INDUSTRY_INFRASTRUCTURE_OPERATIONS</td>
<td>Infrastructure operations</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>INDUSTRY_FREIGHT_LOGISTICS</td>
<td>Integrated freight and logistics</td>
</tr>
<tr>
<td>INDUSTRY_MARINE_SHIPPING</td>
<td>Marine shipping</td>
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<tr>
<td>INDUSTRY_Metal_Fabrication</td>
<td>Metal fabrication</td>
</tr>
<tr>
<td>INDUSTRY_POLLUTION_CONTROL</td>
<td>Pollution and treatment controls</td>
</tr>
<tr>
<td>INDUSTRY_RAILROADS</td>
<td>Railroads</td>
</tr>
<tr>
<td>INDUSTRY_RENTAL_LEASING</td>
<td>Rental and leasing services</td>
</tr>
<tr>
<td>INDUSTRY_SECURITY_PROTECTION</td>
<td>Security and protection services</td>
</tr>
<tr>
<td>INDUSTRY_SPEALITY_BUSINESS_SERVICES</td>
<td>Specialty business services</td>
</tr>
<tr>
<td>INDUSTRY_SPEALITY_MACHINERY</td>
<td>Specialty industrial machinery</td>
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<tr>
<td>INDUSTRY_STUFFING_EMPLOYMENT</td>
<td>Stuffing and employment services</td>
</tr>
<tr>
<td>INDUSTRY_TOOLS_ACCESSORIES</td>
<td>Tools and accessories</td>
</tr>
<tr>
<td>INDUSTRY_TRUCKING</td>
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<td>INDUSTRY_WASTE_MANAGEMENT</td>
<td>Waste management</td>
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<tr>
<td>Real estate</td>
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<tr>
<td>INDUSTRY_REAL_ESTATE_DEVELOPMENT</td>
<td>Real estate - Development</td>
</tr>
<tr>
<td>INDUSTRY_REAL_ESTATE_DIVERSIFIED</td>
<td>Real estate - Diversified</td>
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<tr>
<td>INDUSTRY_REAL_ESTATE_SERVICES</td>
<td>Real estate services</td>
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<tr>
<td>INDUSTRY_REIT_DIVERSIFIED</td>
<td>REIT - Diversified</td>
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<td>INDUSTRY_REIT_HEALTHCARE</td>
<td>REIT - Healthcare facilities</td>
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<tr>
<td>INDUSTRY_REIT_HOTEL_MOTEL</td>
<td>REIT - Hotel and motel</td>
</tr>
<tr>
<td>INDUSTRY_REIT_INDUSTRIAL</td>
<td>REIT - Industrial</td>
</tr>
<tr>
<td>INDUSTRY_REIT_MORTAGE</td>
<td>REIT - Mortgage</td>
</tr>
<tr>
<td>INDUSTRY_REIT_OFFICE</td>
<td>REIT - Office</td>
</tr>
<tr>
<td>INDUSTRY_REIT_RESIDENTAL</td>
<td>REIT - Residential</td>
</tr>
<tr>
<td>INDUSTRY_REIT_RETAIL</td>
<td>REIT - Retail</td>
</tr>
<tr>
<td>INDUSTRY_REIT_SPECIALITY</td>
<td>REIT - Specialty</td>
</tr>
<tr>
<td>Technology</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_COMMUNICATION_EQUIPMENT</td>
<td>Communication equipment</td>
</tr>
<tr>
<td>INDUSTRY_COMPUTER_HARDWARE</td>
<td>Computer hardware</td>
</tr>
<tr>
<td>INDUSTRY_CONSUMER_ELECTRONICS</td>
<td>Consumer electronics</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>INDUSTRY_ELECTRONIC_COMPONENTS</td>
<td>Electronic components</td>
</tr>
<tr>
<td>INDUSTRY_ELECTRONIC_DISTRIBUTION</td>
<td>Electronics and computer distribution</td>
</tr>
<tr>
<td>INDUSTRY_IT_SERVICES</td>
<td>Information technology services</td>
</tr>
<tr>
<td>INDUSTRY_SCIENTIFIC_INSTRUMENTS</td>
<td>Scientific and technical instruments</td>
</tr>
<tr>
<td>INDUSTRY_SEMICONDUCTOR_EQUIPMENT</td>
<td>Semiconductor equipment and materials</td>
</tr>
<tr>
<td>INDUSTRY_SEMICONDUCTORS</td>
<td>Semiconductors</td>
</tr>
<tr>
<td>INDUSTRY_SOFTWARE_APPLICATION</td>
<td>Software - Application</td>
</tr>
<tr>
<td>INDUSTRY_SOFTWARE_INFRASTRUCTURE</td>
<td>Software - Infrastructure</td>
</tr>
<tr>
<td>INDUSTRY_SOLAR</td>
<td>Solar</td>
</tr>
<tr>
<td>Utilities</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_DIVERSIFIED</td>
<td>Utilities - Diversified</td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_POWERPRODUCERS</td>
<td>Utilities - Independent power producers</td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_RENEWABLE</td>
<td>Utilities - Renewable</td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_REGULATED_ELECTRIC</td>
<td>Utilities - Regulated electric</td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_REGULATED_GAS</td>
<td>Utilities - Regulated gas</td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_REGULATED_WATER</td>
<td>Utilities - Regulated water</td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_FIRST</td>
<td>Start of the utilities services types enumeration. Corresponds to INDUSTRY_UTILITIES_DIVERSIFIED.</td>
</tr>
<tr>
<td>INDUSTRY_UTILITIES_LAST</td>
<td>End of the utilities services types enumeration. Corresponds to INDUSTRY_UTILITIES_REGULATED_WATER.</td>
</tr>
</tbody>
</table>
Account Properties

To obtain information about the current account there are several functions: `AccountInfoInteger()`, `AccountInfoDouble()` and `AccountInfoString()`. The function parameter values can accept values from the corresponding ENUM_ACCOUNT_INFO enumerations.

For the function `AccountInfoInteger()`

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_LOGIN</td>
<td>Account number</td>
<td>long</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_MODE</td>
<td>Account trade mode</td>
<td>ENUM_ACCOUNT_TRADE_MODE</td>
</tr>
<tr>
<td>ACCOUNT_LEVERAGE</td>
<td>Account leverage</td>
<td>long</td>
</tr>
<tr>
<td>ACCOUNT_LIMIT_ORDERS</td>
<td>Maximum allowed number of active pending orders</td>
<td>int</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_SO_MODE</td>
<td>Mode for setting the minimal allowed margin</td>
<td>ENUM_ACCOUNT_STOPOUT_MODE</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_ALLOWED</td>
<td>Allowed trade for the current account</td>
<td>bool</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_EXPERT</td>
<td>Allowed trade for an Expert Advisor</td>
<td>bool</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_MODE</td>
<td>Margin calculation mode</td>
<td>ENUM_ACCOUNT_MARGIN_MODE</td>
</tr>
<tr>
<td>ACCOUNT_CURRENCY_DIGITS</td>
<td>The number of decimal places in the account currency, which are required for an accurate display of trading results</td>
<td>int</td>
</tr>
<tr>
<td>ACCOUNT_FIFO_CLOSE</td>
<td>An indication showing that positions can only be closed by FIFO rule. If the property value is set to true, then each symbol positions will be closed in the same order, in which they are opened, starting with the oldest one. In case of an attempt to close positions in a different order, the trader will receive an appropriate error. For accounts with the non-hedging position accounting mode (ACCOUNT_MARGIN_MODE!=ACCOUNT_MARGIN_MODE_RETAIL)</td>
<td>bool</td>
</tr>
</tbody>
</table>
For the function `AccountInfoDouble()`

**ENUM_ACCOUNT_INFO_DOUBLE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_BALANCE</td>
<td>Account balance in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_CREDIT</td>
<td>Account credit in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_PROFIT</td>
<td>Current profit of an account in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_EQUITY</td>
<td>Account equity in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN</td>
<td>Account margin used in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_FREE</td>
<td>Free margin of an account in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_LEVEL</td>
<td>Account margin level in percents</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_SO_CALL</td>
<td>Margin call level. Depending on the set ACCOUNT_MARGIN_SO_MODE is expressed in percents or in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_SO_SO</td>
<td>Margin stop out level. Depending on the set ACCOUNT_MARGIN_SO_MODE is expressed in percents or in the deposit currency</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_INITIAL</td>
<td>Initial margin. The amount reserved on an account to cover the margin of all pending orders</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_MAINTENANCE</td>
<td>Maintenance margin. The minimum equity reserved on an account to cover the minimum amount of all open positions</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_ASSETS</td>
<td>The current assets of an account</td>
<td>double</td>
</tr>
</tbody>
</table>

_HEDGING), the property value is always **false**.
<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_LIABILITIES</td>
<td>The current liabilities on an account</td>
<td>double</td>
</tr>
<tr>
<td>ACCOUNT_COMMISSION_BLOCKED</td>
<td>The current blocked commission amount on an account</td>
<td>double</td>
</tr>
</tbody>
</table>

For function `AccountInfoString()`

**ENUM_ACCOUNT_INFO_STRING**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_NAME</td>
<td>Client name</td>
<td>string</td>
</tr>
<tr>
<td>ACCOUNT_SERVER</td>
<td>Trade server name</td>
<td>string</td>
</tr>
<tr>
<td>ACCOUNT_CURRENCY</td>
<td>Account currency</td>
<td>string</td>
</tr>
<tr>
<td>ACCOUNT_COMPANY</td>
<td>Name of a company that serves the account</td>
<td>string</td>
</tr>
</tbody>
</table>

There are several types of accounts that can be opened on a trade server. The type of account on which an MQL5 program is running can be found out using the `ENUM_ACCOUNT_TRADE_MODE` enumeration.

**ENUM_ACCOUNT_TRADE_MODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_TRADE_MODE_DEMO</td>
<td>Demo account</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_MODE_CONTEST</td>
<td>Contest account</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_MODE_REAL</td>
<td>Real account</td>
</tr>
</tbody>
</table>

In case equity is not enough for maintaining open positions, the Stop Out situation, i.e. forced closing occurs. The minimum margin level at which Stop Out occurs can be set in percentage or in monetary terms. To find out the mode set for the account use the `ENUM_ACCOUNT_STOPOUT_MODE` enumeration.

**ENUM_ACCOUNT_STOPOUT_MODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_STOPOUT_MODE_PERCENT</td>
<td>Account stop out mode in percents</td>
</tr>
<tr>
<td>ACCOUNT_STOPOUT_MODE_MONEY</td>
<td>Account stop out mode in money</td>
</tr>
</tbody>
</table>

**ENUM_ACCOUNT_MARGIN_MODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_MARGIN_MODE_RETAIL_NETTING</td>
<td>Used for the OTC markets to interpret positions in the “netting” mode (only one position can</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCOUNT_MARGIN_MODE_EXCHANGE</td>
<td>Used for the exchange markets. Margin is calculated based on the discounts specified in symbol settings. Discounts are set by the broker, but not less than the values set by the exchange.</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_MODE_RETAIL_HEDGING</td>
<td>Used for the exchange markets where individual positions are possible (hedging, multiple positions can exist for one symbol). The margin is calculated based on the symbol type (SYMBOL_TRADE_CALC_MODE) taking into account the hedged margin (SYMBOL_MARGIN_HEDGED).</td>
</tr>
</tbody>
</table>

An example of the script that outputs a brief account information.

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart() {
    //--- Name of the company
    string company=AccountInfoString(ACCOUNT_COMPANY);
    //--- Name of the client
    string name=AccountInfoString(ACCOUNT_NAME);
    //--- Account number
    long login=AccountInfoInteger(ACCOUNT_LOGIN);
    //--- Name of the server
    string server=AccountInfoString(ACCOUNT_SERVER);
    //--- Account currency
    string currency=AccountInfoString(ACCOUNT_CURRENCY);
    //--- Demo, contest or real account
    ENUM_ACCOUNT_TRADE_MODE account_type=(ENUM_ACCOUNT_TRADE_MODE)AccountInfoInteger(ACCOUNT_TRADE_MODE);
    //--- Now transform the value of the enumeration into an understandable form
    string trade_mode;
    switch(account_type) {
    case ACCOUNT_TRADE_MODE_DEMO:
        trade_mode="demo";
        break;
    case ACCOUNT_TRADE_MODE_CONTEST:
        trade_mode="contest";
        break;
    default:
        trade_mode="real";
    }
}```
break;
}

//--- Stop Out is set in percentage or money
ENUM_ACCOUNT_STOPOUT_MODE stop_out_mode=(ENUM_ACCOUNT_STOPOUT_MODE)AccountInfoInteger;

//--- Get the value of the levels when Margin Call and Stop Out occur
double margin_call=AccountInfoDouble(Account_INFO_MARGIN_SO_CALL);
double stop_out=AccountInfoDouble(Account_INFO_MARGIN_SO_SO);

//--- Show brief account information
PrintFormat("The account of the client '%s' #%d %s opened in '%s' on the server '%s'",
            name,login,trade_mode,company,server);
PrintFormat("Account currency - %s, MarginCall and StopOut levels are set in %s",
            currency,(stop_out_mode==ACCOUNT_STOPOUT_MODE_PERCENT) ? "percentage" : "money";
PrintFormat("MarginCall=%G, StopOut=%G",margin_call,stop_out);
}
Testing Statistics

After the testing is over, different parameters of the trading results statistics are calculated. The values of the parameters can be obtained using the `TesterStatistics()` function, by specifying the parameter ID from the ENUM_STATISTICS enumeration.

Although two types of parameters (int and double) are used for calculating statistics, the function returns all values in the double form. All the statistic values of the double type are expressed in the deposit currency by default, unless otherwise specified.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description of a statistic parameter</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>STAT_INITIAL_DEPOSIT</td>
<td>The value of the initial deposit</td>
<td>double</td>
</tr>
<tr>
<td>STAT_WITHDRAWAL</td>
<td>Money withdrawn from an account</td>
<td>double</td>
</tr>
<tr>
<td>STAT_PROFIT</td>
<td>Net profit after testing, the sum of STAT_GROSS_PROFIT and STAT_GROSS_LOSS (STAT_GROSS_LOSS is always less than or equal to zero)</td>
<td>double</td>
</tr>
<tr>
<td>STAT_GROSS_PROFIT</td>
<td>Total profit, the sum of all profitable (positive) trades. The value is greater than or equal to zero</td>
<td>double</td>
</tr>
<tr>
<td>STAT_GROSS_LOSS</td>
<td>Total loss, the sum of all negative trades. The value is less than or equal to zero</td>
<td>double</td>
</tr>
<tr>
<td>STAT_MAX_PROFITTRADE</td>
<td>Maximum profit - the largest value of all profitable trades. The value is greater than or equal to zero</td>
<td>double</td>
</tr>
<tr>
<td>STAT_MAX_LOSSTRADE</td>
<td>Maximum loss - the lowest value of all losing trades. The value is less than or equal to zero</td>
<td>double</td>
</tr>
<tr>
<td>STAT_CONPROFITMAX</td>
<td>Maximum profit in a series of profitable trades. The value is greater than or equal to zero</td>
<td>double</td>
</tr>
<tr>
<td>STAT_CONPROFITMAX_TRADES</td>
<td>The number of trades that have formed STAT_CONPROFITMAX (maximum profit in a series of profitable trades)</td>
<td>int</td>
</tr>
<tr>
<td>ID</td>
<td>Description of a statistic parameter</td>
<td>Type</td>
</tr>
<tr>
<td>-------------------</td>
<td>------------------------------------------------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>STAT_MAX_CONWINS</td>
<td>The total profit of the longest series of profitable trades</td>
<td>double</td>
</tr>
<tr>
<td>STAT_MAX_CONPROFIT_TRADES</td>
<td>The number of trades in the longest series of profitable trades STAT_MAX_CONWINS</td>
<td>int</td>
</tr>
<tr>
<td>STAT_CONLOSSMAX</td>
<td>Maximum loss in a series of losing trades. The value is less than or equal to zero</td>
<td>double</td>
</tr>
<tr>
<td>STAT_CONLOSSMAX_TRADES</td>
<td>The number of trades that have formed STAT_CONLOSSMAX (maximum loss in a series of losing trades)</td>
<td>int</td>
</tr>
<tr>
<td>STAT_MAX_CONLOSSES</td>
<td>The total loss of the longest series of losing trades</td>
<td>double</td>
</tr>
<tr>
<td>STAT_MAX_CONLOSS_TRADES</td>
<td>The number of trades in the longest series of losing trades STAT_MAX_CONLOSSES</td>
<td>int</td>
</tr>
<tr>
<td>STAT_BALANCEMIN</td>
<td>Minimum balance value</td>
<td>double</td>
</tr>
<tr>
<td>STAT_BALANCE_DD</td>
<td>Maximum balance drawdown in monetary terms. In the process of trading, a balance may have numerous drawdowns; here the largest value is taken</td>
<td>double</td>
</tr>
<tr>
<td>STAT_BALANCEDD_PERCENT</td>
<td>Balance drawdown as a percentage that was recorded at the moment of the maximum balance drawdown in monetary terms (STAT_BALANCE_DD).</td>
<td>double</td>
</tr>
<tr>
<td>STAT_BALANCE_DDREL_PERCENT</td>
<td>Maximum balance drawdown as a percentage. In the process of trading, a balance may have numerous drawdowns, for each of which the relative drawdown value in percents is calculated. The greatest value is returned</td>
<td>double</td>
</tr>
<tr>
<td>STAT_BALANCE_DD_RELATIVE</td>
<td>Balance drawdown in monetary terms that was recorded at the moment of the maximum balance drawdown as a percentage</td>
<td>double</td>
</tr>
<tr>
<td>ID</td>
<td>Description of a statistic parameter</td>
<td>Type</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>STAT_EQUITYMIN</td>
<td>Minimum equity value</td>
<td>double</td>
</tr>
<tr>
<td>STAT_EQUITY_DD</td>
<td>Maximum equity drawdown in monetary terms. In the process of trading, numerous drawdowns may appear on the equity; here the largest value is taken</td>
<td>double</td>
</tr>
<tr>
<td>STAT_EQUITYDD_PERCENT</td>
<td>Drawdown in percent that was recorded at the moment of the maximum equity drawdown in monetary terms (STAT_EQUITY_DD).</td>
<td>double</td>
</tr>
<tr>
<td>STAT_EQUITY_DDREL_PERCENT</td>
<td>Maximum equity drawdown as a percentage. In the process of trading, an equity may have numerous drawdowns, for each of which the relative drawdown value in percents is calculated. The greatest value is returned</td>
<td>double</td>
</tr>
<tr>
<td>STAT_EQUITY_DD_RELATIVE</td>
<td>Equity drawdown in monetary terms that was recorded at the moment of the maximum equity drawdown in percent (STAT_EQUITY_DDREL_PERCENT).</td>
<td>double</td>
</tr>
<tr>
<td>STAT_EXPECTED_PAYOFF</td>
<td>Expected payoff</td>
<td>double</td>
</tr>
<tr>
<td>STAT_PROFIT_FACTOR</td>
<td>Profit factor, equal to the ratio of STAT_GROSS_PROFIT/STAT_GROSS_LOSS. If STAT_GROSS_LOSS=0, the profit factor is equal to DBL_MAX</td>
<td>double</td>
</tr>
<tr>
<td>STAT_RECOVERY_FACTOR</td>
<td>Recovery factor, equal to the ratio of STAT_PROFIT/STAT_BALANCE_DD</td>
<td>double</td>
</tr>
<tr>
<td>STAT_SHARPE_RATIO</td>
<td>Sharpe ratio</td>
<td>double</td>
</tr>
<tr>
<td>STAT_MIN_MARGINLEVEL</td>
<td>Minimum value of the margin level</td>
<td>double</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description of a statistic parameter</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>STAT_CUSTOM_ONTESTER</td>
<td>The value of the calculated custom optimization criterion returned by the <code>OnTester()</code> function</td>
<td>double</td>
</tr>
<tr>
<td>STAT_DEALS</td>
<td>The number of deals</td>
<td>int</td>
</tr>
<tr>
<td>STAT_TRADES</td>
<td>The number of trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_PROFIT_TRADES</td>
<td>Profitable trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_LOSS_TRADES</td>
<td>Losing trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_SHORT_TRADES</td>
<td>Short trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_LONG_TRADES</td>
<td>Long trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_PROFIT_SHORTTRADES</td>
<td>Profitable short trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_PROFIT_LONGTRADES</td>
<td>Profitable long trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_PROFITTRADES_AVGCON</td>
<td>Average length of a profitable series of trades</td>
<td>int</td>
</tr>
<tr>
<td>STAT_LOSSTRADES_AVGCON</td>
<td>Average length of a losing series of trades</td>
<td>int</td>
</tr>
</tbody>
</table>
Trade Constants

Various constants used for programming trading strategies are divided into the following groups:

- **History Database Properties** - receiving general information on a symbol;
- **Order properties** - obtaining information about trade orders;
- **Position properties** - obtaining information about current positions;
- **Deal properties** - obtaining information about deals;
- **Trade operation types** - description of trade operations available;
- **Trade transaction types** - description of possible trade transactions types;
- **Trade orders in DOM** - separation of orders according to the direction of a requested operation.
History Database Properties

When accessing timeseries the `SeriesInfoInteger()` function is used for obtaining additional symbol information. Identifier of a required property is passed as the function parameter. The identifier can be one of values of `ENUM_SERIES_INFO_INTEGER`.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SERIES_BARS_COUNT</td>
<td>Bars count for the symbol-period for the current moment</td>
<td>long</td>
</tr>
<tr>
<td>SERIES_FIRSTDATE</td>
<td>The very first date for the symbol-period for the current moment</td>
<td>datetime</td>
</tr>
<tr>
<td>SERIES_LASTBAR_DATE</td>
<td>Open time of the last bar of the symbol-period</td>
<td>datetime</td>
</tr>
<tr>
<td>SERIES_SERVER_FIRSTDATE</td>
<td>The very first date in the history of the symbol on the server regardless of the timeframe</td>
<td>datetime</td>
</tr>
<tr>
<td>SERIES_TERMINAL_FIRSTDATE</td>
<td>The very first date in the history of the symbol in the client terminal, regardless of the timeframe</td>
<td>datetime</td>
</tr>
<tr>
<td>SERIES_SYNCHRONIZED</td>
<td>Symbol/period data synchronization flag for the current moment</td>
<td>bool</td>
</tr>
</tbody>
</table>
## Order Properties

Requests to execute trade operations are formalized as orders. Each order has a variety of properties for reading. Information on them can be obtained using functions `OrderGet...()` and `HistoryOrderGet...()`.

For functions `OrderGetInteger()` and `HistoryOrderGetInteger()`

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_TICKET</td>
<td>Order ticket. Unique number assigned to each order</td>
<td>long</td>
</tr>
<tr>
<td>ORDER_TIME_SETUP</td>
<td>Order setup time</td>
<td>datetime</td>
</tr>
<tr>
<td>ORDER_TYPE</td>
<td>Order type</td>
<td><code>ENUM_ORDER_TYPE</code></td>
</tr>
<tr>
<td>ORDER_STATE</td>
<td>Order state</td>
<td><code>ENUM_ORDER_STATE</code></td>
</tr>
<tr>
<td>ORDER_TIME_EXPIRATION</td>
<td>Order expiration time</td>
<td>datetime</td>
</tr>
<tr>
<td>ORDER_TIME_DONE</td>
<td>Order execution or cancellation time</td>
<td>datetime</td>
</tr>
<tr>
<td>ORDER_TIME_SETUP_MSC</td>
<td>The time of placing an order for execution in milliseconds since 01.01.1970</td>
<td>long</td>
</tr>
<tr>
<td>ORDER_TIME_DONE_MSC</td>
<td>Order execution/cancellation time in milliseconds since 01.01.1970</td>
<td>long</td>
</tr>
<tr>
<td>ORDER_TYPE_FILLING</td>
<td>Order filling type</td>
<td><code>ENUM_ORDER_TYPE_FILLING</code></td>
</tr>
<tr>
<td>ORDER_TYPE_TIME</td>
<td>Order lifetime</td>
<td><code>ENUM_ORDER_TYPE_TIME</code></td>
</tr>
<tr>
<td>ORDER_MAGIC</td>
<td>ID of an Expert Advisor that has placed the order (designed to ensure that each Expert Advisor places its own unique number)</td>
<td>long</td>
</tr>
<tr>
<td>ORDER_REASON</td>
<td>The reason or source for placing an order</td>
<td><code>ENUM_ORDER_REASON</code></td>
</tr>
<tr>
<td>ORDER_POSITION_ID</td>
<td>Position identifier that is set to an order as soon as it is executed. Each executed order results in a deal that opens or modifies an already existing position. The identifier of exactly this position is set to the executed order at this moment.</td>
<td>long</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_POSITION_BY_ID</td>
<td>Identifier of an opposite position used for closing by order ORDER_TYPE_CLOSE_BY</td>
<td>long</td>
</tr>
</tbody>
</table>

For functions `OrderGetDouble()` and `HistoryOrderGetDouble()`

#### ENUM_ORDER_PROPERTY_DOUBLE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_VOLUME_INITIAL</td>
<td>Order initial volume</td>
<td>double</td>
</tr>
<tr>
<td>ORDER_VOLUME_CURRENT</td>
<td>Order current volume</td>
<td>double</td>
</tr>
<tr>
<td>ORDER_PRICE_OPEN</td>
<td>Price specified in the order</td>
<td>double</td>
</tr>
<tr>
<td>ORDER_SL</td>
<td>Stop Loss value</td>
<td>double</td>
</tr>
<tr>
<td>ORDER_TP</td>
<td>Take Profit value</td>
<td>double</td>
</tr>
<tr>
<td>ORDER_PRICE_CURRENT</td>
<td>The current price of the order symbol</td>
<td>double</td>
</tr>
<tr>
<td>ORDER_PRICE_STOPLIMIT</td>
<td>The Limit order price for the StopLimit order</td>
<td>double</td>
</tr>
</tbody>
</table>

For functions `OrderGetString()` and `HistoryOrderGetString()`

#### ENUM_ORDER_PROPERTY_STRING

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_SYMBOL</td>
<td>Symbol of the order</td>
<td>string</td>
</tr>
<tr>
<td>ORDER_COMMENT</td>
<td>Order comment</td>
<td>string</td>
</tr>
<tr>
<td>ORDER_EXTERNAL_ID</td>
<td>Order identifier in an external trading system (on the Exchange)</td>
<td>string</td>
</tr>
</tbody>
</table>

When sending a trade request using the `OrderSend()` function, some operations require the indication of the order type. The order type is specified in the type field of the special structure `MqlTradeRequest`, and can accept values of the ENUM_ORDER_TYPE enumeration.

#### ENUM_ORDER_TYPE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_TYPE_BUY</td>
<td>Market Buy order</td>
</tr>
<tr>
<td>ORDER_TYPE_SELL</td>
<td>Market Sell order</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY_LIMIT</td>
<td>Buy Limit pending order</td>
</tr>
</tbody>
</table>
Each order has a status that describes its state. To obtain information, use `OrderGetInteger()` or `HistoryOrderGetInteger()` with the ORDER_STATE modifier. Allowed values are stored in the ENUM_ORDER_STATE enumeration.

### ENUM_ORDER_STATE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_STATE_STARTED</td>
<td>Order checked, but not yet accepted by broker</td>
</tr>
<tr>
<td>ORDER_STATE_PLACED</td>
<td>Order accepted</td>
</tr>
<tr>
<td>ORDER_STATE_CANCELED</td>
<td>Order canceled by client</td>
</tr>
<tr>
<td>ORDER_STATE_PARTIAL</td>
<td>Order partially executed</td>
</tr>
<tr>
<td>ORDER_STATE_FILLED</td>
<td>Order fully executed</td>
</tr>
<tr>
<td>ORDER_STATE_REJECTED</td>
<td>Order rejected</td>
</tr>
<tr>
<td>ORDER_STATE_EXPIRED</td>
<td>Order expired</td>
</tr>
<tr>
<td>ORDER_STATE_REQUEST_ADD</td>
<td>Order is being registered (placing to the trading system)</td>
</tr>
<tr>
<td>ORDER_STATE_REQUEST_MODIFY</td>
<td>Order is being modified (changing its parameters)</td>
</tr>
<tr>
<td>ORDER_STATE_REQUEST_CANCEL</td>
<td>Order is being deleted (deleting from the trading system)</td>
</tr>
</tbody>
</table>

When sending a trade request for execution at the current time (time in force), the price and the required buy/sell volume should be specified. Also, keep in mind that financial markets provide no guarantee that the entire requested volume is available for a certain financial instrument at the desired price. Therefore, trading operations in real time are regulated using the price and volume execution modes. The modes, or execution policies, define the rules for cases when the price has changed or the requested volume cannot be completely fulfilled at the moment.
Price execution mode can be obtained from the `SYMBOL_TRADE_EXEMODE` symbol property containing the combination of flags from the `ENUM_SYMBOL_TRADE_EXECUTION` enumeration.

<table>
<thead>
<tr>
<th>Execution mode</th>
<th>Description</th>
<th>The value in <code>ENUM_SYMBOL_TRADE_EXECUTION</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Execution mode</td>
<td>Executing a market order at the price previously received from the broker.</td>
<td><code>SYMBOL_TRADE_EXECUTION_REQUEST</code></td>
</tr>
<tr>
<td>(Request Execution)</td>
<td>Prices for a certain market order are requested from the broker before the order is sent. Upon receiving the prices, order execution at the given price can be either confirmed or rejected.</td>
<td></td>
</tr>
<tr>
<td>Instant Execution</td>
<td>Executing a market order at the specified price immediately.</td>
<td><code>SYMBOL_TRADE_EXECUTION_INSTANT</code></td>
</tr>
<tr>
<td>(Instant Execution)</td>
<td>When sending a trade request to be executed, the platform automatically adds the current prices to the order.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• If the broker accepts the price, the order is executed.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• If the broker does not accept the requested price, a &quot;Requote&quot; is sent — the broker returns prices, at which this order can be executed.</td>
<td></td>
</tr>
<tr>
<td>Market Execution</td>
<td>A broker makes a decision about the order execution price without any additional discussion with the trader.</td>
<td><code>SYMBOL_TRADE_EXECUTION_MARKET</code></td>
</tr>
<tr>
<td>(Market Execution)</td>
<td>Sending the order in such a mode means advance consent to its execution at this price.</td>
<td></td>
</tr>
<tr>
<td>Exchange Execution</td>
<td>Trade operations are executed at the prices of the current market offers.</td>
<td><code>SYMBOL_TRADE_EXECUTION_EXCHANGE</code></td>
</tr>
<tr>
<td>(Exchange Execution)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Volume filling policy is specified in the `ORDER_TYPE_FILLING` order property and may contain only the values from the `ENUM_ORDER_TYPE_FILLING` enumeration.
### Fill policy

<table>
<thead>
<tr>
<th>Fill policy</th>
<th>Description</th>
<th>The value in ENUM_ORDER_TYPE_FILLING</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fill or Kill</td>
<td>An order can be executed in the specified volume only.</td>
<td>ORDER_FILLING_FOK</td>
</tr>
<tr>
<td></td>
<td>If the necessary amount of a financial instrument is currently unavailable in the market, the order will not be executed.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The desired volume can be made up of several available offers.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The possibility of using FOK orders is determined at the trade server.</td>
<td></td>
</tr>
<tr>
<td>Immediate or Cancel</td>
<td>A trader agrees to execute a deal with the volume maximally available in the market within that indicated in the order.</td>
<td>ORDER_FILLING_IOC</td>
</tr>
<tr>
<td></td>
<td>If the request cannot be filled completely, an order with the available volume will be executed, and the remaining volume will be canceled.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The possibility of using IOC orders is determined at the trade server.</td>
<td></td>
</tr>
<tr>
<td>Return</td>
<td>In case of partial filling, an order with remaining volume is not canceled but processed further.</td>
<td>ORDER_FILLING_RETURN</td>
</tr>
<tr>
<td></td>
<td>Return orders are not allowed in the Market Execution mode (market execution — SYMBOL_TRADE_EXECUTION_MARKET).</td>
<td></td>
</tr>
</tbody>
</table>

When sending a trade request using the `OrderSend()` function, the necessary volume execution policy can be set in the `type_filling` field, namely in the special `MqlTradeRequest` structure. The values from the ENUM_ORDER_TYPE_FILLING enumeration are available. To get the property value in a specific
active/completed order, use the `OrderGetInteger()` or `HistoryOrderGetInteger()` function with the ORDER_TYPE_FILLING modifier.

Before sending an order with the current execution time, for the correct setting of the `ORDER_TYPE_FILLING` value (volume execution type), you can use the `SymbolInfoInteger()` function with each financial instrument to get the SYMBOL_FILLING_MODE property value, which shows volume execution types allowed for the symbol as a combination of flags. The ORDER_FILLING_RETURN filling type is enabled at all times except for the “Market execution” mode (SYMBOL_TRADE_EXECUTION_MARKET).

The use of filling types depending on the execution mode can be shown as the following table:

<table>
<thead>
<tr>
<th>Type of Execution Policy</th>
<th>Fill or Kill (FOK ORDER_FILLING_FOK)</th>
<th>Immediate or Cancel (IOC ORDER_FILLING_IOC)</th>
<th>Return (Return ORDER_FILLING_RETURN)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instant Execution</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (always)</td>
</tr>
<tr>
<td>(SYMBOL_TRADE_EXECUTION_INSTANT)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Request Execution</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (regardless of a symbol setting)</td>
<td>+ (always)</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_REQUEST</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Market Execution</td>
<td>+ (set in the symbol settings)</td>
<td>+ (set in the symbol settings)</td>
<td>- (disabled regardless of the symbol settings)</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_MARKET</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exchange Execution</td>
<td>+ (set in the symbol settings)</td>
<td>+ (set in the symbol settings)</td>
<td>+ (always)</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_EXCHANGE</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In case of pending orders, the ORDER_FILLING_RETURN filling type should be used regardless of an execution type (SYMBOL_TRADE_EXEMODE), since such orders are not meant for execution at the time of sending. When using pending orders, a trader agrees in advance that, when conditions for a deal on this order are met, the broker will use the filling type supported by the exchange.

The order validity period can be set in the `type_time` field of the special structure `MqlTradeRequest` when sending a trade request using the `OrderSend()` function. Values of the ENUM_ORDER_TYPE_TIME enumeration are allowed. To obtain the value of this property use the function `OrderGetInteger()` or `HistoryOrderGetInteger()` with the ORDER_TYPE_TIME modifier.

**ENUM_ORDER_TYPE_TIME**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_TIME_GTC</td>
<td>Good till cancel order</td>
</tr>
</tbody>
</table>
The reason for order placing is contained in the ORDER_REASON property. An order can be placed by an MQL5 program, from a mobile application, as a result of StopOut, etc. Possible values of ORDER_REASON are described in the ENUM_ORDER_REASON enumeration.

**ENUM_ORDER_REASON**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_REASON_CLIENT</td>
<td>The order was placed from a desktop terminal</td>
</tr>
<tr>
<td>ORDER_REASON_MOBILE</td>
<td>The order was placed from a mobile application</td>
</tr>
<tr>
<td>ORDER_REASON_WEB</td>
<td>The order was placed from a web platform</td>
</tr>
<tr>
<td>ORDER_REASON_EXPERT</td>
<td>The order was placed from an MQL5-program, i.e. by an Expert Advisor or a script</td>
</tr>
<tr>
<td>ORDER_REASON_SL</td>
<td>The order was placed as a result of Stop Loss activation</td>
</tr>
<tr>
<td>ORDER_REASON_TP</td>
<td>The order was placed as a result of Take Profit activation</td>
</tr>
<tr>
<td>ORDER_REASON_SO</td>
<td>The order was placed as a result of the Stop Out event</td>
</tr>
</tbody>
</table>
Position Properties

Execution of trade operations results in the opening of a position, changing of its volume and/or direction, or its disappearance. Trade operations are conducted based on orders, sent by the OrderSend() function in the form of trade requests. For each financial security (symbol) only one open position is possible. A position has a set of properties available for reading by the PositionGet...() functions.

For the function PositionGetInteger()

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>POSITION_TICKET</td>
<td>Position ticket. Unique number assigned to each newly opened position. It usually matches the ticket of an order used to open the position except when the ticket is changed as a result of service operations on the server, for example, when charging swaps with position re-opening. To find an order used to open a position, apply the POSITION_IDENTIFIER property. POSITION_TICKET value corresponds to MqlTradeRequest::position.</td>
<td>long</td>
</tr>
<tr>
<td>POSITION_TIME</td>
<td>Position open time</td>
<td>datetime</td>
</tr>
<tr>
<td>POSITION_TIME_MSC</td>
<td>Position opening time in milliseconds since 01.01.1970</td>
<td>long</td>
</tr>
<tr>
<td>POSITION_TIME_UPDATE</td>
<td>Position changing time</td>
<td>datetime</td>
</tr>
<tr>
<td>POSITION_TIME_UPDATE_MSC</td>
<td>Position changing time in milliseconds since 01.01.1970</td>
<td>long</td>
</tr>
<tr>
<td>POSITION_TYPE</td>
<td>Position type</td>
<td>ENUM_POSITION_TYPE</td>
</tr>
<tr>
<td>POSITION_MAGIC</td>
<td>Position magic number (see ORDER_MAGIC)</td>
<td>long</td>
</tr>
<tr>
<td>POSITION_IDENTIFIER</td>
<td>Position identifier is a unique number assigned to each re-opened position. It does not change throughout its life cycle and corresponds to the ticket of an order used to open a position.</td>
<td>long</td>
</tr>
</tbody>
</table>
**Position identifier is specified in each order (ORDER_POSITION_ID) and deal (DEAL_POSITION_ID) used to open, modify, or close it. Use this property to search for orders and deals related to the position.

When reversing a position in netting mode (using a single in/out trade), POSITION_IDENTIFIER does not change. However, POSITION_TICKET is replaced with the ticket of the order that led to the reversal. Position reversal is not provided in hedging mode.

### Position Reason

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>POSITION_REASON</td>
<td>The reason for opening a position</td>
<td>ENUM_POSITION_REASON</td>
</tr>
</tbody>
</table>

For the function **PositionGetDouble()**

**ENUM_POSITION_PROPERTY_DOUBLE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>POSITION_VOLUME</td>
<td>Position volume</td>
<td>double</td>
</tr>
<tr>
<td>POSITION_PRICE_OPEN</td>
<td>Position open price</td>
<td>double</td>
</tr>
<tr>
<td>POSITION_SL</td>
<td>Stop Loss level of opened position</td>
<td>double</td>
</tr>
<tr>
<td>POSITION_TP</td>
<td>Take Profit level of opened position</td>
<td>double</td>
</tr>
<tr>
<td>POSITION_PRICE_CURRENT</td>
<td>Current price of the position symbol</td>
<td>double</td>
</tr>
<tr>
<td>POSITION_SWAP</td>
<td>Cumulative swap</td>
<td>double</td>
</tr>
<tr>
<td>POSITION_PROFIT</td>
<td>Current profit</td>
<td>double</td>
</tr>
</tbody>
</table>

For the function **PositionGetString()**

**ENUM_POSITION_PROPERTY_STRING**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>POSITION_SYMBOL</td>
<td>Symbol of the position</td>
<td>string</td>
</tr>
</tbody>
</table>
Direction of an open position (buy or sell) is defined by the value from the ENUM_POSITION_TYPE enumeration. In order to obtain the type of an open position use the PositionGetInteger() function with the POSITION_TYPE modifier.

**ENUM_POSITION_TYPE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>POSITION_TYPE_BUY</td>
<td>Buy</td>
</tr>
<tr>
<td>POSITION_TYPE_SELL</td>
<td>Sell</td>
</tr>
</tbody>
</table>

The reason for opening a position is contained in the POSITION_REASON property. A position can be opened as a result of activation of an order placed from a desktop terminal, a mobile application, by an Expert Advisor, etc. Possible values of POSITION_REASON are described in the ENUM_POSITION_REASON enumeration.

**ENUM_POSITION_REASON**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>POSITION_REASON_CLIENT</td>
<td>The position was opened as a result of activation of an order placed from a desktop terminal</td>
</tr>
<tr>
<td>POSITION_REASON_MOBILE</td>
<td>The position was opened as a result of activation of an order placed from a mobile application</td>
</tr>
<tr>
<td>POSITION_REASON_WEB</td>
<td>The position was opened as a result of activation of an order placed from the web platform</td>
</tr>
<tr>
<td>POSITION_REASON_EXPERT</td>
<td>The position was opened as a result of activation of an order placed from an MQL5 program, i.e. an Expert Advisor or a script</td>
</tr>
</tbody>
</table>
Deal Properties

A deal is the reflection of the fact of a trade operation execution based on an order that contains a trade request. Each trade is described by properties that allow to obtain information about it. In order to read values of properties, functions of the HistoryDealGet...() type are used, that return values from corresponding enumerations.

For the function HistoryDealGetInteger()

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEAL_TICKET</td>
<td>Deal ticket. Unique number assigned to each deal</td>
<td>long</td>
</tr>
<tr>
<td>DEAL_ORDER</td>
<td>Deal order number</td>
<td>long</td>
</tr>
<tr>
<td>DEAL_TIME</td>
<td>Deal time</td>
<td>datetime</td>
</tr>
<tr>
<td>DEAL_TIME_MSC</td>
<td>The time of a deal execution in milliseconds since 01.01.1970</td>
<td>long</td>
</tr>
<tr>
<td>DEAL_TYPE</td>
<td>Deal type</td>
<td>ENUM DEAL_TYPE</td>
</tr>
<tr>
<td>DEAL_ENTRY</td>
<td>Deal entry - entry in, entry out, reverse</td>
<td>ENUM DEAL_ENTRY</td>
</tr>
<tr>
<td>DEAL_MAGIC</td>
<td>Deal magic number (see ORDER_MAGIC)</td>
<td>long</td>
</tr>
<tr>
<td>DEAL_REASON</td>
<td>The reason or source for deal execution</td>
<td>ENUM DEAL_REASON</td>
</tr>
<tr>
<td>DEAL_POSITION_ID</td>
<td>Identifier of a position, in the opening, modification or closing of which this deal took part. Each position has a unique identifier that is assigned to all deals executed for the symbol during the entire lifetime of the position.</td>
<td>long</td>
</tr>
</tbody>
</table>

For the function HistoryDealGetDouble()

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEAL_VOLUME</td>
<td>Deal volume</td>
<td>double</td>
</tr>
<tr>
<td>DEAL_PRICE</td>
<td>Deal price</td>
<td>double</td>
</tr>
<tr>
<td>DEAL_COMMISSION</td>
<td>Deal commission</td>
<td>double</td>
</tr>
<tr>
<td>DEAL_SWAP</td>
<td>Cumulative swap on close</td>
<td>double</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEAL_PROFIT</td>
<td>Deal profit</td>
<td>double</td>
</tr>
<tr>
<td>DEAL_FEE</td>
<td>Fee for making a deal charged immediately after performing a deal</td>
<td>double</td>
</tr>
<tr>
<td>DEAL_SL</td>
<td>Stop Loss level</td>
<td>double</td>
</tr>
<tr>
<td></td>
<td>• Entry and reversal deals use the Stop Loss values from the original order</td>
<td></td>
</tr>
<tr>
<td></td>
<td>based on which the position was opened or reversed</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Exit deals use the Stop Loss of a position as at the time of position</td>
<td></td>
</tr>
<tr>
<td></td>
<td>closing</td>
<td></td>
</tr>
<tr>
<td>DEAL_TP</td>
<td>Take Profit level</td>
<td>double</td>
</tr>
<tr>
<td></td>
<td>• Entry and reversal deals use the Take Profit values from the original</td>
<td></td>
</tr>
<tr>
<td></td>
<td>order based on which the position was opened or reversed</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Exit deals use the Take Profit value of a position as at the time of</td>
<td></td>
</tr>
<tr>
<td></td>
<td>position closing</td>
<td></td>
</tr>
</tbody>
</table>

For the function `HistoryDealGetString()`

#### ENUM_DEAL_PROPERTY_STRING

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEAL_SYMBOL</td>
<td>Deal symbol</td>
<td>string</td>
</tr>
<tr>
<td>DEAL_COMMENT</td>
<td>Deal comment</td>
<td>string</td>
</tr>
<tr>
<td>DEAL_EXTERNAL_ID</td>
<td>Deal identifier in an external trading system (on the Exchange)</td>
<td>string</td>
</tr>
</tbody>
</table>

Each deal is characterized by a type, allowed values are enumerated in ENUM_DEAL_TYPE. In order to obtain information about the deal type, use the `HistoryDealGetInteger()` function with the DEAL_TYPE modifier.

#### ENUM_DEAL_TYPE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEAL_TYPE_BUY</td>
<td>Buy</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DEAL_TYPE_SELL</td>
<td>Sell</td>
</tr>
<tr>
<td>DEAL_TYPE_BALANCE</td>
<td>Balance</td>
</tr>
<tr>
<td>DEAL_TYPE_CREDIT</td>
<td>Credit</td>
</tr>
<tr>
<td>DEAL_TYPE_CHARGE</td>
<td>Additional charge</td>
</tr>
<tr>
<td>DEAL_TYPE_CORRECTION</td>
<td>Correction</td>
</tr>
<tr>
<td>DEAL_TYPE_BONUS</td>
<td>Bonus</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION</td>
<td>Additional commission</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_DAILY</td>
<td>Daily commission</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_MONTHLY</td>
<td>Monthly commission</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_AGENT_DAILY</td>
<td>Daily agent commission</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_AGENT_MONTHLY</td>
<td>Monthly agent commission</td>
</tr>
<tr>
<td>DEAL_TYPE_INTEREST</td>
<td>Interest rate</td>
</tr>
<tr>
<td>DEAL_TYPE_BUY_CANCELED</td>
<td>Canceled buy deal. There can be a situation when a previously executed buy deal is canceled. In this case, the type of the previously executed deal (DEAL_TYPE_BUY) is changed to DEAL_TYPE_BUY_CANCELED, and its profit/loss is zeroized. Previously obtained profit/loss is charged/withdrawn using a separated balance operation</td>
</tr>
<tr>
<td>DEAL_TYPE_SELL_CANCELED</td>
<td>Canceled sell deal. There can be a situation when a previously executed sell deal is canceled. In this case, the type of the previously executed deal (DEAL_TYPE_SELL) is changed to DEAL_TYPE_SELL_CANCELED, and its profit/loss is zeroized. Previously obtained profit/loss is charged/withdrawn using a separated balance operation</td>
</tr>
<tr>
<td>DEAL_DIVIDEND</td>
<td>Dividend operations</td>
</tr>
<tr>
<td>DEAL_DIVIDEND_FRANKED</td>
<td>Franked (non-taxable) dividend operations</td>
</tr>
<tr>
<td>DEAL_TAX</td>
<td>Tax charges</td>
</tr>
</tbody>
</table>

Deals differ not only in their types set in ENUM_DEAL_TYPE, but also in the way they change positions. This can be a simple position opening, or accumulation of a previously opened position (market entering), position closing by an opposite deal of a corresponding volume (market exiting), or position reversing, if the opposite-direction deal covers the volume of the previously opened position.
All these situations are described by values from the `ENUM_DEAL_ENTRY` enumeration. In order to receive this information about a deal, use the `HistoryDealGetInteger()` function with the `DEAL_ENTRY` modifier.

### ENUM_DEAL_ENTRY

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEAL_ENTRY_IN</td>
<td>Entry in</td>
</tr>
<tr>
<td>DEAL_ENTRY_OUT</td>
<td>Entry out</td>
</tr>
<tr>
<td>DEAL_ENTRY_INOUT</td>
<td>Reverse</td>
</tr>
<tr>
<td>DEAL_ENTRY_OUT_BY</td>
<td>Close a position by an opposite one</td>
</tr>
</tbody>
</table>

The reason for deal execution is contained in the `DEAL_REASON` property. A deal can be executed as a result of triggering of an order placed from a mobile application or an MQL5 program, as well as as a result of the StopOut event, variation margin calculation, etc. Possible values of `DEAL_REASON` are described in the `ENUM_DEAL_REASON` enumeration. For non-trading deals resulting from balance, credit, commission and other operations, `DEAL_REASON_CLIENT` is indicated as the reason.

### ENUM_DEAL_REASON

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEAL_REASON_CLIENT</td>
<td>The deal was executed as a result of activation of an order placed from a desktop terminal</td>
</tr>
<tr>
<td>DEAL_REASON_MOBILE</td>
<td>The deal was executed as a result of activation of an order placed from a mobile application</td>
</tr>
<tr>
<td>DEAL_REASON_WEB</td>
<td>The deal was executed as a result of activation of an order placed from the web platform</td>
</tr>
<tr>
<td>DEAL_REASON_EXPERT</td>
<td>The deal was executed as a result of activation of an order placed from an MQL5 program, i.e. an Expert Advisor or a script</td>
</tr>
<tr>
<td>DEAL_REASON_SL</td>
<td>The deal was executed as a result of Stop Loss activation</td>
</tr>
<tr>
<td>DEAL_REASON_TP</td>
<td>The deal was executed as a result of Take Profit activation</td>
</tr>
<tr>
<td>DEAL_REASON_SO</td>
<td>The deal was executed as a result of the Stop Out event</td>
</tr>
<tr>
<td>DEAL_REASON_ROLLOVER</td>
<td>The deal was executed due to a rollover</td>
</tr>
<tr>
<td>DEAL_REASON_VMARGIN</td>
<td>The deal was executed after charging the variation margin</td>
</tr>
<tr>
<td>DEAL_REASON_SPLIT</td>
<td>The deal was executed after the split (price reduction) of an instrument, which had an open</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>--------------------------------------</td>
</tr>
<tr>
<td></td>
<td>position during split announcement</td>
</tr>
</tbody>
</table>
Trade Operation Types

Trading is done by sending orders to open positions using the `OrderSend()` function, as well as to place, modify or delete pending orders. Each trade order refers to the type of the requested operation. Trading operations are described in the `ENUM_TRADE_REQUEST_ACTIONS` enumeration.

### ENUM_TRADE_REQUEST_ACTIONS

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRADE_ACTION_DEAL</td>
<td>Place a trade order for an immediate execution with the specified parameters (market order)</td>
</tr>
<tr>
<td>TRADE_ACTION_PENDING</td>
<td>Place a trade order for the execution under specified conditions (pending order)</td>
</tr>
<tr>
<td>TRADE_ACTION_SLTP</td>
<td>Modify Stop Loss and Take Profit values of an opened position</td>
</tr>
<tr>
<td>TRADE_ACTION_MODIFY</td>
<td>Modify the parameters of the order placed previously</td>
</tr>
<tr>
<td>TRADE_ACTION_REMOVE</td>
<td>Delete the pending order placed previously</td>
</tr>
<tr>
<td>TRADE_ACTION_CLOSE_BY</td>
<td>Close a position by an opposite one</td>
</tr>
</tbody>
</table>

Example of the `TRADE_ACTION_DEAL` trade operation for opening a Buy position:

```c
#define EXPERT_MAGIC 123456 // MagicNumber of the expert

//+------------------------------------------------------------------+
//| Opening Buy position                                            |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={};
    MqlTradeResult result={};

    //--- parameters of request
    request.action = TRADE_ACTION_DEAL; // type of trade operation
    request.symbol = Symbol(); // symbol
    request.volume = 0.1; // volume of 0.1 lot
    request.type = ORDER_TYPE_BUY; // order type
    request.price = SymbolInfoDouble(Symbol(),SYMBOL_ASK); // price for opening
    request.deviation=5; // allowed deviation from price
    request.magic = EXPERT_MAGIC; // MagicNumber of the order

    //--- send the request
    if(!OrderSend(request,result))
    {
        PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the request
        //--- information about the operation
        PrintFormat("retcode=%u  deal=%I64u  order=%I64u",result.retcode,result.deal,result.order);
    }
    //+------------------------------------------------------------------+
```

Example of the `TRADE_ACTION_DEAL` trade operation for opening a Sell position:

---

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```c
#define EXPERT_MAGIC 123456 // MagicNumber of the expert

//+------------------------------------------------------------------+
//| Opening Sell position                                           |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={};
    MqlTradeResult result={};
    //--- parameters of request
    request.action =TRADE_ACTION DEAL; // type of trade operation
    request.symbol =Symbol();     // symbol
    request.volume =0.2;          // volume of 0.2 lot
    request.type =ORDER_TYPE_SELL; // order type
    request.price =SymbolInfoDouble(Symbol(),SYMBOL_BID); // price for opening
    request.deviation=5;          // allowed deviation from
    request.magic =EXPERT_MAGIC;  // MagicNumber of the order
    //--- send the request
    if(!OrderSend(request,result))
        PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the
    //--- information about the operation
    PrintFormat("retcode=%u deal=%I64u order=%I64u",result.retcode,result.deal,result)
    //+------------------------------------------------------------------+
```

Example of the `TRADE_ACTION_DEAL` trade operation for closing positions:
```c
#define EXPERT_MAGIC 123456  // MagicNumber of the expert

void OnStart()
{
  //--- declare and initialize the trade request and result of trade request
  MqlTradeRequest request;
  MqlTradeResult result;
  int total=PositionsTotal(); // number of open positions
  //--- iterate over all open positions
  for(int i=total-1; i>=0; i--)
  {
    //--- parameters of the order
    ulong position_ticket=PositionGetTicket(i);
    string position_symbol=PositionGetString(POSITION_SYMBOL);
    int digits=(int)SymbolInfoInteger(position_symbol,SYMBOL_DIGITS);
    ulong magic=PositionGetInteger(POSITION_MAGIC);
    double volume=PositionGetDouble(POSITION_Volume);
    ENUMPOSITIONTYPE type=(ENUMPOSITIONTYPE)PositionGetInteger(POSITION_TYPE);
    //--- output information about the position
    PrintFormat("#%16d %s %s %.2f %s ["%16d]",
                position_ticket,
                position_symbol,
                EnumToString(type),
                volume,
                DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),
                magic);
    //--- if the MagicNumber matches
    if(magic==EXPERT_MAGIC)
    {
      //--- zeroing the request and result values
      ZeroMemory(&request);
      ZeroMemory(&result);
      //--- setting the operation parameters
      request.action  =TRADE_ACTION DEAL;  // type of trade operation
      request.position =position_ticket;  // ticket of the position
      request.symbol   =position_symbol;   // symbol
      request.volume   =volume;           // volume of the position
      request.deviation=5;                // allowed deviation from the price
      request.magic    =EXPERT_MAGIC;     // MagicNumber of the position
      //--- set the price and order type depending on the position type
      if(type==POSITION_TYPE_BUY)
      {
        request.price=SymbolInfoDouble(position_symbol,SYMBOL_BID);
        request.type  =ORDER_TYPE_SELL;
      }
      else
      {
        request.price=SymbolInfoDouble(position_symbol,SYMBOL_ASK);
        request.type  =ORDER_TYPE_BUY;
      }
      //--- output information about the closure
      PrintFormat("Close #%16d %s %s %s [%16d]",
                  position_ticket,
                  position_symbol,
                  EnumToString(type),
                  position_price,
                  magic);
      //--- send the request
      if(!OrderSend(request,result))
      {
        PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the request
      }
      //--- information about the operation
      PrintFormat("retcode=%u  deal=%16d  order=%16d",result.retcode,result.deal,
                  result.order);
    }
  }
}
```

Example of the `TRADE_ACTION_PENDING` trade operation for placing a pending order:
Example of the **TRADE_ACTION_SLTP** trade operation for modifying the Stop Loss and Take Profit values of an open position:
```c
#define EXPERT_MAGIC 123456  // MagicNumber of the expert

//+------------------------------------------------------------------+
//| Modification of Stop Loss and Take Profit of position            |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request;
    MqlTradeResult  result;

    int total=PositionsTotal(); // number of open positions
    //--- iterate over all open positions
    for(int i=0; i<total; i++)
    {
        //--- parameters of the order
        ulong position_ticket=PositionGetTicket(i); // ticket of the position
        string position_symbol=PositionGetString(POSITION_SYMBOL); // symbol
        int   digits=(int)SymbolInfoInteger(position_symbol,SYMBOL_DIGITS); // number of digits
        ulong magic=PositionGetInteger(POSITION_MAGIC); // MagicNumber of the position
        double volume=PositionGetDouble(POSITION_VOLUME); // volume of the position
        double sl=PositionGetDouble(POSITION_SL);   // Stop Loss of the position
        double tp=PositionGetDouble(POSITION_TP);   // Take Profit of the position
        ENUM_POSITION_TYPE type=(ENUM_POSITION_TYPE)PositionGetInteger(POSITION_TYPE);

        //--- output information about the position
        PrintFormat("##I64u %s %s %.2f %s sl: %s tp: %s [%I64d]",
                              position_ticket,
                              position_symbol,
                              EnumToString(type),
                              volume,
                              DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),
                              DoubleToString(sl,digits),
                              DoubleToString(tp,digits),
                              magic);

        //--- if the MagicNumber matches, Stop Loss and Take Profit are not defined
        if(magic==EXPERT_MAGIC && sl==0 && tp==0)
        {
```
//--- calculate the current price levels
double price=PositionGetDouble(POSITION_PRICE_OPEN);
double bid=SymbolInfoDouble(position_symbol,SYMBOL_BID);
double ask=SymbolInfoDouble(position_symbol,SYMBOL_ASK);
int stop_level=(int)SymbolInfoInteger(position_symbol,SYMBOL_TRADE_STOPS_LEVEL);
double price_level;
//--- if the minimum allowed offset distance in points from the current close price is not set
if(stop_level<=0)
    stop_level=150; // set the offset distance of 150 points from the current close price
else
    stop_level+=50; // set the offset distance to (SYMBOL_TRADE_STOPS_LEVEL + 50) points for reliability

//--- calculation and rounding of the Stop Loss and Take Profit values
price_level=stop_level*SymbolInfoDouble(position_symbol,SYMBOL_POINT);
if(type==POSITION_TYPE_BUY)
    
    sl=NormalizeDouble(bid-price_level,digits);
    tp=NormalizeDouble(ask+price_level,digits);
else
    sl=NormalizeDouble(ask+price_level,digits);
    tp=NormalizeDouble(bid-price_level,digits);

//--- zeroing the request and result values
ZeroMemory(request);
ZeroMemory(result);
//--- setting the operation parameters
request.action = TRADE_ACTION_SLTP; // type of trade operation
request.position=position_ticket; // ticket of the position
request.symbol=position_symbol; // symbol
request.sl =sl; // Stop Loss of the position
request.tp =tp; // Take Profit of the position
request.magic=EXPERT_MAGIC; // MagicNumber of the position
//--- output information about the modification
PrintFormat("Modify #I64d %s %s",position_ticket,position_symbol,EnumToString(type));
//--- send the request
if(!OrderSend(request,result))
    PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the request
//--- information about the operation
PrintFormat("retcode=%u  deal=%I64u  order=%I64u",result.retcode,result.deal,}

Example of the TRADE_ACTION_MODIFY trade operation for modifying the price levels of pending orders:
```
#define EXPERT_MAGIC 123456  // MagicNumber of the expert

void OnStart()
{
    MqlTradeRequest request={};
    MqlTradeResult result={};
    int total=OrdersTotal(); // total number of placed pending orders
    //--- iterate over all placed pending orders
    for(int i=0; i<total; i++)
    {
        //--- parameters of the order
        ulong order_ticket=OrderGetTicket(i); // order ticket
        string order_symbol=SymbolInfoSymbol(); // symbol
        int digits=(int)SymbolInfoInteger(order_symbol,SYMBOL_DIGITS); // number of digits
        ulong magic=OrderGetInteger(OVEROTER_MAGIC); // MagicNumber
        double volume=OrderGetDouble(ORDER_VOLUME_CURRENT); // current volume
        double sl=OrderGetDouble(ORDER_SL); // current Stop Loss of the order
        double tp=OrderGetDouble(ORDER_TP); // current Take Profit of the order
        ENUM_ORDER_TYPE type=(ENUM_ORDER_TYPE)OrderGetInteger(ORDER_TYPE); // type of the order
        int offset = 50; // offset from the current price to place the order, in points
        double price; // order triggering price
        double point=SymbolInfoDouble(order_symbol,SYMBOL_POINT); // value of 1 point
        //--- output information about the order
        PrintFormat("\%I64d \%s \%s \%s \%d \%s \%s [\%I64d]", order_ticket, 
                    order_symbol, 
                    EnumToString(type), 
                    volume, 
                    DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits), 
                    DoubleToString(sl,digits), 
                    DoubleToString(tp,digits), 
                    magic);

        //--- if the MagicNumber matches, Stop Loss and Take Profit are not defined
        if(magic==EXPERT_MAGIC && sl==0 && tp==0)
        {
            request.action=TRADE_ACTION_MODIFY; // type of trade request
            request.order = OrderGetTicket(i); // order ticket
            request.symbol = SymbolSymbol(); // symbol
            request.deviation=5; // allowed deviation from the price
            //--- setting the price level, Take Profit and Stop Loss of the order depend on the type
            if(type==ORDER_TYPE BUY LIMIT)
            {
                price = SymbolInfoDouble(SymbolSymbol(),SYMBOL_BID)-offset*point;
                request.tp = NormalizeDouble(price+offset*point,digits);
                request.sl = NormalizeDouble(price-offset*point,digits);
                request.price = NormalizeDouble(price,digits); // normal price
            }
            else if(type==ORDER_TYPE SELL LIMIT)
            {
                price = SymbolInfoDouble(SymbolSymbol(),SYMBOL_BID)+offset*point;
                request.tp = NormalizeDouble(price-offset*point,digits);
                request.sl = NormalizeDouble(price+offset*point,digits);
                request.price = NormalizeDouble(price,digits); // normal price
            }
            else if(type==ORDER_TYPE BUY STOP)
            {
                price = SymbolInfoDouble(SymbolSymbol(),SYMBOL_BID)+offset*point;
                request.tp = NormalizeDouble(price+offset*point,digits);
            }
            else if(type==ORDER_TYPE SELL STOP)
            {
                price = SymbolInfoDouble(SymbolSymbol(),SYMBOL_BID)-offset*point;
                request.tp = NormalizeDouble(price-offset*point,digits);
            }
        }
    }
```
request.sl = NormalizeDouble(price-offset*point,digits);  // normalized stop level
request.price = NormalizeDouble(price,digits);            // normalized price
}
else if(type==ORDER_TYPE_SELL_STOP)
{
    price = SymbolInfoQDouble(Symbol(),SYMBOL_BID)-offset*point;
    request.tp = NormalizeDouble(price-offset*point,digits);
    request.sl = NormalizeDouble(price+offset*point,digits);  // normalized stop level
    request.price = NormalizeDouble(price,digits);            // normalized price
}
//--- send the request
if(!OrderSend(request,result))
    PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the request
    //--- information about the operation
PrintFormat("retcode=%u deal=%I64u order=%I64u",result.retcode,result.deal,
//--- zeroing the request and result values
ZeroMemory(request);
ZeroMemory(result);
}
//+------------------------------------------------------------------+

Example of the TRADE_ACTION_REMOVE trade operation for deleting pending orders:

#define EXPERT_MAGIC 123456 // MagicNumber of the expert

//+------------------------------------------------------------------+
//| Deleting pending orders                                          |
//+------------------------------------------------------------------+
void OnStart()
{
//--- declare and initialize the trade request and result of trade request
MqlTradeRequest  request={};
MqlTradeResult   result={};
int total=OrdersTotal(); // total number of placed pending orders
for(int i=total-1; i>=0; i--)
{
    ulong order_ticket=OrderGetTicket(i);        // order ticket
    ulong magic=OrderGetInteger(ORDER_MAGIC);    // MagicNumber of the order
    //--- if the MagicNumber matches
    if(magic==EXPERT_MAGIC)
    {
        //--- zeroing the request and result values
        ZeroMemory(request);
        ZeroMemory(result);
        //--- setting the operation parameters
        request.action=TRADE_ACTION_REMOVE;         // type of trade operation
        request.order = order_ticket;              // order ticket
        //--- send the request
        if(!OrderSend(request,result))
            PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the request
            //--- information about the operation
PrintFormat("retcode=%u deal=%I64u order=%I64u",result.retcode,result.deal,
    }                       
}                       
//+------------------------------------------------------------------+
Example of the `TRADE_ACTION_CLOSE_BY` trade operation for closing positions by opposite positions:
`#define EXPERT_MAGIC 123456 // MagicNumber of the expert`
  `//--- declare and initialize the trade request and result of trade request`
  `void OnStart()
  {
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request;
    MqlTradeResult result;
    int total=PositionsTotal(); // number of open positions
    //--- iterate over all open positions
    for(int i=total-1; i>=0; i--)
    {
      //--- parameters of the order
      ulong position_ticket=PositionGetTicket(i);
      string position_symbol=PositionGetString(POSITION_SYMBOL);
      int digits=(int)SymbolInfoInteger(position_symbol,SYMBOL_DIGITS);
      ulong magic=PositionGetInteger(POSITION_MAGIC);
      double volume=PositionGetDouble(POSITION_VOLUME);
      double sl=PositionGetDouble(POSITION_SL);
      double tp=PositionGetDouble(POSITION_TP);
      ENUM_POSITION_TYPE type=(ENUM_POSITION_TYPE)PositionGetInteger(POSITION_TYPE);
      //--- output information about the position
      PrintFormat("%I64u %s %s %.2f %s %s [%I64d]",
        position_ticket,
        position_symbol,
        EnumToString(type),
        volume,
        DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),
        DoubleToString(sl,digits),
        DoubleToString(tp,digits),
        magic);
      //--- if the MagicNumber matches
      if(magic==EXPERT_MAGIC)
      {
        for(int j=0; j<i; j++)
        {
          string symbol=PositionGetString(); // symbol of the opposite position
          //--- if the symbols of the opposite and initial positions match
          if(symbol==position_symbol && PositionGetInteger(POSITION_MAGIC)==EXPERT_MAGIC)
          {
            //--- set the type of the opposite position
            ENUM_POSITION_TYPE type_by=(ENUM_POSITION_TYPE)PositionGetInteger(POSITION_TYPE);
            //--- leave, if the types of the initial and opposite positions match
            if(type==type_by)
              continue;
            //--- zeroing the request and result values
            ZeroMemory(request);
            ZeroMemory(result);
            //--- setting the operation parameters
            request.action=TRADE_ACTION_CLOSE_BY; // type:
            request.position=position_ticket; // ticket
            request.position_by=PositionGetInteger(POSITION_TICKET); // ticket
            //request.symbol =position_symbol;
            request.magic=EXPERT_MAGIC;
            //--- output information about the closure by opposite position
            PrintFormat("Close %I64d %s %s by %I64d",position_ticket,position_symbol,
            //--- send the request
            if(!OrderSend(request,result))
              PrintFormat("OrderSend error %d",GetLastError()); // if unable to set
`
//--- information about the operation
PrintFormat("retcode=%u deal=%ld order=%ld", result.retcode, result.deal, result.order);
}
Trade Transaction Types

When performing some definite actions on a trade account, its state changes. Such actions include:

- Sending a trade request from any MQL5 application in the client terminal using `OrderSend` and `OrderSendAsync` functions and its further execution;
- Sending a trade request via the terminal graphical interface and its further execution;
- Pending orders and stop orders activation on the server;
- Performing operations on a trade server side.

The following trade transactions are performed as a result of these actions:

- handling a trade request;
- changing open orders;
- changing orders history;
- changing deals history;
- changing positions.

For example, when sending a market buy order, it is handled, an appropriate buy order is created for the account, the order is then executed and removed from the list of the open ones, then it is added to the orders history, an appropriate deal is added to the history and a new position is created. All these actions are trade transactions.

To let a programmer to track the actions performed in relation to a trade account, `OnTradeTransaction` function has been provided. This handler allows to get trade transactions applied to an account in MQL5 application. Trade transaction description is submitted in `OnTradeTransaction` first parameter using `MqlTradeTransaction` structure.

Trade transaction type is submitted in the type parameter of `MqlTradeTransaction` structure. Possible types of trade transactions are described by the following enumeration:

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRADE_TRANSACTION_ORDER_ADD</td>
<td>Adding a new open order.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_ORDER_UPDATE</td>
<td>Updating an open order. The updates include not only evident changes from the client terminal or a trade server sides but also changes of an order state when setting it (for example, transition from <code>ORDER_STATE_STARTED</code> to <code>ORDER_STATE_PLACED</code> or from <code>ORDER_STATE_PLACED</code> to <code>ORDER_STATE_PARTIAL</code>, etc.).</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_ORDER_DELETE</td>
<td>Removing an order from the list of the open ones. An order can be deleted from the open ones as a result of setting an appropriate request or execution (filling) and moving to the history.</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRADE_TRANSACTION_DEAL_ADD</td>
<td>Adding a deal to the history. The action is performed as a result of an order execution or performing operations with an account balance.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_DEAL_UPDATE</td>
<td>Updating a deal in the history. There may be cases when a previously executed deal is changed on a server. For example, a deal has been changed in an external trading system (exchange) where it was previously transferred by a broker.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_DEAL_DELETE</td>
<td>Deleting a deal from the history. There may be cases when a previously executed deal is deleted from a server. For example, a deal has been deleted in an external trading system (exchange) where it was previously transferred by a broker.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_HISTORY_ADD</td>
<td>Adding an order to the history as a result of execution or cancellation.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_HISTORY_UPDATE</td>
<td>Changing an order located in the orders history. This type is provided for enhancing functionality on a trade server side.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_HISTORY_DELETE</td>
<td>Deleting an order from the orders history. This type is provided for enhancing functionality on a trade server side.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_POSITION</td>
<td>Changing a position not related to a deal execution. This type of transaction shows that a position has been changed on a trade server side. Position volume, open price, Stop Loss and Take Profit levels can be changed. Data on changes are submitted in MqlTradeTransaction structure via OnTradeTransaction handler. Position change (adding, changing or closing), as a result of a deal execution, does not lead to the occurrence of TRADE_TRANSACTION_POSITION transaction.</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_REQUEST</td>
<td>Notification of the fact that a trade request has been processed by a server and processing result has been received. Only type field (trade transaction type) must be analyzed for such transactions in MqlTradeTransaction structure. The second and third parameters of OnTradeTransaction (request and result) must be analyzed for additional data.</td>
</tr>
</tbody>
</table>

Depending on a trade transaction type, various parameters are filled in MqlTradeTransaction structure describing it. A detailed description of submitted data is shown in "Structure of a Trade Transaction".
See also

Structure of a Trade Transaction, OnTradeTransaction
Trade Orders in Depth Of Market

For equity securities, the Depth of Market window is available, where you can see the current Buy and Sell orders. Desired direction of a trade operation, required amount and requested price are specified for each order.

To obtain information about the current state of the DOM by MQL5 means, the MarketBookGet() function is used, which places the DOM “screen shot” into the MqlBookInfo array of structures. Each element of the array in the type field contains information about the direction of the order - the value of the ENUM_BOOK_TYPE enumeration.

**ENUM_BOOK_TYPE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOOK_TYPE_SELL</td>
<td>Sell order (Offer)</td>
</tr>
<tr>
<td>BOOK_TYPE_BUY</td>
<td>Buy order (Bid)</td>
</tr>
<tr>
<td>BOOK_TYPE_SELL_MARKET</td>
<td>Sell order by Market</td>
</tr>
<tr>
<td>BOOK_TYPE_BUY_MARKET</td>
<td>Buy order by Market</td>
</tr>
</tbody>
</table>

See also

* Structures and classes, Structure of the DOM, Trade operation types, Market Info*
## Signal Properties

The following enumerations are used when working with trading signals and signal copy settings.

**Enumeration of double type properties of the trading signal:**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGNAL_BASE_BALANCE</td>
<td>Account balance</td>
</tr>
<tr>
<td>SIGNAL_BASE_EQUITY</td>
<td>Account equity</td>
</tr>
<tr>
<td>SIGNAL_BASE_GAIN</td>
<td>Account gain</td>
</tr>
<tr>
<td>SIGNAL_BASE_MAX_DRAWDOWN</td>
<td>Account maximum drawdown</td>
</tr>
<tr>
<td>SIGNAL_BASE_PRICE</td>
<td>Signal subscription price</td>
</tr>
<tr>
<td>SIGNAL_BASE_ROI</td>
<td>Return on Investment (%)</td>
</tr>
</tbody>
</table>

**Enumeration of integer type properties of the trading signal:**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGNAL_BASE_DATE_PUBLISHED</td>
<td>Publication date (date when it become available for subscription)</td>
</tr>
<tr>
<td>SIGNAL_BASE_DATE_STARTED</td>
<td>Monitoring starting date</td>
</tr>
<tr>
<td>SIGNAL_BASE_DATE_UPDATED</td>
<td>The date of the last update of the signal's trading statistics</td>
</tr>
<tr>
<td>SIGNAL_BASE_ID</td>
<td>Signal ID</td>
</tr>
<tr>
<td>SIGNAL_BASE_LEVERAGE</td>
<td>Account leverage</td>
</tr>
<tr>
<td>SIGNAL_BASE_PIPS</td>
<td>Profit in pips</td>
</tr>
<tr>
<td>SIGNAL_BASE_RATING</td>
<td>Position in rating</td>
</tr>
<tr>
<td>SIGNAL_BASE_SUBSCRIBERS</td>
<td>Number of subscribers</td>
</tr>
<tr>
<td>SIGNAL_BASE_TRADES</td>
<td>Number of trades</td>
</tr>
<tr>
<td>SIGNAL_BASE_TRADE_MODE</td>
<td>Account type (0-real, 1-demo, 2-contest)</td>
</tr>
</tbody>
</table>

**Enumeration of string type properties of the trading signal:**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGNAL_BASE_AUTHOR_LOGIN</td>
<td>Author login</td>
</tr>
<tr>
<td>SIGNAL_BASE_BROKER</td>
<td>Broker name (company)</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>SIGNAL_BASE_BROKER_SERVER</td>
<td>Broker server</td>
</tr>
<tr>
<td>SIGNAL_BASE_NAME</td>
<td>Signal name</td>
</tr>
<tr>
<td>SIGNAL_BASE_CURRENCY</td>
<td>Signal base currency</td>
</tr>
</tbody>
</table>

Enumeration of `double` type properties of the signal copy settings:

**ENUM_SIGNAL_INFO_DOUBLE**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGNAL_INFO_EQUITY_LIMIT</td>
<td>Equity limit</td>
</tr>
<tr>
<td>SIGNAL_INFO_SLIPPAGE</td>
<td>Slippage (used when placing market orders in synchronization of positions and copying of trades)</td>
</tr>
<tr>
<td>SIGNAL_INFO_VOLUME_PERCENT</td>
<td>Maximum percent of deposit used (%), r/o</td>
</tr>
</tbody>
</table>

Enumeration of `integer` type properties of the signal copy settings:

**ENUM_SIGNAL_INFO_INTEGER**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGNAL_INFO_CONFIRMATIONS_DISABLED</td>
<td>The flag enables synchronization without confirmation dialog</td>
</tr>
<tr>
<td>SIGNAL_INFO_COPY_SLTP</td>
<td>Copy Stop Loss and Take Profit flag</td>
</tr>
<tr>
<td>SIGNAL_INFO_DEPOSIT_PERCENT</td>
<td>Deposit percent (%)</td>
</tr>
<tr>
<td>SIGNAL_INFO_ID</td>
<td>Signal id, r/o</td>
</tr>
<tr>
<td>SIGNAL_INFO_SUBSCRIPTION_ENABLED</td>
<td>“Copy trades by subscription” permission flag</td>
</tr>
<tr>
<td>SIGNAL_INFO_TERMS_AGREE</td>
<td>“Agree to terms of use of Signals service” flag, r/o</td>
</tr>
</tbody>
</table>

Enumeration of `string` type properties of the signal copy settings:

**ENUM_SIGNAL_INFO_STRING**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGNAL_INFO_NAME</td>
<td>Signal name, r/o</td>
</tr>
</tbody>
</table>

**See also**

[Trade signals](#)
Named Constants

All constants used in MQL5 can be divided into the following groups:

- **Predefined macro substitutions** - values are substituted during compilation;
- **Mathematical constants** - values of some mathematical expressions;
- **Numerical type constants** - some of the simple type restrictions;
- **Uninitialization reason codes** - description of uninitialization reasons;
- **Checking Object Pointer** - enumeration of types of pointers returned by the `CheckPointer()` function;
- **Other constants** - all other constants.
## Predefined Macro Substitutions

To simplify the debugging process and obtain information about operation of a mql5-program, there are special macro constant, values of which are set at the moment of compilation. The easiest way to use these constants is outputting values by the `Print()` function, as it’s shown in the example.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DATE</strong></td>
<td>File compilation date without time (hours, minutes and seconds are equal to 0)</td>
</tr>
<tr>
<td><strong>DATETIME</strong></td>
<td>File compilation date and time</td>
</tr>
<tr>
<td><strong>LINE</strong></td>
<td>Line number in the source code, in which the macro is located</td>
</tr>
<tr>
<td><strong>FILE</strong></td>
<td>Name of the currently compiled file</td>
</tr>
<tr>
<td><strong>PATH</strong></td>
<td>An absolute path to the file that is currently being compiled</td>
</tr>
<tr>
<td><strong>FUNCTION</strong></td>
<td>Name of the function, in whose body the macro is located</td>
</tr>
<tr>
<td><strong>FUNCSIG</strong></td>
<td>Signature of the function in whose body the macro is located. Logging of the full description of functions can be useful in the identification of overloaded functions</td>
</tr>
<tr>
<td><strong>MQLBUILD</strong>, <strong>MQL5BUILD</strong></td>
<td>Compiler build number</td>
</tr>
</tbody>
</table>
| __COUNTER__         | The compiler for each encountered __COUNTER__ declaration substitutes the counter value from 0 to N-1 where N is a number of uses in the code. The __COUNTER__ order is guaranteed when recompiling the source code with no changes. The __COUNTER__ value is calculated the following way:  
  - the initial counter value is 0,  
  - after each counter usage, its value is increased by 1,  
  - first, the compiler expands all macros and templates into source code on-site,  
  - a separate code is created for each template function specialization,  
  - a separate code is created for each template class/structure specialization,  
  - next, the compiler passes through the obtained source code in the defined order and replaces each detected __COUNTER__ usage with the current counter value. |
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>RANDOM</strong></td>
<td>The compiler inserts a random <code>ulong</code> value for each <code>__RANDOM__</code> declaration.</td>
</tr>
</tbody>
</table>

The **example** below shows how the compiler handles the source code and replaces all instances of `__COUNTER__` it meets with sequentially increasing values.

Example:

```mql
#property copyright "Copyright © 2009, MetaQuotes Software Corp."
#property link "https://www.metaquotes.net"

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
void OnInit()
{
    //--- an example of information output at Expert Advisor initialization
    Print("__FUNCTION__ = ", __FUNCTION__, "__LINE__ = ", __LINE__);  
    //--- set the interval between the timer events
    EventSetTimer(5);
    //---
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- an example of information output at Expert Advisor deinitialization
    Print("__FUNCTION__ = ", __FUNCTION__, "__LINE__ = ", __LINE__);  
    //---
}
//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    //--- information output at tick receipt
    Print("__MQLBUILD__ = ", __MQLBUILD__, "__FILE__ = ", __FILE__);  
    Print("__FUNCTION__ = ", __FUNCTION__, "__LINE__ = ", __LINE__);  
    test1(__FUNCTION__);
    test2();
    //---
}
//+------------------------------------------------------------------+
//| test1                                                            |
//+------------------------------------------------------------------+
void test1(string par)
```

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The example for learning how to work with the __COUNTER__ macro

```c
//--- create a macro for a quick display of the expression and its value in the journal
#define print(expr) Print(#expr, "=" , expr)

//--- define the MACRO_COUNTER custom macro via the predefined __COUNTER__ macro
#define MACRO_COUNTER __COUNTER__

//--- set the input value of the variable using the __COUNTER__ macro
input int InpVariable = __COUNTER__;

//--- set the value of the global variable using the __COUNTER__ macro before defining
int ExtVariable = __COUNTER__;

//--- the function returns the __COUNTER__ value
int GlobalFunc(void)
{
    return (__COUNTER__);
}

//--- the template function returns the __COUNTER__ value
template< typename T>
int GlobalTemplateFunc(void)
```
```cpp
{
    return(__COUNTER__);
}
//+------------------------------------------------------------------+
//| the structure with the method returning __COUNTER__             |
//+------------------------------------------------------------------+
struct A
{
    int dummy; // not used

    int Method(void)
    {
        return(__COUNTER__);
    }
};
//+------------------------------------------------------------------+
//| the template structure with the method returning __COUNTER__     |
//+------------------------------------------------------------------+
template<typename T>
struct B
{
    int dummy; // not used

    int Method(void)
    {
        return(__COUNTER__);
    }
};
//+------------------------------------------------------------------+
//| the structure with the template method returning __COUNTER__     |
//+------------------------------------------------------------------+
struct C
{
    int dummy; // not used

    template<typename T>
    int Method(void)
    {
        return(__COUNTER__);
    }
};
//+------------------------------------------------------------------+
//| the function #2, which returns the __COUNTER__ value             |
//+------------------------------------------------------------------+
int GlobalFunc2(void)
{
    return(__COUNTER__);
}
//+------------------------------------------------------------------+
```
```cpp
void OnStart(void)
{
    // __COUNTER__ in the macro and the variables
    print(MACRO_COUNTER);
    print(InpVariable);
    print(ExtVariable);

    //--- __COUNTER__ in the functions
    print(GlobalFunc());
    print(GlobalFunc()); // the value is not changed
    print(GlobalTemplateFunc<int>());
    print(GlobalTemplateFunc<int>()); // the value is not changed
    print(GlobalTemplateFunc<double>()); // the value has changed
    print(GlobalFunc2());
    print(GlobalFunc2()); // the value is not changed

    // __COUNTER__ in the structure
    A a1, a2;
    print(a1.Method());
    print(a2.Method()); // the value is not changed

    // __COUNTER__ in the template structure
    B<int> b1, b2;
    B<double> b3;
    print(b1.Method());
    print(b2.Method()); // the value is not changed
    print(b3.Method()); // the value has changed

    // __COUNTER__ in the structure with the template function
    C c1, c2;
    print(c1.Method<int>());
    print(c1.Method<double>()); // the value has changed
    print(c2.Method<int>()); // the same value as during the first c1.Method

    //--- let’s have another look at __COUNTER__ in the macro and the global variable
    print(MACRO_COUNTER); // the value has changed
    print(ExtGlobal2);
}

Vehicle ExtGlobal2 = __COUNTER__;

/* Result
__COUNTER__ = 3
InpVariable=0
ExtVariable=1
GlobalFunc()=5
*/
```

```mintline```
GlobalFunc() = 5
GlobalTemplateFunc<int>() = 8
GlobalTemplateFunc<int>() = 8
GlobalTemplateFunc<double>() = 9
GlobalFunc2() = 7
GlobalFunc2() = 7
a1.Method() = 6
a2.Method() = 6
b1.Method() = 10
b2.Method() = 10
b3.Method() = 11
c1.Method<int>() = 12
c1.Method<double>() = 13
c2.Method<int>() = 12
__COUNTER__ = 4
ExtGlobal2 = 2

/*
Mathematical Constants

Special constants containing values are reserved for some mathematical expressions. These constants can be used in any place of the program instead of calculating their values using mathematical functions.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>M_E</td>
<td>e</td>
<td>2.71828182845904523536</td>
</tr>
<tr>
<td>M_LOG2E</td>
<td>log2(e)</td>
<td>1.44269504088896340736</td>
</tr>
<tr>
<td>M_LOG10E</td>
<td>log10(e)</td>
<td>0.434294481903251827651</td>
</tr>
<tr>
<td>M_LN2</td>
<td>ln(2)</td>
<td>0.693147180559945309417</td>
</tr>
<tr>
<td>M_LN10</td>
<td>ln(10)</td>
<td>2.30258509299404568402</td>
</tr>
<tr>
<td>M_PI</td>
<td>pi</td>
<td>3.14159265358979323846</td>
</tr>
<tr>
<td>M_PI_2</td>
<td>pi/2</td>
<td>1.57079632679489661923</td>
</tr>
<tr>
<td>M_PI_4</td>
<td>pi/4</td>
<td>0.785398163397448309616</td>
</tr>
<tr>
<td>M_1_PI</td>
<td>1/pi</td>
<td>0.3183098861837967538</td>
</tr>
<tr>
<td>M_2_PI</td>
<td>2/pi</td>
<td>0.63661977236758134076</td>
</tr>
<tr>
<td>M_2_SQRTPI</td>
<td>2/sqrt(pi)</td>
<td>1.12837961709551257390</td>
</tr>
<tr>
<td>M_SQRT2</td>
<td>sqrt(2)</td>
<td>1.41421356237309504880</td>
</tr>
<tr>
<td>M_SQRT1_2</td>
<td>1/sqrt(2)</td>
<td>0.707106781186547524401</td>
</tr>
</tbody>
</table>

Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- print the values of constants
    Print("M_E = ", DoubleToString(M_E,16));
    Print("M_LOG2E = ", DoubleToString(M_LOG2E,16));
    Print("M_LOG10E = ", DoubleToString(M_LOG10E,16));
    Print("M_LN2 = ", DoubleToString(M_LN2,16));
    Print("M_LN10 = ", DoubleToString(M_LN10,16));
    Print("M_PI = ", DoubleToString(M_PI,16));
    Print("M_PI_2 = ", DoubleToString(M_PI_2,16));
    Print("M_PI_4 = ", DoubleToString(M_PI_4,16));
    Print("M_1_PI = ", DoubleToString(M_1_PI,16));
    Print("M_2_PI = ", DoubleToString(M_2_PI,16));
    Print("M_2_SQRTPI = ", DoubleToString(M_2_SQRTPI,16));
    Print("M_SQRT2 = ", DoubleToString(M_SQRT2,16));
    Print("M_SQRT1_2 = ", DoubleToString(M_SQRT1_2,16));
```


}
### Numerical Type Constants

Each simple numerical type is intended for a certain type of tasks and allows optimizing the operation of a MQL5-program when used correctly. For a better code readability and correct handling of calculation results, there are constants which allow to receive information about restrictions set to a certain type of simple data.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHAR_MIN</td>
<td>Minimal value, which can be represented by char type</td>
<td>-128</td>
</tr>
<tr>
<td>CHAR_MAX</td>
<td>Maximal value, which can be represented by char type</td>
<td>127</td>
</tr>
<tr>
<td>UCHAR_MAX</td>
<td>Maximal value, which can be represented by uchar type</td>
<td>255</td>
</tr>
<tr>
<td>SHORT_MIN</td>
<td>Minimal value, which can be represented by short type</td>
<td>-32768</td>
</tr>
<tr>
<td>SHORT_MAX</td>
<td>Maximal value, which can be represented by short type</td>
<td>32767</td>
</tr>
<tr>
<td>USHORT_MAX</td>
<td>Maximal value, which can be represented by ushort type</td>
<td>65535</td>
</tr>
<tr>
<td>INT_MIN</td>
<td>Minimal value, which can be represented by int type</td>
<td>-2147483648</td>
</tr>
<tr>
<td>INT_MAX</td>
<td>Maximal value, which can be represented by int type</td>
<td>2147483647</td>
</tr>
<tr>
<td>UINT_MAX</td>
<td>Maximal value, which can be represented by uint type</td>
<td>4294967295</td>
</tr>
<tr>
<td>LONG_MIN</td>
<td>Minimal value, which can be represented by long type</td>
<td>-9223372036854775808</td>
</tr>
<tr>
<td>LONG_MAX</td>
<td>Maximal value, which can be represented by long type</td>
<td>9223372036854775807</td>
</tr>
<tr>
<td>ULONG_MAX</td>
<td>Maximal value, which can be represented by ulong type</td>
<td>18446744073709551615</td>
</tr>
<tr>
<td>DBL_MIN</td>
<td>Minimal positive value, which can be represented by double type</td>
<td>2.2250738585072014e-308</td>
</tr>
<tr>
<td>DBL_MAX</td>
<td>Maximal value, which can be represented by double type</td>
<td>1.7976931348623158e+308</td>
</tr>
<tr>
<td>DBL_EPSILON</td>
<td>Minimal value, which satisfies the condition: 1.0+DBL_EPSILON != 1.0 (for double type)</td>
<td>2.2204460492503131e-016</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Value</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>DBL_DIG</td>
<td>Number of significant decimal digits for double type</td>
<td>15</td>
</tr>
<tr>
<td>DBL_MANT_DIG</td>
<td>Number of bits in a mantissa for double type</td>
<td>53</td>
</tr>
<tr>
<td>DBL_MAX_10_EXP</td>
<td>Maximal decimal value of exponent degree for double type</td>
<td>308</td>
</tr>
<tr>
<td>DBL_MAX_EXP</td>
<td>Maximal binary value of exponent degree for double type</td>
<td>1024</td>
</tr>
<tr>
<td>DBL_MIN_10_EXP</td>
<td>Minimal decimal value of exponent degree for double type</td>
<td>(-307)</td>
</tr>
<tr>
<td>DBL_MIN_EXP</td>
<td>Minimal binary value of exponent degree for double type</td>
<td>(-1021)</td>
</tr>
<tr>
<td>FLT_MIN</td>
<td>Minimal positive value, which can be represented by float type</td>
<td>1.175494351e-38</td>
</tr>
<tr>
<td>FLT_MAX</td>
<td>Maximal value, which can be represented by float type</td>
<td>3.402823466e+38</td>
</tr>
<tr>
<td>FLT_EPSILON</td>
<td>Minimal value, which satisfies the condition: 1.0+DBL_EPSILON != 1.0 (for float type)</td>
<td>1.192092896e-07</td>
</tr>
<tr>
<td>FLT_DIG</td>
<td>Number of significant decimal digits for float type</td>
<td>6</td>
</tr>
<tr>
<td>FLT_MANT_DIG</td>
<td>Number of bits in a mantissa for float type</td>
<td>24</td>
</tr>
<tr>
<td>FLT_MAX_10_EXP</td>
<td>Maximal decimal value of exponent degree for float type</td>
<td>38</td>
</tr>
<tr>
<td>FLT_MAX_EXP</td>
<td>Maximal binary value of exponent degree for float type</td>
<td>128</td>
</tr>
<tr>
<td>FLT_MIN_10_EXP</td>
<td>Minimal decimal value of exponent degree for float type</td>
<td>-37</td>
</tr>
<tr>
<td>FLT_MIN_EXP</td>
<td>Minimal binary value of exponent degree for float type</td>
<td>(-125)</td>
</tr>
</tbody>
</table>

Example:

```c
void OnStart()
```
{
    //--- print the constant values
    printf("CHAR_MIN = %d", CHAR_MIN);
    printf("CHAR_MAX = %d", CHAR_MAX);
    printf("UCHAR_MAX = %d", UCHAR_MAX);
    printf("SHORT_MIN = %d", SHORT_MIN);
    printf("SHORT_MAX = %d", SHORT_MAX);
    printf("USHORT_MAX = %d", USHORT_MAX);
    printf("INT_MIN = %d", INT_MIN);
    printf("INT_MAX = %d", INT_MAX);
    printf("UINT_MAX = %u", UINT_MAX);
    printf("LONG_MIN = %ld", LONG_MIN);
    printf("LONG_MAX = %ld", LONG_MAX);
    printf("ULONG_MAX = %lu", ULONG_MAX);
    printf("EMPTY_VALUE = %.16e", EMPTY_VALUE);
    printf("DBL_MIN = %.16e", DBL_MIN);
    printf("DBL_MAX = %.16e", DBL_MAX);
    printf("DBL_EPSILON = %.16e", DBL_EPSILON);
    printf("DBL_DIG = %d", DBL_DIG);
    printf("DBL_MANT_DIG = %d", DBL_MANT_DIG);
    printf("DBL_MAX_10_EXP = %d", DBL_MAX_10_EXP);
    printf("DBL_MAX_EXP = %d", DBL_MAX_EXP);
    printf("DBL_MIN_10_EXP = %d", DBL_MIN_10_EXP);
    printf("DBL_MIN_EXP = %d", DBL_MIN_EXP);
    printf("FLT_MIN = %.8e", FLT_MIN);
    printf("FLT_MAX = %.8e", FLT_MAX);
    printf("FLT_EPSILON = %.8e", FLT_EPSILON);
}
Uninitialization Reason Codes

Uninitialization reason codes are returned by the UninitializeReason() function. The possible values are the following:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>REASON_PROGRAM</td>
<td>0</td>
<td>Expert Advisor terminated its operation by calling the ExpertRemove() function</td>
</tr>
<tr>
<td>REASON_REMOVE</td>
<td>1</td>
<td>Program has been deleted from the chart</td>
</tr>
<tr>
<td>REASON_RECOMPILE</td>
<td>2</td>
<td>Program has been recompiled</td>
</tr>
<tr>
<td>REASON_CHARTCHANGE</td>
<td>3</td>
<td>Symbol or chart period has been changed</td>
</tr>
<tr>
<td>REASON_CHARTCLOSE</td>
<td>4</td>
<td>Chart has been closed</td>
</tr>
<tr>
<td>REASON_PARAMETERS</td>
<td>5</td>
<td>Input parameters have been changed by a user</td>
</tr>
<tr>
<td>REASON_ACCOUNT</td>
<td>6</td>
<td>Another account has been activated or reconnection to the trade server has occurred due to changes in the account settings</td>
</tr>
<tr>
<td>REASON_TEMPLATE</td>
<td>7</td>
<td>A new template has been applied</td>
</tr>
<tr>
<td>REASON_INITFAILED</td>
<td>8</td>
<td>This value means that OnInit() handler has returned a nonzero value</td>
</tr>
<tr>
<td>REASON_CLOSE</td>
<td>9</td>
<td>Terminal has been closed</td>
</tr>
</tbody>
</table>

The uninitialization reason code is also passed as a parameter of the predetermined function OnDeinit(const int reason).

Example:

```cpp
#include <iostream>

int main() {
    // get text description
    switch (reasonCode) {
        case REASON_ACCOUNT:
            text = "Account was changed" break;
    }
    return 0;
}
```
case REASON_CHARTCHANGE:
    text="Symbol or timeframe was changed";break;
case REASON_CHARTCLOSE:
    text="Chart was closed";break;
case REASON_PARAMETERS:
    text="Input-parameter was changed";break;
case REASON_RECOMPILE:
    text="Program __FILE__ was recompiled";break;
case REASON_REMOVE:
    text="Program __FILE__ was removed from chart";break;
case REASON_TEMPLATE:
    text="New template was applied to chart";break;
default:text="Another reason";
}
//---
    return text;
}

void OnDeinit(const int reason)
{
    //--- The first way to get the uninitialization reason code
    Print(__FUNCTION__,"_Uninitialization reason code = ",reason);
    //--- The second way to get the uninitialization reason code
    Print(__FUNCTION__,"_UninitReason = ",getUninitReasonText(_UninitReason));
}
Checking Object Pointer

The `CheckPointer()` function is used for checking the type of the object pointer. The function returns a value of the ENUM_POINTER_TYPE enumeration. If an incorrect pointer is used, the program execution will be immediately terminated.

Objects created by the `new()` operator are of POINTER_DYNAMIC type. The `delete()` operator can and should be used only for such pointers.

All other pointers are of POINTER_AUTOMATIC type, which means that this object has been created automatically by the mql5 program environment. Such objects are deleted automatically after being used.

**ENUM_POINTER_TYPE**

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>POINTER_INVALID</td>
<td>Incorrect pointer</td>
</tr>
<tr>
<td>POINTER_DYNAMIC</td>
<td>Pointer of the object created by the <code>new()</code> operator</td>
</tr>
<tr>
<td>POINTER_AUTOMATIC</td>
<td>Pointer of any objects created automatically (not using <code>new()</code>)</td>
</tr>
</tbody>
</table>

See also

- Runtime errors, Object Delete Operator `delete`, CheckPointer
Other Constants

The CLR_NNEN constant is used to outline the absence of color, it means that the graphical object or graphical series of an indicator will not be plotted. This constant was not included into the Web-color constants list, but it can be applied everywhere where the color arguments are required.

The INVALID_HANDLE constant can be used for checking file handles (see FileOpen() and FileFindFirst()).

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARTS_MAX</td>
<td>The maximum possible number of simultaneously open charts in the terminal</td>
<td>100</td>
</tr>
<tr>
<td>clrNONE</td>
<td>Absence of color</td>
<td>-1</td>
</tr>
<tr>
<td>EMPTY_VALUE</td>
<td>Empty value in an indicator buffer</td>
<td>DBL_MAX</td>
</tr>
<tr>
<td>INVALID_HANDLE</td>
<td>Incorrect handle</td>
<td>-1</td>
</tr>
<tr>
<td>IS_DEBUG_MODE</td>
<td>Flag that a mq5-program operates in debug mode</td>
<td>non zero in debug mode, otherwise zero</td>
</tr>
<tr>
<td>IS_PROFILE_MODE</td>
<td>Flag that a mq5-program operates in profiling mode</td>
<td>non zero in profiling mode, otherwise zero</td>
</tr>
<tr>
<td>NULL</td>
<td>Zero for any types</td>
<td>0</td>
</tr>
<tr>
<td>WHOLE_ARRAY</td>
<td>Means the number of items remaining until the end of the array, i.e., the entire array will be processed</td>
<td>-1</td>
</tr>
<tr>
<td>WRONG_VALUE</td>
<td>The constant can be implicitly cast to any enumeration type</td>
<td>-1</td>
</tr>
</tbody>
</table>

The EMPTY_VALUE constant usually corresponds to the values of indicators that are not shown in the chart. For example, for built-in indicator Standard Deviation with a period of 20, the line for the first 19 bars in the history is not shown in the chart. If you create a handle of this indicator with the iStdDev() function and copy it to an array of indicator values for these bars through CopyBuffer(), then these values will be equal to EMPTY_VALUE.

You can choose to specify for a custom indicator your own empty value of the indicator, when the indicator shouldn’t be drawn in the chart. Use the PlotIndexSetDouble() function with the PLOT_EMPTY_VALUE modifier.

The NULL constant can be assigned to a variable of any simple type or to an object structure or class pointer. The NULL assignment for a string variable means the full deinitialization of this variable.

The WRONG_VALUE constant is intended for cases, when it is necessary to return value of an enumeration, and this must be a wrong value. For example, when we need to inform that a return value is a value from this enumeration. Let’s consider as an example some function CheckLineStyle(), which returns the line style for an object, specified by its name. If at style check by
ObjectGetInteger() the result is true, a value from `ENUM_LINE_STYLE` is returned; otherwise `WRONG_VALUE` is returned.

```c
void OnStart()
{
    if(CheckLineStyle("MyChartObject") == WRONG_VALUE)
        printf("Error line style getting.");
    //---------------------------------------------
    //| returns the line style for an object specified by its name |
    //---------------------------------------------
    ENUM_LINE_STYLE CheckLineStyle(string name)
    {
        long style;
        //---
        if(ObjectGetInteger(0,name,OBJPROP_STYLE,0,style))
            return((ENUM_LINE_STYLE)style);
        else
            return(WRONG_VALUE);
    }
```

The WHOLE_ARRAY constant is intended for functions that require specifying the number of elements in processed arrays:

- `ArrayCopy();`
- `ArrayMinimum();`
- `ArrayMaximum();`
- `FileReadArray();`
- `FileWriteArray();`

If you want to specify that all the array values from a specified position till the end must be processed, you should specify just the WHOLE_ARRAY value.

`IS_PROFILE_MODE` constant allows changing a program operation for correct data collection in the profiling mode. Profiling allows measuring the execution time of the individual program fragments (usually comprising functions), as well as calculating the number of such calls. `Sleep()` function calls can be disabled to determine the execution time in the profiling mode, like in this example:

```c
//--- Sleep can greatly affect (change) profiling result
if(!IS_PROFILE_MODE) Sleep(100); // disabling Sleep() call in the profiling mode
```

`IS_PROFILE_MODE` constant value is set by the compiler during the compilation, while it is set to zero in conventional mode. When launching a program in the profiling mode, a special compilation is performed and `IS_PROFILE_MODE` is replaced with a non-zero value.

The `IS_DEBUG_MODE` constant can be useful when you need to slightly change the operation of a mql5 program in the debugging mode. For example, in debug mode you may need to display additional debugging information in the terminal log or create additional graphical objects in a chart.
The following example creates a Label object and sets its description and color depending on the script running mode. In order to run a script in the debug mode from MetaEditor, press F5. If you run the script from the browser window in the terminal, then the color and text of the object Label will be different.

Example:

```mql4
//+------------------------------------------------------------------+
//|                                             Check_DEBUG_MODE.mq5 |
//| Copyright © 2009, MetaQuotes Software Corp. |
//| https://www.metaquotes.net |
//+------------------------------------------------------------------+

#property copyright "Copyright © 2009, MetaQuotes Software Corp."
#property link "https://www.metaquotes.net"

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+

void OnStart()
{
    //---
    string label_name="invisible_label";
    if(ObjectFind(0,label_name)<0)
    {
        Print("Object",label_name,"not found. Error code = ",GetLastError());
        //--- create Label
        ObjectCreate(0,label_name,OBJ_LABEL,0,0,0);
        //--- set X coordinate
        ObjectSetInteger(0,label_name,OBJPROP_XDISTANCE,200);
        //--- set Y coordinate
        ObjectSetInteger(0,label_name,OBJPROP_YDISTANCE,300);
        ResetLastError();
        if(IS_DEBUG_MODE) // debug mode
        {
            //--- show message about the script execution mode
            ObjectSetString(0,label_name,OBJPROP_TEXT,"DEBUG MODE");
            //--- set text color to red
            if(!ObjectSetInteger(0,label_name,OBJPROP_COLOR,clrRed))
                Print("Unable to set the color. Error",GetLastError());
        }
        else // operation mode
        {
            ObjectSetString(0,label_name,OBJPROP_TEXT,"RELEASE MODE");
            //--- set text color to invisible
            if(!ObjectSetInteger(0,label_name,OBJPROP_COLOR,CLR_NONE))
                Print("Unable to set the color. Error ",GetLastError());
        }
    }

    ChartRedraw();
    DebugBreak(); // here termination will occur, if we are in debug mode
}
```

Crypt Methods

The ENUM_CRYPT_METHOD enumeration is used to specify the data transformation method, used in CryptEncode() and CryptDecode() functions.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRYPT_BASE64</td>
<td>BASE64</td>
</tr>
<tr>
<td>CRYPT_AES128</td>
<td>AES encryption with 128 bit key (16 bytes)</td>
</tr>
<tr>
<td>CRYPT_AES256</td>
<td>AES encryption with 256 bit key (32 bytes)</td>
</tr>
<tr>
<td>CRYPT_DES</td>
<td>DES encryption with 56 bit key (7 bytes)</td>
</tr>
<tr>
<td>CRYPT_HASH_SHA1</td>
<td>SHA1 HASH calculation</td>
</tr>
<tr>
<td>CRYPT_HASH_SHA256</td>
<td>SHA256 HASH calculation</td>
</tr>
<tr>
<td>CRYPT_HASH_MD5</td>
<td>MD5 HASH calculation</td>
</tr>
<tr>
<td>CRYPT_ARCH_ZIP</td>
<td>ZIP archives</td>
</tr>
</tbody>
</table>

See also

DebugBreak, Executed MQL5 program properties, CryptEncode(), CryptDecode()
Data Structures

MQL5 Language offers 12 predefined structures:

- **MqlDateTime** is intended for working with date and time;
- **MqlParam** can send input parameters when creating a handle of the indicator using the `IndicatorCreate()` function;
- **MqlRates** is intended for manipulating the historical data, it contains information about the price, volume and spread;
- **MqlBookInfo** is intended for obtaining information about the Depth of Market;
- **MqlTradeRequest** is used for creating a trade request for trade operations;
- **MqlTradeCheckResult** is intended for checking the prepared trade request before sending it;
- **MqlTradeResult** contains a trade server reply to a trade request, sent by `OrderSend()` function;
- **MqlTradeTransaction** contains description of a trade transaction;
- **MqlTick** is designed for fast retrieval of the most requested information about current prices.
- **Economic calendar structures** are used to obtain data on the economic calendar events sent to the MetaTrader 5 platform in real time. Economic calendar functions allow analyzing macroeconomic parameters immediately after new reports are released, since relevant values are broadcast directly from the source with no delay.
MqlDateTime

The date type structure contains eight fields of the int type:

```c
struct MqlDateTime
{
    int year;  // Year
    int mon;   // Month
    int day;   // Day
    int hour;  // Hour
    int min;   // Minutes
    int sec;   // Seconds
    int day_of_week;  // Day of week (0-Sunday, 1-Monday, ... 6-Saturday)
    int day_of_year;  // Day number of the year (January 1st is assigned the number 1)
};
```

Note

The day number of the year day_of_year for the leap year, since March, will differ from a number of the corresponding day for a non-leap year.

Example:

```c
void OnStart()
{
    //---
    datetime date1=D'2008.03.01';
    datetime date2=D'2009.03.01';

    MqlDateTime str1,str2;
    TimeToStruct(date1,str1);
    TimeToStruct(date2,str2);
    printf("%02d.%02d.%4d, day of year = %d",str1.day,str1.mon,
            str1.year,str1.day_of_year);
    printf("%02d.%02d.%4d, day of year = %d",str2.day,str2.mon,
            str2.year,str2.day_of_year);
}
/* Result:
01.03.2008, day of year = 60
01.03.2009, day of year = 59
*/
```

See also

TimeToStruct, Structures and Classes
The Structure of Input Parameters of Indicators (MqlParam)

The MqlParam structure has been specially designed to provide input parameters when creating the handle of a technical indicator using the IndicatorCreate() function.

```c
struct MqlParam {
    ENUM_DATATYPE type;     // type of the input parameter, value of
    long integer_value;      // field to store an integer type
    double double_value;     // field to store a double type
    string string_value;     // field to store a string type
};
```

All input parameters of an indicator are transmitted in the form of an array of the MqlParam type, the type field of each element of this array specifies the type of data transmitted by the element. The indicator values must be first placed in the appropriate fields for each element (in integer_value, in double_value or string_value) depending on what value of ENUM_DATATYPE enumeration is specified in the type field.

If the IND_CUSTOM value is passed third as the indicator type to the IndicatorCreate() function, the first element of the array of input parameters must have the type field with the value of TYPE_STRING from the ENUM_DATATYPE enumeration, and the string_value field must contain the name of the custom indicator.
MqlRates

This structure stores information about the prices, volumes and spread.

```
struct MqlRates
{
    datetime time;  // Period start time
    double open;    // Open price
    double high;    // The highest price of the period
    double low;     // The lowest price of the period
    double close;   // Close price
    long tick_volume; // Tick volume
    int spread;     // Spread
    long real_volume; // Trade volume
};
```

Example:

```
void OnStart()
{
    MqlRates rates[];
    int copied=CopyRates(NULL,0,0,100,rates);
    if(copied<=0)
        Print("Error copying price data ",GetLastError());
    else Print("Copied ",ArraySize(rates)," bars");
}
```

See also

CopyRates, Access to timeseries
MqlBookInfo

It provides information about the market depth data.

```c
struct MqlBookInfo
{
    ENUM_BOOK_TYPE type;        // Order type from ENUM_BOOK_TYPE enumeration
    double price;              // Price
    long volume;               // Volume
    double volume_real;        // Volume with greater accuracy
};
```

Note

The MqlBookInfo structure is predefined, thus it doesn't require any declaration and description. To use the structure, just declare a variable of this type.

The DOM is available only for some symbols.

Example:

```c
MqlBookInfo priceArray[];
bool getBook=MarketBookGet(NULL,priceArray);
if(getBook)
{
    int size=ArraySize(priceArray);
    Print("MarketBookInfo about ",Symbol());
}
else
{
    Print("Failed to receive DOM for the symbol ",Symbol());
}
```

See also

MarketBookAdd, MarketBookRelease, MarketBookGet, Trade Orders in DOM, Data Types
The Trade Request Structure (MqlTradeRequest)

Interaction between the client terminal and a trade server for executing the order placing operation is performed by using trade requests. The trade request is represented by the special predefined structure of MqlTradeRequest type, which contain all the fields necessary to perform trade deals. The request processing result is represented by the structure of MqlTradeResult type.

```
struct MqlTradeRequest
{
    ENUM_TRADE_REQUEST_ACTIONS action; // Trade operation type
    ulong magic; // Expert Advisor ID (magic number)
    ulong order; // Order ticket
    string symbol; // Trade symbol
    double volume; // Requested volume for a deal in lots
    double price; // Price
    double stoplimit; // StopLimit level of the order
    double sl; // Stop Loss level of the order
    double tp; // Take Profit level of the order
    ulong deviation; // Maximal possible deviation from
                     // Requested price
    ENUM_ORDER_TYPE type; // Order type
    ENUM_ORDER_TYPE_FILLING type_filling; // Order execution type
    ENUM_ORDER_TYPE_TIME type_time; // Order expiration type
    datetime expiration; // Order expiration time (for the orders
                          // of ENUM_ORDER_TYPE_FILLING
                          // type_FILLING)
    string comment; // Order comment
    ulong position; // Position ticket
    ulong position_by; // The ticket of an opposite position
};
```

Fields description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>action</td>
<td>Trade operation type. Can be one of the ENUM_TRADE_REQUEST_ACTIONS enumeration values.</td>
</tr>
<tr>
<td>magic</td>
<td>Expert Advisor ID. It allows organizing analytical processing of trade orders. Each Expert Advisor can set its own unique ID when sending a trade request.</td>
</tr>
<tr>
<td>order</td>
<td>Order ticket. It is used for modifying pending orders.</td>
</tr>
<tr>
<td>symbol</td>
<td>Symbol of the order. It is not necessary for order modification and position close operations.</td>
</tr>
<tr>
<td>volume</td>
<td>Requested order volume in lots. Note that the real volume of a deal will depend on the order execution type.</td>
</tr>
<tr>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>price</td>
<td>Price, reaching which the order must be executed. Market orders of symbols, whose execution type is &quot;Market Execution&quot; (SYMBOL_TRADE_EXECUTION_MARKET), of TRADE_ACTION_DEAL type, do not require specification of price.</td>
</tr>
<tr>
<td>stoplimit</td>
<td>The price value, at which the Limit pending order will be placed, when price reaches the price value (this condition is obligatory). Until then the pending order is not placed.</td>
</tr>
<tr>
<td>sl</td>
<td>Stop Loss price in case of the unfavorable price movement</td>
</tr>
<tr>
<td>tp</td>
<td>Take Profit price in the case of the favorable price movement</td>
</tr>
<tr>
<td>deviation</td>
<td>The maximal price deviation, specified in points</td>
</tr>
<tr>
<td>type</td>
<td>Order type. Can be one of the ENUM_ORDER_TYPE enumeration values.</td>
</tr>
<tr>
<td>type_filling</td>
<td>Order execution type. Can be one of the enumeration ENUM_ORDER_TYPE_FILLING values.</td>
</tr>
<tr>
<td>type_time</td>
<td>Order expiration type. Can be one of the enumeration ENUM_ORDER_TYPE_TIME values.</td>
</tr>
<tr>
<td>expiration</td>
<td>Order expiration time (for orders of ORDER_TIME_SPECIFIED type)</td>
</tr>
<tr>
<td>comment</td>
<td>Order comment</td>
</tr>
<tr>
<td>position</td>
<td>Ticket of a position. Should be filled in when a position is modified or closed to identify the position. As a rule it is equal to the ticket of the order, based on which the position was opened.</td>
</tr>
<tr>
<td>position_by</td>
<td>Ticket of an opposite position. Used when a position is closed by an opposite one open for the same symbol in the opposite direction.</td>
</tr>
</tbody>
</table>

When modifying or closing a position in the hedging system, make sure to specify its ticket (MqlTradeRequest::position). The ticket can also be specified in the netting system, though a position is identified by the symbol name.
For sending orders to perform trade operations it is necessary to use the `OrderSend()` function. For each trade operation it is necessary to specify obligatory fields; optional fields also may be filled. There are seven possible cases to send a trade order:

**Request Execution**

This is a trade order to open a position in the Request Execution mode (trade upon requested prices). It requires to specify the following 9 fields:

- action
- symbol
- volume
- price
- sl
- tp
- deviation
- type
- type_filling

Also it is possible to specify the "magic" and "comment" field values.

**Instant Execution**

This is a trade order to open a position in the Instant Execution mode (trade by current prices). It requires specification of the following 9 fields:

- action
- symbol
- volume
- price
- sl
- tp
- deviation
- type
- type_filling

Also it is possible to specify the "magic" and "comment" field values.

**Market Execution**

This is a trade order to open a position in the Market Execution mode. It requires to specify the following 5 fields:

- action
- symbol
- volume
- type
- type_filling

Also it is possible to specify the "magic" and "comment" field values.

**Exchange Execution**

This is a trade order to open a position in the Exchange Execution mode. It requires to specify the following 5 fields:
Also it is possible to specify the "magic" and "comment" field values.

Example of the `TRADE_ACTION DEAL` trade operation for opening a Buy position:

```mql5
#define EXPERT_MAGIC 123456 // MagicNumber of the expert

void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={};
    MqlTradeResult result={};

    //--- parameters of request
    request.action   = TRADE_ACTION DEAL; // type of trade operation
    request.symbol   = Symbol();         // symbol
    request.volume   = 0.1;              // volume of 0.1 lot
    request.type     = ORDER_TYPE BUY;   // order type
    request.price    = SymbolInfoDouble(Symbol(),SYMBOLASK); // price for opening
    request.deviation=5;                 // allowed deviation from
    request.magic    = EXPERT_MAGIC;     // MagicNumber of the order

    //--- send the request
    if(!OrderSend(request,result))
    {
        PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the
    }

    //--- information about the operation
    PrintFormat("retcode=%u deal=%16u order=%16u",result.retcode,result.deal,result.order);
}
```

Example of the `TRADE_ACTION DEAL` trade operation for opening a Sell position:
```c
#define EXPERT_MAGIC 123456  // MagicNumber of the expert
//@--- Opening Sell position
//@+------------------------------------------------------------------+
void OnStart()
{
//@--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={};
    MqlTradeResult result={};
//@--- parameters of request
    request.action   =TRADE_ACTION DEAL; // type of trade operation
    request.symbol   =Symbol();         // symbol
    request.volume   =0.2;              // volume of 0.2 lot
    request.type     =ORDER_TYPE_SELL;  // order type
    request.price    =SymbolInfoDouble(Symbol(),SYMBOL_BID); // price for opening
    request.deviation=5;                // allowed deviation from
    request.magic    =EXPERT_MAGIC;     // MagicNumber of the order
//@--- send the request
    if(!OrderSend(request,result))
        PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the
//@--- information about the operation
        PrintFormat("retcode=%u  deal=%ld  order=%ld",result.retcode,result.deal,result
}//@+------------------------------------------------------------------+

Example of the TRADE_ACTION DEAL trade operation for closing positions:
```
```c
#define EXPERT_MAGIC 123456 // MagicNumber of the expert

// Closing all positions
void OnStart()
{
    // declare and initialize the trade request and result of trade request
    MqlTradeRequest request;
    MqlTradeResult result;
    int total=PositionsTotal(); // number of open positions
    // iterate over all open positions
    for(int i=total-1; i>=0; i--)
    {
        // parameters of the order
        ulong position_ticket=PositionGetTicket(i);
        string position_symbol=PositionGetString(POSITION_SYMBOL);
        int digits=(int)SymbolInfoInteger(position_symbol,SYMBOL_DIGITS);
        ulong magic=PositionGetInteger(POSITION_MAGIC);
        double volume=PositionGetDouble(POSITION_VOLUME);
        ENUM_POSITION_TYPE type=(ENUM_POSITION_TYPE)PositionGetInteger(POSITION_TYPE);

        // output information about the position
        if(magic==EXPERT_MAGIC)
        {
            // zeroing the request and result values
            ZeroMemory(request);
            ZeroMemory(result);
            request.action =TRADE_ACTION_DEAL; // type of trade operation
            request.position =position_ticket; // ticket of the position
            request.symbol =position_symbol; // symbol
            request.volume =volume; // volume of the position
            request.deviation=5; // allowed deviation from the pr:
            request.magic =EXPERT_MAGIC; // MagicNumber of the position

            // set the price and order type depending on the position type
            if(type==POSITION_TYPE_BUY)
            {
                request.price=SymbolInfoDouble(position_symbol,SYMBOL_BID);
                request.type =ORDER_TYPE_SELL;
            }
            else
            {
                request.price=SymbolInfoDouble(position_symbol,SYMBOL_AS);
                request.type =ORDER_TYPE_BUY;
            }

            // output information about the closure
            PrintFormat("Close \%I64d \%s \%s",position_ticket,position_symbol,EnumToString(type),volume,
                       DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),
                       magic);
        }
    }
}
```
SL & TP Modification

Trade order to modify the StopLoss and/or TakeProfit price levels. It requires to specify the following 4 fields:

- action
- symbol
- sl
- tp
- position

Example of the TRADE_ACTION_SLTP trade operation for modifying the Stop Loss and Take Profit values of an open position:

```c
#define EXPERT_MAGIC 123456  // MagicNumber of the expert

//+------------------------------------------------------------------+
//| Modification of Stop Loss and Take Profit of position            |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request;
    MqlTradeResult result;
    int total=PositionsTotal(); // number of open positions
    //--- iterate over all open positions
    for(int i=0; i<total; i++)
    {
        //--- parameters of the order
        ulong position_ticket=PositionGetTicket(i); // ticket of the position
        string position_symbol=PositionGetString(POSITION_SYMBOL); // symbol
        int digits=(int)SymbolInfoInteger(position_symbol,SYMBOL_DIGITS); // number of decimal places
        ulong magic=PositionGetInteger(POSITION_MAGIC); // MagicNumber of the position
        double volume=PositionGetDouble(POSITION_VOLUME); // volume of the position
        double sl=PositionGetDouble(POSITION_SL); // Stop Loss of the position
        double tp=PositionGetDouble(POSITION_TP); // Take Profit of the position
        ENUM_POSITION_TYPE type=(ENUM_POSITION_TYPE)PositionGetInteger(POSITION_TYPE);
        //--- output Information about the position
        PrintFormat("#I64u %s %s %.2f %s sl: %s tp: %s [%I64d]",
                    position_ticket,
                    position_symbol,
                    EnumToString(type),
                    volume,
                    DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),
                    DoubleToString(sl,digits),
                    DoubleToString(tp,digits),
                    magic);
        //--- if the MagicNumber matches, Stop Loss and Take Profit are not defined
        if(magic==EXPERT_MAGIC && sl==0 && tp==0)
        {
```

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//--- calculate the current price levels
double price=PositionGetDouble(POSITION_PRICE_OPEN);
double bid=SymbolInfoDouble(position_symbol,SYMBOL_BID);
double ask=SymbolInfoDouble(position_symbol,SYMBOL_ASK);
int stop_level=(int)SymbolInfoInteger(position_symbol,SYMBOL_TRADE_STOPS_LEVEL);
double price_level;

//--- if the minimum allowed offset distance in points from the current close price is not set
if(stop_level<=0)
    stop_level=150; // set the offset distance of 150 points from the current close price
else
    stop_level+=50; // set the offset distance to (SYMBOL_TRADE_STOPS_LEVEL +

//--- calculation and rounding of the Stop Loss and Take Profit values
price_level=stop_level*SymbolInfoDouble(position_symbol,SYMBOL_POINT);

if(type==POSITION_TYPE_BUY)
    {
        sl=NormalizeDouble(bid-price_level,digits);
        tp=NormalizeDouble(bid+price_level,digits);
    }
else
    {
        sl=NormalizeDouble(ask+price_level,digits);
        tp=NormalizeDouble(ask-price_level,digits);
    }

//--- zeroing the request and result values
ZeroMemory(request);
ZeroMemory(result);

//--- setting the operation parameters
request.action =TRADE_ACTION_SLTP; // type of trade operation
request.position=position_ticket; // ticket of the position
request.symbol=position_symbol; // symbol
request.sl =sl; // Stop Loss of the position
request.tp =tp; // Take Profit of the position
request.magic=EXPERT_MAGIC; // MagicNumber of the position

//--- output information about the modification
PrintFormat("Modify #I64d %s %s",position_ticket,position_symbol,EnumToString(type));

//--- send the request
if(!OrderSend(request,result))
    PrintFormat("OrderSend error %d",GetLastError()); // if unable to send t

//--- information about the operation
PrintFormat("retcode=%u  deal=%I64u  order=%I64u",result.retcode,result.deal,

Pending Order

Trade order to place a pending order. It requires to specify the following 11 fields:

- action
- symbol
- volume
- price
- stoplimit
- sl
- tp
- type
Also it is possible to specify the "magic" and "comment" field values.

Example of the `TRADE_ACTION_PENDING` trade operation for placing a pending order:
Modify Pending Order

Trade order to modify the prices of a pending order. It requires to specify the following 7 fields:

- action
- price
- symbol
- volume
- deviation
- magic
- type

Example of placing pending orders:

```c
#define EXPERT_MAGIC 123456  // MagicNumber of the expert

int offset = 50;

void OnStart()
{
    // declare and initialize the trade request and result of trade request
    MqlTradeRequest request={};
    MqlTradeResult result={};

    // parameters to place a pending order
    request.symbol = Symbol();
    request.volume = 0.1;
    request.deviation = 2;
    request.magic = EXPERT_MAGIC;
    int digits = SymbolInfoInteger(Symbol(), SYMBOL_DIGITS);

    // checking the type of operation
    if (orderType==ORDER_TYPE_BUY_LIMIT)
    {
        request.type = ORDER_TYPE_BUY_LIMIT;
        price = SymbolInfoDouble(Symbol(), SYMBOL_BID) + offset*point;
        request.price = NormalizeDouble(price, digits);
    }
    else if (orderType==ORDER_TYPE_SELL_LIMIT)
    {
        request.type = ORDER_TYPE_SELL_LIMIT;
        price = SymbolInfoDouble(Symbol(), SYMBOL_ASK) - offset*point;
        request.price = NormalizeDouble(price, digits);
    }
    else if (orderType==ORDER_TYPE_BUY_STOP)
    {
        request.type = ORDER_TYPE_BUY_STOP;
        price = SymbolInfoDouble(Symbol(), SYMBOL_ASK) + offset*point;
        request.price = NormalizeDouble(price, digits);
    }
    else if (orderType==ORDER_TYPE_SELL_STOP)
    {
        request.type = ORDER_TYPE_SELL_STOP;
        price = SymbolInfoDouble(Symbol(), SYMBOL_BID) - offset*point;
        request.price = NormalizeDouble(price, digits);
    }
    else Alert("This example is only for placing pending orders");  // if not pending
}

// send the request
if (!OrderSend(request, result))
{
    PrintFormat("OrderSend error %d", GetLastError());
}
```

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Example of the `TRADE_ACTION MODIFY` trade operation for modifying the price levels of pending orders:
#define EXPERT_MAGIC 123456 // MagicNumber of the expert

void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={};
    MqlTradeResult result={};

    int total=OrdersTotal(); // total number of placed pending orders
    //--- iterate over all placed pending orders
    for (int i=0; i<total; i++)
    {
        //--- parameters of the order
        ulong order_ticket=OrderGetTicket(i); // order ticket
        string order_symbol=Symbol(); // symbol
        int digits=(int)SymbolInfoInteger(order_symbol,SYMBOL_DIGITS); // number of
        ulong magic=OrderGetInteger(ORDER_MAGIC); // MagicNumber
        double volume=OrderGetDouble(ORDER_VOLUME_CURRENT); // current v
        double sl=OrderGetDouble(ORDER_SL); // current St
        double tp=OrderGetDouble(ORDER_TP); // current Tr

        // MagicNumber of the expert
        ENUM_ORDER_TYPE type=(ENUM_ORDER_TYPE)OrderGetInteger(ORDER_TYPE); // type of th
        int offset = 50; // offset for
        double price; // order price
        double point=SymbolInfoDouble(order_symbol,SYMBOL_POINT); // value of p

        //--- output information about the order
        PrintFormat("%I64d %s %s %.2f %s sl: %s tp: %s [%I64d]",
            order_ticket,
            order_symbol,
            EnumToString(type),
            volume,
            DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),
            DoubleToString(sl,digits),
            DoubleToString(tp,digits),
            magic);

        //--- if the MagicNumber matches, Stop Loss and Take Profit are not defined
        if(magic==EXPERT_MAGIC && sl==0 && tp==0)
        {
            request.action=TRADE_ACTION_MODIFY; // type of tr
            request.order = OrderGetTicket(i); // order ticket
            request.symbol = Symbol(); // symbol
            request.deviation=5; // allowed dev

            //--- setting the price level, Take Profit and Stop Loss of the order depend on
            if(type==ORDER_TYPE_BUY_LIMIT)
            {
                price = SymbolInfoDouble(Symbol(),SYMBOL_BUY_STOP)+offset*point;
                request.tp = NormalizeDouble(price+offset*point,digits);
                request.sl = NormalizeDouble(price-offset*point,digits);
                request.price = NormalizeDouble(price,digits); // normal:
            }
            else if(type==ORDER_TYPE_SELL_LIMIT)
            {
                price = SymbolInfoDouble(Symbol(),SYMBOL_SELL_STOP)+offset*point;
                request.tp = NormalizeDouble(price+offset*point,digits);
                request.sl = NormalizeDouble(price-offset*point,digits);
                request.price = NormalizeDouble(price,digits); // normal:
            }
            else if(type==ORDER_TYPE_BUY_STOP)
            {
                price = SymbolInfoDouble(Symbol(),SYMBOL_BUY_STOP)+offset*point;
                request.tp = NormalizeDouble(price+offset*point,digits);
            }
        }
    }
}
request.sl = NormalizeDouble(price-offset*point,digits);
request.price = NormalizeDouble(price,digits);          // normalized opening price
}
else if(type==ORDER_TYPE_SELL_STOP)
{
    price = SymbolInfoDouble(Symbol(),SYMBOL_BID)-offset*point;
    request.tp = NormalizeDouble(price-offset*point,digits);
    request.sl = NormalizeDouble(price+offset*point,digits);
    request.price = NormalizeDouble(price,digits);
    // normalized opening price
}

//--- send the request
if(!OrderSend(request,result))
    PrintFormat("OrderSend error %d",GetLastError());  // if unable to send the request
    //--- information about the operation
    PrintFormat("retcode=%u deal=%I64u order=%I64u",result.retcode,result.deal,
    //--- zeroing the request and result values
    ZeroMemory(request);
    ZeroMemory(result);
}

//+------------------------------------------------------------------+

Delete Pending Order

Trade order to delete a pending order. It requires to specify the following 2 fields:

• action
• order

Example of the TRADE_ACTION_REMOVE trade operation for deleting pending orders:

#define  EXPERT_MAGIC 123456  // MagicNumber of the expert
// Deleting pending orders

void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={};
    MqlTradeResult result={};
    int total=OrdersTotal(); // total number of placed pending orders
    //--- iterate over all placed pending orders
    for(int i=total-1; i>=0; i--)
    {
        ulong order_ticket=OrderGetTicket(i); // order ticket
        ulong magic=OrderGetInteger(ORDER_MAGIC); // MagicNumber of the order
        //--- if the MagicNumber matches
        if(magic==EXPERT_MAGIC)
        {
            //--- zeroing the request and result values
            ZeroMemory(request);
            ZeroMemory(result);
            //--- setting the operation parameters
            request.action=TRADE_ACTION_REMOVE; // type of trade operation
            request.order = order_ticket; // order ticket
            //--- send the request
            if(!OrderSend(request,result))
                PrintFormat("OrderSend error %d",GetLastError()); // if unable to send the request
            //--- information about the operation
            PrintFormat("retcode=%u  deal=%I64u  order=%I64u",result.retcode,result.deal,)
        }
    }
    //+------------------------------------------------------------------+

See also

Structures and Classes, Trade Functions, Order Properties
The Structure of Results of a Trade Request Check (MqlTradeCheckResult)

Before sending a request for a trade operation to a trade server, it is recommended to check it. The check is performed using the `OrderCheck()` function, to which the checked request and a variable of the MqlTradeCheckResult structure type are passed. The check result will be written to this variable.

```c
struct MqlTradeCheckResult
{
    uint retcode; // Reply code
    double balance; // Balance after the execution of the deal
    double equity; // Equity after the execution of the deal
    double profit; // Floating profit
    double margin; // Margin requirements
    double margin_free; // Free margin
    double margin_level; // Margin level
    string comment; // Comment to the reply code (description of the error)
};
```

### Description of Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>retcode</td>
<td>Return code</td>
</tr>
<tr>
<td>balance</td>
<td>Balance value that will be after the execution of the trade operation</td>
</tr>
<tr>
<td>equity</td>
<td>Equity value that will be after the execution of the trade operation</td>
</tr>
<tr>
<td>profit</td>
<td>Value of the floating profit that will be after the execution of the trade operation</td>
</tr>
<tr>
<td>margin</td>
<td>Margin required for the trade operation</td>
</tr>
<tr>
<td>margin_free</td>
<td>Free margin that will be left after the execution of the trade operation</td>
</tr>
<tr>
<td>margin_level</td>
<td>Margin level that will be set after the execution of the trade operation</td>
</tr>
<tr>
<td>comment</td>
<td>Comment to the reply code, error description</td>
</tr>
</tbody>
</table>

See also

- Trade Request Structure, Structure for Current Prices, OrderSend, OrderCheck
The Structure of a Trade Request Result (MqlTradeResult)

As result of a trade request, a trade server returns data about the trade request processing result as a special predefined structure of MqlTradeResult type.

```c
struct MqlTradeResult {
    uint retcode;       // Operation return code
    ulong deal;         // Deal ticket, if it is performed
    ulong order;        // Order ticket, if it is placed
    double volume;      // Deal volume, confirmed by broker
    double price;       // Deal price, confirmed by broker
    double bid;         // Current Bid price
    double ask;         // Current Ask price
    string comment;     // Broker comment to operation (by default it is filled
    uint request_id;    // Request ID set by the terminal during the dispatch
    uint retcode_extenal; // Return code of an external trading system
};
```

Fields description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>retcode</td>
<td>Return code of a trade server</td>
</tr>
<tr>
<td>deal</td>
<td>Deal ticket, if a deal has been performed. It is available for a trade operation of TRADE_ACTION_DEAL type</td>
</tr>
<tr>
<td>order</td>
<td>Order ticket, if a ticket has been placed. It is available for a trade operation of TRADE_ACTION_PENDING type</td>
</tr>
<tr>
<td>volume</td>
<td>Deal volume, confirmed by broker. It depends on the order filling type</td>
</tr>
<tr>
<td>price</td>
<td>Deal price, confirmed by broker. It depends on the deviation field of the trade request and/or on the trade operation</td>
</tr>
<tr>
<td>bid</td>
<td>The current market Bid price (requote price)</td>
</tr>
<tr>
<td>ask</td>
<td>The current market Ask price (requote price)</td>
</tr>
<tr>
<td>comment</td>
<td>The broker comment to operation (by default it is filled by description of trade server return code)</td>
</tr>
<tr>
<td>request_id</td>
<td>Request ID set by the terminal when sending to the trade server</td>
</tr>
<tr>
<td>retcode_external</td>
<td>The code of the error returned by an external trading system. The use and types of these</td>
</tr>
</tbody>
</table>
The trade operation result is returned to a variable of the MqlTradeResult type, which is passed as the second parameter to OrderSend() to perform trade operations.

The terminal fixes request ID in request_id field when sending it to the trade server using OrdersSend() and OrderSendAsync() functions. The terminal receives messages about performed transactions from the trade server and submits them for processing by OnTradeTransaction() function containing the following components as parameters:

- description of the trade transaction in MqlTradeTransaction structure;
- description of the trade request sent from OrderSend() or OrderSendAsync() function. Request ID is sent by the terminal to the trade server, while the request itself and its request_id are stored in the terminal memory;
- the trade request execution result as MqlTradeResult structure with request_id field containing ID of this request.

OnTradeTransaction() function receives three input parameters but the last two should be analyzed only for transactions having TRADE_TRANSACTION_REQUEST type. In all other cases, data on the trade request and its execution result are not filled. Example of parameters analysis can be found at Structure of a Trade Request.

Setting request_id by the terminal for the trade request when sending it to the server is mainly introduced for working with OrderSendAsync() asynchronous function. This identifier allows to associate the performed action (OrderSend or OrderSendAsync functions call) with the result of this action sent to OnTradeTransaction().

Example:

```c
//+------------------------------------------------------------------+
//| Sending a trade request with the result processing               |
//+------------------------------------------------------------------+
bool MyOrderSend(MqlTradeRequest request,MqlTradeResult result)
{
    //--- reset the last error code to zero
    ResetLastError();
    //--- send request
    bool success=OrderSend(request,result);
    //--- if the result fails - try to find out why
    if(!success)
    {
        int answer=result.retcode;
        Print("TradeLog: Trade request failed. Error = ",GetLastError());
        switch(answer)
        {
            //--- requote
            case 10004:
```
{  
    Print("TRADE_RETCODE_REQUOTE");  
    Print("request.price = ",request.price," result.ask = ",
            result.ask," result.bid = ",result.bid);
    break;
}
//--- order is not accepted by the server
case 10006:
{
    Print("TRADE_RETCODE_REJECT");
    Print("request.price = ",request.price," result.ask = ",
            result.ask," result.bid = ",result.bid);
    break;
}
//--- invalid price
case 10015:
{
    Print("TRADE_RETCODE_INVALID_PRICE");
    Print("request.price = ",request.price," result.ask = ",
            result.ask," result.bid = ",result.bid);
    break;
}
//--- invalid SL and/or TP
case 10016:
{
    Print("TRADE_RETCODE_INVALID_STOPS");
    Print("request.sl = ",request.sl," request.tp = ",request.tp);
    Print("result.ask = ",result.ask," result.bid = ",result.bid);
    break;
}
//--- invalid volume
case 10014:
{
    Print("TRADE_RETCODE_INVALID_VOLUME");
    Print("request.volume = ",request.volume," result.volume = ",
            result.volume);
    break;
}
//--- not enough money for a trade operation
case 10019:
{
    Print("TRADE_RETCODE_NO_MONEY");
    Print("request.volume = ",request.volume," result.volume = ",
            result.volume," result.comment = ",result.comment);
    break;
}
//--- some other reason, output the server response code
default:
{  

Print("Other answer = ",answer);
}

//-- notify about the unsuccessful result of the trade request by returning false
return(false);

//-- OrderSend() returns true - repeat the answer
return(true);
Structure of a Trade Transaction (MqlTradeTransaction)

When performing some definite actions on a trade account, its state changes. Such actions include:

- Sending a trade request from any MQL5 application in the client terminal using `OrderSend` and `OrderSendAsync` functions and its further execution;
- Sending a trade request via the terminal graphical interface and its further execution;
- Pending orders and stop orders activation on the server;
- Performing operations on a trade server side.

The following trade transactions are performed as a result of these actions:

- handling a trade request;
- changing open orders;
- changing orders history;
- changing deals history;
- changing positions.

For example, when sending a market buy order, it is handled, an appropriate buy order is created for the account, the order is then executed and removed from the list of the open ones, then it is added to the orders history, an appropriate deal is added to the history and a new position is created. All these actions are trade transactions.

Special `OnTradeTransaction()` handler is provided in MQL5 to get trade transactions applied to an account. The first parameter of the handler gets `MqlTradeTransaction` structure describing trade transactions.

```cpp
struct MqlTradeTransaction
{
    ulong deal;       // Deal ticket
    ulong order;      // Order ticket
    string symbol;    // Trade symbol name
    ENUM_TRADE_TRANSACTION_TYPE type;  // Trade transaction type
    ENUM_ORDER_TYPE order_type;    // Order type
    ENUM_ORDER_STATE order_state;  // Order state
    ENUM_DEAL_TYPE deal_type;      // Deal type
    ENUM_ORDER_TYPE_TIME time_type; // Order type by action period
    datetime time_expiration;      // Order expiration time
    double price;                  // Price
    double price_trigger;          // Stop limit order activation price
    double price_sl;               // Stop Loss level
    double price_tp;               // Take Profit level
    double volume;                 // Volume in lots
    ulong position;                // Position ticket
    ulong position_by;             // Ticket of an opposite position
};
```

**Fields Description**
<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>deal</td>
<td>Deal ticket.</td>
</tr>
<tr>
<td>order</td>
<td>Order ticket.</td>
</tr>
<tr>
<td>symbol</td>
<td>The name of the trading symbol, for which transaction is performed.</td>
</tr>
<tr>
<td>type</td>
<td>Trade transaction type. The value can be one of <code>ENUM_TRADE_TRANSACTION_TYPE</code> enumeration values.</td>
</tr>
<tr>
<td>order_type</td>
<td>Trade order type. The value can be one of <code>ENUM_ORDER_TYPE</code> enumeration values.</td>
</tr>
<tr>
<td>order_state</td>
<td>Trade order state. The value can be one of <code>ENUM_ORDER_STATE</code> enumeration values.</td>
</tr>
<tr>
<td>deal_type</td>
<td>Deal type. The value can be one of <code>ENUM_DEAL_TYPE</code> enumeration values.</td>
</tr>
<tr>
<td>time_type</td>
<td>Order type upon expiration. The value can be one of <code>ENUM_ORDER_TYPE_TIME</code> values.</td>
</tr>
<tr>
<td>time_expiration</td>
<td>Pending order expiration term (for orders of <code>ORDER_TIME_SPECIFIED</code> and <code>ORDER_TIME_SPECIFIED_DAY</code> types).</td>
</tr>
<tr>
<td>price</td>
<td>Price. Depending on a trade transaction type, it may be a price of an order, a deal or a position.</td>
</tr>
<tr>
<td>price_trigger</td>
<td>Stop limit order stop (activation) price (<code>ORDER_TYPE_BUY_STOP_LIMIT</code> and <code>ORDER_TYPE_SELL_STOP_LIMIT</code>).</td>
</tr>
<tr>
<td>price_sl</td>
<td>Stop Loss price. Depending on a trade transaction type, it may relate to an order, a deal or a position.</td>
</tr>
<tr>
<td>price_tp</td>
<td>Take Profit price. Depending on a trade transaction type, it may relate to an order, a deal or a position.</td>
</tr>
<tr>
<td>volume</td>
<td>Volume in lots. Depending on a trade transaction type, it may indicate the current volume of an order, a deal or a position.</td>
</tr>
<tr>
<td>position</td>
<td>The ticket of the position affected by the transaction.</td>
</tr>
<tr>
<td>position_by</td>
<td>The ticket of the opposite position. Used when closing a position by an opposite one, i.e. by a position of the same symbol that was opened in the opposite direction.</td>
</tr>
</tbody>
</table>
The essential parameter for received transaction analysis is its type specified in type field. For example, if a transaction is of TRADE_TRANSACTION_REQUEST type (a result of handling a trade request by the server has been received), the structure has only one field that is filled completely - type. Other fields are not analyzed. In this case, we may analyze two additional request and result parameters submitted to OnTradeTransaction() handler, as shown below.

Having data on a trading operation type, you can decide on the analysis of the current state of orders, positions and deals on a trading account. Remember that one trade request sent to the server from the terminal can generate several new transactions. The priority of their arrival at the terminal is not guaranteed.

MqlTradeTransaction structure is filled in different ways depending on a trade transaction type (ENUM_TRADE_TRANSACTION_TYPE):

TRADE_TRANSACTION_ORDER_* and TRADE_TRANSACTION_HISTORY_*

The following fields in MqlTradeTransaction structure are filled for trade transactions related to open orders handling (TRADE_TRANSACTION_ORDER_ADD, TRADE_TRANSACTION_ORDER_UPDATE and TRADE_TRANSACTION_ORDER_DELETE) and orders history (TRADE_TRANSACTION_HISTORY_ADD, TRADE_TRANSACTION_HISTORY_UPDATE, TRADE_TRANSACTION_HISTORY_DELETE):

- order - order ticket;
- symbol - order symbol name;
- type - trade transaction type;
- order_type - order type;
- orders_state - order current state;
- time_type - order expiration type;
- time_expiration - order expiration time (for orders having ORDER_TIME_SPECIFIED and ORDER_TIME_SPECIFIED_DAY expiration types);
- price - order price specified by a client;
- price_trigger - stop limit order stop price (only for ORDER_TYPE_BUY_STOP_LIMIT and ORDER_TYPE_SELL_STOP_LIMIT);
- price_sl - Stop Loss order price (filled, if specified in the order);
- price_tp - Take Profit order price (filled, if specified in the order);
- volume - order current volume (unfilled). Initial order volume can be found in the orders history using HistoryOrders* function.
- position - the ticket of the position that was opened, modified or closed as a result of order execution. It is only filled for market orders, not filled for TRADE_TRANSACTION_ORDER_ADD.
- position_by - the ticket of the opposite position. It is only filled for the close by orders (to close a position by an opposite one).

TRADE_TRANSACTION_DEAL_*

The following fields in MqlTradeTransaction structure are filled for trade transactions related to deals handling (TRADE_TRANSACTION_DEAL_ADD, TRADE_TRANSACTION_DEAL_UPDATE and TRADE_TRANSACTION_DEAL_DELETE):

- deal - deal ticket;
- order - order ticket, based on which a deal has been performed;
- symbol - deal symbol name;
- type - trade transaction type;
• deal_type - deal type;
• price - deal price;
• price_sl - Stop Loss price (filled, if specified in the order, based on which a deal has been performed);
• price_tp - Take Profit price (filled, if specified in the order, based on which a deal has been performed);
• volume - deal volume in lots.
• position - the ticket of the position that was opened, modified or closed as a result of deal execution.
• position_by - the ticket of the opposite position. It is only filled for the out by deals (closing a position by an opposite one).

TRADE_TRANSACTION_POSITION

The following fields in MqlTradeTransaction structure are filled for trade transactions related to changing the positions not connected with deals execution (TRADE_TRANSACTION_POSITION):
• symbol - position symbol name;
• type - trade transaction type;
• deal_type - position type (DEAL_TYPE_BUY or DEAL_TYPE_SELL);
• price - weighted average position open price;
• price_sl - Stop Loss price;
• price_tp - Take Profit price;
• volume - position volume in lots, if it has been changed.

Position change (adding, changing or closing), as a result of a deal execution, does not lead to the occurrence of TRADE_TRANSACTION_POSITION transaction.

TRADE_TRANSACTION_REQUEST

Only one field in MqlTradeTransaction structure is filled for trade transactions describing the fact that a trade request has been processed by a server and processing result has been received (TRADE_TRANSACTION_REQUEST):
• type - trade transaction type;

Only type field (trade transaction type) must be analyzed for such transactions. The second and third parameters of OnTradeTransaction function (request and result) must be analyzed for additional data.

Example:

```c
input int MagicNumber=1234567;

//--- enable CTrade trading class and declare the variable of this class
#include <Trade\Trade.mqh>
CTrade trade;
//--- flags for installing and deleting the pending order
bool pending_done=false;
bool pending_deleted=false;
//--- pending order ticket will be stored here
ulong order_ticket;
```
```c++
int OnInit()
{
    //--- set MagicNumber to mark all our orders
    trade.SetExpertMagicNumber(MagicNumber);
    //--- trade requests will be sent in asynchronous mode using OrderSendAsync() function
    trade.SetAsyncMode(true);
    //--- initialize the variable by zero
    order_ticket = 0;
    //---
    return (INIT_SUCCEEDED);
}

void OnTick()
{
    //---installing a pending order
    if (!pending_done)
    {
        double ask = SymbolInfoDouble(_Symbol, SYMBOLASK);
        double buy_stop_price = NormalizeDouble(ask + 1000*Point, (int)SymbolInfoInteger(_Symbol));
        bool res = trade.BuyStop(0.1, buy_stop_price, _Symbol);
        //--- if BuyStop() function performed successfully
        if (res)
        {
            pending_done = true;
            //--- get a result of the request sending from ctrade
            MqlTradeResult trade_result;
            trade.Result(trade_result);
            //--- get request_id for the sent request
            uint request_id = trade_result.request_id;
            Print("Request has been sent to set a pending order. Request_ID=", request_id);
            //--- storing the order ticket (will be zero if using the asynchronous mode)
            order_ticket = trade_result.order;
            //--- all is done, early exit from OnTick() handler
            return;
        }
    }
    //--- delete the pending order
    if (!pending_deleted)
    //--- additional check
    if (pending_done && (order_ticket != 0))
    {
        //--- trying to delete the pending order
        bool res = trade.OrderDelete(order_ticket);
        Print("OrderDelete=", res);
    }
```
//--- when delete request is sent successfully
if(res)
{
    pending_deleted=true;
    //--- get the request execution result
    MqlTradeResult trade_result;
    trade.Result(trade_result);
    //--- take request ID from the result
    uint request_id=trade_result.request_id;
    //--- display in Journal
    Print("The request has been sent to delete a pending order #",order_ticket
    " . Request_ID",request_id,
    "\r\n");
    //--- fix the order ticket from the request result
    order_ticket=trade_result.order;
}
//---
//+------------------------------------------------------------------+
//| TradeTransaction function                                        |
//+------------------------------------------------------------------+
void OnTradeTransaction(const MqlTradeTransaction &trans,
    const MqlTradeRequest &request,
    const MqlTradeResult &result)
{
    //--- get transaction type as enumeration value
    ENUM_TRADE_TRANSACTION_TYPE type=(ENUM_TRADE_TRANSACTION_TYPE)trans.type;
    //--- if the transaction is the request handling result, only its name is displayed
    if(type==TRADE_TRANSACTION_REQUEST)
    {
        Print(EnumToString(type));
        //--- display the handled request string name
        Print("----------RequestDescription\n",RequestDescription(request));
        //--- display request result description
        Print("----------ResultDescription\n",TradeResultDescription(result));
        //--- store the order ticket for its deletion at the next handling in OnTick()
        if(result.order!="0")
        {
            //--- delete this order by its ticket at the next OnTick() call
            order_ticket=result.order;
            Print(" Pending order ticket ",order_ticket,"\r\n");
        }
    }
    else // display the full description for transactions of another type
    {
        //--- display description of the received transaction in the Journal
        Print("----------TransactionDescription\n",TransactionDescription(trans));
    }
    //---
```cpp
string TransactionDescription(const MqlTradeTransaction &trans)
{
    string desc=
    "Symbol: " trans.symbol + "\n";
    desc+=
    "Deal ticket: " + (string) trans.deal + "\n";
    desc+=
    "Deal type: " + EnumToString (trans.deal_type) + "\n";
    desc+=
    "Order ticket: " + (string) trans.order + "\n";
    desc+=
    "Order state: " + EnumToString (trans.order_state) + "\n";
    desc+=
    "Order time type: " + EnumToString (trans.time_type) + "\n";
    desc+=
    "Order expiration: " + TimeToString (trans.time_expiration) + "\n";
    desc+=
    "Price: " + StringFormat( "%.6f", trans.price ) + "\n";
    desc+=
    "Price trigger: " + StringFormat( "%.6f", trans.price_trigger ) + "\n";
    desc+=
    "Stop Loss: " + StringFormat( "%.6f", trans.price_sl ) + "\n";
    desc+=
    "Stop Profit: " + StringFormat( "%.6f", trans.price_tp ) + "\n";
    desc+=
    "Volume: " + StringFormat( "%.2f", trans.volume ) + "\n";
    desc+=
    "Position: " + (string) trans.position + "\n";
    desc+=
    "Position by: " + (string) trans.position_by + "\n";
    //--- return the obtained string
    return desc;
}

string RequestDescription(const MqlTradeRequest &request)
{
    string desc=
    "Symbol: " request.symbol + "\n";
    desc+=
    "Magic Number: " + StringFormat( "%G", request.magic ) + "\n";
    desc+=
    "Order ticket: " + (string) request.order + "\n";
    desc+=
    "Order state: " + EnumToString (request.order_state) + "\n";
    desc+=
    "Order filling: " + EnumToString (request.type_filling) + "\n";
    desc+=
    "Order time type: " + EnumToString (request.type_time) + "\n";
    desc+=
    "Order expiration: " + TimeToString (request.expiration) + "\n";
    desc+=
    "Price: " + StringFormat( "%.6f", request.price ) + "\n";
    desc+=
    "Price deviation points: " + StringFormat( "%.6f", request.deviation ) + "\n";
    desc+=
    "Stop Loss: " + StringFormat( "%G", request.sl ) + "\n";
    desc+=
    "Take Profit: " + StringFormat( "%G", request.tp ) + "\n";
    desc+=
    "Stop Limit: " + StringFormat( "%G", request.stoplimit ) + "\n";
    desc+=
    "Volume: " + StringFormat( "%G", request.volume ) + "\n";
    desc+=
    "Comment: " + request.comment + "\n";
    //--- return the obtained string
    return desc;
}
```

The documentation in the image appears to be a function that converts MQL5 trade transaction and request objects into human-readable text descriptions. The functions `TransactionDescription` and `RequestDescription` are provided to achieve this. These functions iterate through various fields of the `MqlTradeTransaction` and `MqlTradeRequest` classes, formatting them into a string representation with line breaks for readability.
string TradeResultDescription(const MqlTradeResult &result)
{
    string desc = "Retcode \n" + (string)result.retcode + \n"Request ID: \n" + StringFormat("%d", result.request_id) + \n"Order ticket: \n" + (string)result.order + \n"Deal ticket: \n" + (string)result.deal + \n"Volume: \n" + StringFormat("%G", result.volume) + \n"Price: \n" + StringFormat("%G", result.price) + \n"Ask: \n" + StringFormat("%G", result.ask) + \n"Bid: \n" + StringFormat("%G", result.bid) + \n"Comment: \n" + result.comment + \n" return desc;
}

See also

Trade Transaction Types, OnTradeTransaction()
The Structure for Returning Current Prices (MqlTick)

This is a structure for storing the latest prices of the symbol. It is designed for fast retrieval of the most requested information about current prices.

```c
struct MqlTick
{
    datetime time;           // Time of the last prices update
    double bid;             // Current Bid price
    double ask;             // Current Ask price
    double last;            // Price of the last deal (Last)
    ulong volume;           // Volume for the current Last price
    long time_msc;          // Time of a price last update in milliseconds
    uint flags;             // Tick flags
    double volume_real;     // Volume for the current Last price with greater accuracy
};
```

The variable of the MqlTick type allows obtaining values of Ask, Bid, Last and Volume within a single call of the SymbolInfoTick() function.

The parameters of each tick are filled in regardless of whether there are changes compared to the previous tick. Thus, it is possible to find out a correct price for any moment in the past without the need to search for previous values at the tick history. For example, even if only a Bid price changes during a tick arrival, the structure still contains other parameters as well, including the previous Ask price, volume, etc.

You can analyze the tick flags to find out what data have been changed exactly:

- TICK_FLAG_BID - tick has changed a Bid price
- TICK_FLAG_ASK - a tick has changed an Ask price
- TICK_FLAG_LAST - a tick has changed the last deal price
- TICK_FLAG_VOLUME - a tick has changed a volume
- TICK_FLAG_BUY - a tick is a result of a buy deal
- TICK_FLAG_SELL - a tick is a result of a sell deal

Example:

```c
void OnTick()
{
    MqlTick last_tick;
    //---
    if(SymbolInfoTick(Symbol(),last_tick))
    {
        Print(last_tick.time,": Bid = ",last_tick.bid,
             " Ask = ",last_tick.ask," Volume = ",last_tick.volume);
    }
    else Print("SymbolInfoTick() failed, error = ",GetLastError());
    //---
}
```

See also
Structures and Classes, CopyTicks(), SymbolInfoTick()
Economic Calendar structures

This section describes the structures for working with the economic calendar available directly in the MetaTrader platform. The economic calendar is a ready-made encyclopedia featuring descriptions of macroeconomic indicators, their release dates and degrees of importance. Relevant values of macroeconomic indicators are sent to the MetaTrader platform right at the moment of publication and are displayed on a chart as tags allowing you to visually track the required indicators by countries, currencies and importance.

Economic calendar functions allow conducting the auto analysis of incoming events according to custom importance criteria from a perspective of necessary countries/currency pairs.

Country descriptions are set by the MqlCalendarCountry structure. It is used in the CalendarCountryById() and CalendarCountries() functions

```c
struct MqlCalendarCountry {
    ulong id; // country ID (ISO 3166-1)
    string name; // country text name (in the current terminal encoding)
    string code; // country code name (I: ISO 3166-1 alpha-2)
    string currency; // country currency code
    string currency_symbol; // country currency symbol
    string url_name; // country name used in the mq5.com website URL
};
```

Event descriptions are set by the MqlCalendarEvent structure. It is used in the CalendarEventById(), CalendarEventByCountry() and CalendarEventByCurrency() functions

```c
struct MqlCalendarEvent {
    ulong id; // event ID
    ENUM CALENDAR EVENT TYPE type; // event type from the I:
    ENUM CALENDAR EVENT SECTOR sector; // sector an event is related to
    ENUM CALENDAR EVENT FREQUENCY frequency; // event frequency
    ENUM CALENDAR EVENT TIMEMODE time_mode; // event time mode
    ulong country_id; // country ID
    ENUM CALENDAR EVENT UNIT unit; // economic indicator value's unit of measure
    ENUM CALENDAR EVENT IMPORTANCE importance; // event importance
    ENUM CALENDAR EVENT MULTIPLIER multiplier; // economic indicator value multiplier
    uint digits; // number of decimal places
    string source_url; // URL of a source where event is published
    string event_code; // event code
    string name; // event text name in the current terminal encoding
};
```
Event values are set by the MqlCalendarValue structure. It is used in the CalendarValueById(), CalendarValueHistoryByEvent(), CalendarValueHistory(), CalendarValueLastByEvent() and CalendarValueLast() functions.

```c
struct MqlCalendarValue
{
    ulong id;       // value ID
    ulong event_id; // event ID
    datetime time;  // event date and time
    datetime period; // event reporting period
    int revision;  // revision of the published indicator relative to the reporting period
    long actual_value; // actual value multiplied by 10^6 or LONG_MIN if the value is not set
    long prev_value;  // previous value multiplied by 10^6 or LONG_MIN if the value is not set
    long revised_prev_value; // revised previous value multiplied by 10^6 or LONG_MIN if the value is not set
    long forecast_value; // forecast value multiplied by 10^6 or LONG_MIN if the value is not set
    ENUM CALENDAR_EVENT_IMPACT impact_type; // potential impact on the currency rate
}
```

The MqlCalendarValue structure provides methods for checking and setting values from the actual_value, forecast_value, prev_value and revised_prev_value fields. If no value is specified, the field stores LONG_MIN (-922372036854775808).

Please note that the values stored in these field are multiplied by one million. It means that when you receive values in MqlCalendarValue using functions CalendarValueById, CalendarValueHistoryByEvent, CalendarValueHistory, CalendarValueLastByEvent and CalendarValueLast, you should check if the field values are equal to LONG_MIN; if a value is specified in the field, then you should divide the value by 1,000,000 in order to get the desired value. Another method to get the values is to check and to get values using the functions of the MqlCalendarValue structure.

An example of handling calendar events:

```c
//--- Create a structure to store calendar events with real values instead of integers
struct AdjustedCalendarValue
{
    ulong id;       // value ID
    ulong event_id; // event ID
    datetime time;  // event date and time
    datetime period; // event reporting period
    int revision;  // revision of the published indicator relative to the reporting period
    double actual_value; // actual value
};
```
double prev_value;     // previous value
double revised_prev_value;  // revised previous value
double forecast_value;  // forecast value
ENAME Calendar_EVENT_IMPACT
impact_type;  // potential impact on the currency rate

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- country code for EU (ISO 3166-1 Alpha-2)
    string EU_code="EU";
    //--- get all EU event values
    MqlCalendarValue values[];
    //--- set the boundaries of the interval we take the events from
    datetime date_from=D'01.01.2021';  // take all events from 2021
    datetime date_to=0;  // 0 means all known events, including the ones
    //--- request EU event history since 2021
    if(!CalendarValueHistory(values, date_from, date_to, EU_code))
    {
        PrintFormat("Error! Failed to get events for country_code=%s", EU_code);
        PrintFormat("Error code: %d", GetLastError());
        return;
    }
    else
    {
        PrintFormat("Received event values for country_code=%s: %d", EU_code, ArraySize(values));

        //--- reduce the size of the array for output to the Journal
        if(ArraySize(values)>5)
            ArrayResize(values, 5);

        //--- output event values to the Journal as they are, without checking or converting to
        Print("Output calendar values as they are");
        ArrayPrint(values);

        //--- check the field values and convert to actual values
        //--- option 1 to check and get the values
        AdjustedCalendarValue values_adjusted_1[];
        int total=ArraySize(values);
        ArrayResize(values_adjusted_1, total);
        //--- copy the values with checks and adjustments
        for(int i=0; i<total; i++)
        {
            values_adjusted_1[i].id=values[i].id;
            values_adjusted_1[i].event_id=values[i].event_id;
            values_adjusted_1[i].time=values[i].time;
            values_adjusted_1[i].period=values[i].period;
            values_adjusted_1[i].revision=values[i].revision;
            values_adjusted_1[i].impact_type=values[i].impact_type;
        }
    }
}
//--- check values and divide by 1,000,000  
if(values[i].actual_value==LONG_MIN)  
    values_adjusted_1[i].actual_value=double("nan");  
else  
    values_adjusted_1[i].actual_value=values[i].actual_value/1000000.;  

if(values[i].prev_value==LONG_MIN)  
    values_adjusted_1[i].prev_value=double("nan");  
else  
    values_adjusted_1[i].prev_value=values[i].prev_value/1000000.;  

if(values[i].revised_prev_value==LONG_MIN)  
    values_adjusted_1[i].revised_prev_value=double("nan");  
else  
    values_adjusted_1[i].revised_prev_value=values[i].revised_prev_value/1000000.;  

if(values[i].forecast_value==LONG_MIN)  
    values_adjusted_1[i].forecast_value=double("nan");  
else  
    values_adjusted_1[i].forecast_value=values[i].forecast_value/1000000.;  
}  
Print("The first method to check and get calendar values");  
ArrayPrint(values_adjusted_1);  

//--- option 2 to check and get the values  
AdjustedCalendarValue values_adjusted_2[];  
ArrayResize(values_adjusted_2, total);  
//--- copy the values with checks and adjustments  
for(int i=0; i<total; i++)  
{  
    values_adjusted_2[i].id=values[i].id;  
    values_adjusted_2[i].event_id=values[i].event_id;  
    values_adjusted_2[i].time=values[i].time;  
    values_adjusted_2[i].period=values[i].period;  
    values_adjusted_2[i].revision=values[i].revision;  
    values_adjusted_2[i].impact_type=values[i].impact_type;  
    //--- check and get values  
    if(values[i].HasActualValue())  
        values_adjusted_2[i].actual_value=values[i].GetActualValue();  
    else  
        values_adjusted_2[i].actual_value=double("nan");  

    if(values[i].HasPreviousValue())  
        values_adjusted_2[i].prev_value=values[i].GetPreviousValue();  
    else  
        values_adjusted_2[i].prev_value=double("nan");  

    if(values[i].HasRevisedValue())  
        values_adjusted_2[i].revised_prev_value=values[i].GetRevisedValue();  
}
else
    values_adjusted_2[i].revised_prev_value = double("nan");

if(values[i].HasForecastValue())
    values_adjusted_2[i].forecast_value = values[i].GetForecastValue();
else
    values_adjusted_2[i].forecast_value = double("nan");

Print("The second method to check and get calendar values");
ArrayPrint(values_adjusted_2);

//-- option 3 to get the values - without checks
AdjustedCalendarValue values_adjusted_3[];
ArrayResize(values_adjusted_3, total);
//-- copy the values with checks and adjustments
for(int i=0; i<total; i++)
{
    values_adjusted_3[i].id = values[i].id;
    values_adjusted_3[i].event_id = values[i].event_id;
    values_adjusted_3[i].time = values[i].time;
    values_adjusted_3[i].period = values[i].period;
    values_adjusted_3[i].revision = values[i].revision;
    values_adjusted_3[i].impact_type = values[i].impact_type;
    //-- get values without checks
    values_adjusted_3[i].actual_value = values[i].GetActualValue();
    values_adjusted_3[i].prev_value = values[i].GetPreviousValue();
    values_adjusted_3[i].revised_prev_value = values[i].GetRevisedValue();
    values_adjusted_3[i].forecast_value = values[i].GetForecastValue();
}

Print("The third method to get calendar values - without checks");
ArrayPrint(values_adjusted_3);

*/

We have received event values for country_code=EU: 1051

Output the calendar values as they are

<table>
<thead>
<tr>
<th>[id]</th>
<th>[event_id]</th>
<th>[time]</th>
<th>[period]</th>
<th>[revision]</th>
<th>[act]</th>
</tr>
</thead>
<tbody>
<tr>
<td>[0]</td>
<td>144520</td>
<td>999500001</td>
<td>2021.01.04 12:00:00</td>
<td>2020.12.01 00:00:00</td>
<td>3</td>
</tr>
<tr>
<td>[1]</td>
<td>144338</td>
<td>999520001</td>
<td>2021.01.04 23:30:00</td>
<td>2020.12.29 00:00:00</td>
<td>0</td>
</tr>
<tr>
<td>[2]</td>
<td>147462</td>
<td>999010020</td>
<td>2021.01.04 23:45:00</td>
<td>1970.01.01 00:00:00</td>
<td>-9223372036854775808</td>
</tr>
<tr>
<td>[3]</td>
<td>111618</td>
<td>999010018</td>
<td>2021.01.05 12:00:00</td>
<td>2020.11.01 00:00:00</td>
<td>0</td>
</tr>
<tr>
<td>[4]</td>
<td>111619</td>
<td>999010019</td>
<td>2021.01.05 12:00:00</td>
<td>2020.11.01 00:00:00</td>
<td>0</td>
</tr>
</tbody>
</table>

The first method to check and get calendar values

<table>
<thead>
<tr>
<th>[id]</th>
<th>[event_id]</th>
<th>[time]</th>
<th>[period]</th>
<th>[revision]</th>
<th>[actual_value]</th>
</tr>
</thead>
<tbody>
<tr>
<td>[0]</td>
<td>144520</td>
<td>999500001</td>
<td>2021.01.04 12:00:00</td>
<td>2020.12.01 00:00:00</td>
<td>3</td>
</tr>
<tr>
<td>[1]</td>
<td>144338</td>
<td>999520001</td>
<td>2021.01.04 23:30:00</td>
<td>2020.12.29 00:00:00</td>
<td>0</td>
</tr>
<tr>
<td>[2]</td>
<td>147462</td>
<td>999010020</td>
<td>2021.01.04 23:45:00</td>
<td>1970.01.01 00:00:00</td>
<td>143.0</td>
</tr>
<tr>
<td>[3]</td>
<td>111618</td>
<td>999010018</td>
<td>2021.01.05 12:00:00</td>
<td>2020.11.01 00:00:00</td>
<td>0</td>
</tr>
<tr>
<td>[4]</td>
<td>111619</td>
<td>999010019</td>
<td>2021.01.05 12:00:00</td>
<td>2020.11.01 00:00:00</td>
<td>0</td>
</tr>
</tbody>
</table>

The second method to check and get calendar values
Constants, Enumerations and Structures

The third method to get calendar values - without checks

```
/*

Event frequency is specified in the MqlCalendarEvent structure. Possible values are set in the listing ENUM CALENDAR EVENT FREQUENCY

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_FREQUENCY_NONE</td>
<td>Release frequency is not set</td>
</tr>
<tr>
<td>CALENDAR_FREQUENCY_WEEK</td>
<td>Released once a week</td>
</tr>
<tr>
<td>CALENDAR_FREQUENCY_MONTH</td>
<td>Released once a month</td>
</tr>
<tr>
<td>CALENDAR_FREQUENCY_QUARTER</td>
<td>Released once a quarter</td>
</tr>
<tr>
<td>CALENDAR_FREQUENCY_YEAR</td>
<td>Released once a year</td>
</tr>
<tr>
<td>CALENDAR_FREQUENCY_DAY</td>
<td>Released once a day</td>
</tr>
</tbody>
</table>

Event type is specified in the MqlCalendarEvent structure. Possible values are set in the listing ENUM CALENDAR EVENT TYPE

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_TYPE_EVENT</td>
<td>Event (meeting, speech, etc.)</td>
</tr>
<tr>
<td>CALENDAR_TYPE_INDICATOR</td>
<td>Indicator</td>
</tr>
<tr>
<td>CALENDAR_TYPE_HOLIDAY</td>
<td>Holiday</td>
</tr>
</tbody>
</table>

A sector of the economy an event is related to is specified in the MqlCalendarEvent structure. Possible values are set in the listing ENUM CALENDAR EVENT SECTOR

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_SECTOR_NONE</td>
<td>Sector is not set</td>
</tr>
</tbody>
</table>
```
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_SECTOR_MARKET</td>
<td>Market, exchange</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_GDP</td>
<td>Gross Domestic Product (GDP)</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_JOBS</td>
<td>Labor market</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_PRICES</td>
<td>Prices</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_MONEY</td>
<td>Money</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_TRADE</td>
<td>Trading</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_GOVERNMENT</td>
<td>Government</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_BUSINESS</td>
<td>Business</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_CONSUMER</td>
<td>Consumption</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_HOUSING</td>
<td>Housing</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_TAXES</td>
<td>Taxes</td>
</tr>
<tr>
<td>CALENDAR_SECTOR_HOLIDAYS</td>
<td>Holidays</td>
</tr>
</tbody>
</table>

Event importance is specified in the `MqlCalendarEvent` structure. Possible values are set in the listing `ENUM_CALENDAR_EVENT_IMPORTANCE`.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_IMPORTANCE_NONE</td>
<td>Importance is not set</td>
</tr>
<tr>
<td>CALENDAR_IMPORTANCE_LOW</td>
<td>Low importance</td>
</tr>
<tr>
<td>CALENDAR_IMPORTANCE_Moderate</td>
<td>Medium importance</td>
</tr>
<tr>
<td>CALENDAR_IMPORTANCE_HIGH</td>
<td>High importance</td>
</tr>
</tbody>
</table>

Measurement unit type used in displaying event values is specified in the `MqlCalendarEvent` structure. Possible values are set in the listing `ENUM_CALENDAR_EVENT_UNIT`.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_UNIT_NONE</td>
<td>Measurement unit is not set</td>
</tr>
<tr>
<td>CALENDAR_UNIT_PERCENT</td>
<td>Percentage</td>
</tr>
<tr>
<td>CALENDAR_UNIT_CURRENCY</td>
<td>National currency</td>
</tr>
<tr>
<td>CALENDAR_UNIT_HOUR</td>
<td>Hours</td>
</tr>
<tr>
<td>CALENDAR_UNIT_JOB</td>
<td>Jobs</td>
</tr>
<tr>
<td>CALENDAR_UNIT_RIG</td>
<td>Drilling rigs</td>
</tr>
</tbody>
</table>
## Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_UNIT_USD</td>
<td>USD</td>
</tr>
<tr>
<td>CALENDAR_UNIT_people</td>
<td>People</td>
</tr>
<tr>
<td>CALENDAR_UNIT_MORTGAGE</td>
<td>Mortgage loans</td>
</tr>
<tr>
<td>CALENDAR_UNIT_VOTE</td>
<td>Votes</td>
</tr>
<tr>
<td>CALENDAR_UNIT_BARREL</td>
<td>Barrels</td>
</tr>
<tr>
<td>CALENDAR_UNIT_CUBICFEET</td>
<td>Cubic feet</td>
</tr>
<tr>
<td>CALENDAR_UNIT_POSITION</td>
<td>Non-commercial net positions</td>
</tr>
<tr>
<td>CALENDAR_UNIT_BUILDING</td>
<td>Buildings</td>
</tr>
</tbody>
</table>

In some cases, economic parameter values require a multiplier set in the `MqlCalendarEvent` structure. Possible multiplier values are set in the listing `ENUM_CALEDAR_EVENT_MULTIPLIER`.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_MULTIPLIER_NONE</td>
<td>Multiplier is not set</td>
</tr>
<tr>
<td>CALENDAR_MULTIPLIER_THOUSANDS</td>
<td>Thousands</td>
</tr>
<tr>
<td>CALENDAR_MULTIPLIER_MILLIONS</td>
<td>Millions</td>
</tr>
<tr>
<td>CALENDAR_MULTIPLIERBILLIONS</td>
<td>Billions</td>
</tr>
<tr>
<td>CALENDAR_MULTIPLIER_TRILLIONS</td>
<td>Trillions</td>
</tr>
</tbody>
</table>

Event’s potential impact on a national currency rate is indicated in the `MqlCalendarValue` structure. Possible values are set in the listing `ENUM_CALEDAR_EVENT_IMPACT`.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_IMPACT_NA</td>
<td>Impact is not set</td>
</tr>
<tr>
<td>CALENDAR_IMPACT_POSITIVE</td>
<td>Positive impact</td>
</tr>
<tr>
<td>CALENDAR_IMPACT_NEGATIVE</td>
<td>Negative impact</td>
</tr>
</tbody>
</table>

Event time is specified in the `MqlCalendarEvent` structure. Possible values are set in the listing `ENUM_CALEDAR_EVENT_TIMEMODE`.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_TIMEMODE_DATETIME</td>
<td>Source publishes an exact time of an event</td>
</tr>
<tr>
<td>CALENDAR_TIMEMODE_DATE</td>
<td>Event takes all day</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_TIMEMODE_NOTIME</td>
<td>Source publishes no time of an event</td>
</tr>
<tr>
<td>CALENDAR_TIMEMODE_TENTATIVE</td>
<td>Source publishes a day of an event rather than its exact time. The time is specified upon the occurrence of the event.</td>
</tr>
</tbody>
</table>

**See also**

[**Economic Calendar**](#)
Codes of Errors and Warnings

This section contains the following descriptions:

- **Return codes of the trade server** - analyzing results of the `trade request` sent by function `OrderSend()`;
- **Compiler warnings** - codes of warning messages that appear at compilation (not errors);
- **Compilation errors** - codes of error messages at an unsuccessful attempt to compile;
- **Runtime errors** - error codes in the execution of mql5-programs, which can be obtained using the `GetLastError()` function.
## Return Codes of the Trade Server

All requests to execute trade operations are sent as a structure of a trade request `MqlTradeRequest` using function `OrderSend()`. The function execution result is placed to structure `MqlTradeResult`, whose `retcode` field contains the trade server return code.

<table>
<thead>
<tr>
<th>Code</th>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10004</td>
<td><code>TRADE_RETCODE_REQUOTE</code></td>
<td>Requote</td>
</tr>
<tr>
<td>10006</td>
<td><code>TRADE_RETCODE_REJECT</code></td>
<td>Request rejected</td>
</tr>
<tr>
<td>10007</td>
<td><code>TRADE_RETCODE_CANCEL</code></td>
<td>Request canceled by trader</td>
</tr>
<tr>
<td>10008</td>
<td><code>TRADE_RETCODE_PLACED</code></td>
<td>Order placed</td>
</tr>
<tr>
<td>10009</td>
<td><code>TRADE_RETCODE_DONE</code></td>
<td>Request completed</td>
</tr>
<tr>
<td>10010</td>
<td><code>TRADE_RETCODE_DONE_PARTIAL</code></td>
<td>Only part of the request was</td>
</tr>
<tr>
<td></td>
<td></td>
<td>completed</td>
</tr>
<tr>
<td>10011</td>
<td><code>TRADE_RETCODE_ERROR</code></td>
<td>Request processing error</td>
</tr>
<tr>
<td>10012</td>
<td><code>TRADE_RETCODE_TIMEOUT</code></td>
<td>Request canceled by timeout</td>
</tr>
<tr>
<td>10013</td>
<td><code>TRADE_RETCODE_INVALID</code></td>
<td>Invalid request</td>
</tr>
<tr>
<td>10014</td>
<td><code>TRADE_RETCODE_INVALID_VOLUME</code></td>
<td>Invalid volume in the request</td>
</tr>
<tr>
<td>10015</td>
<td><code>TRADE_RETCODE_INVALID_PRICE</code></td>
<td>Invalid price in the request</td>
</tr>
<tr>
<td>10016</td>
<td><code>TRADE_RETCODE_INVALID_STOPS</code></td>
<td>Invalid stops in the request</td>
</tr>
<tr>
<td>10017</td>
<td><code>TRADE_RETCODE_TRADE_DISABLED</code></td>
<td>Trade is disabled</td>
</tr>
<tr>
<td>10018</td>
<td><code>TRADE_RETCODE_MARKET_CLOSED</code></td>
<td>Market is closed</td>
</tr>
<tr>
<td>10019</td>
<td><code>TRADE_RETCODE_NO_MONEY</code></td>
<td>There is not enough money to</td>
</tr>
<tr>
<td></td>
<td></td>
<td>complete the request</td>
</tr>
<tr>
<td>10020</td>
<td><code>TRADE_RETCODE_PRICE_CHANGED</code></td>
<td>Prices changed</td>
</tr>
<tr>
<td>10021</td>
<td><code>TRADE_RETCODE_PRICE_OFF</code></td>
<td>There are no quotes to process</td>
</tr>
<tr>
<td></td>
<td></td>
<td>the request</td>
</tr>
<tr>
<td>10022</td>
<td><code>TRADE_RETCODE_INVALID_EXPIRATION</code></td>
<td>Invalid order expiration date in</td>
</tr>
<tr>
<td></td>
<td></td>
<td>the request</td>
</tr>
<tr>
<td>10023</td>
<td><code>TRADE_RETCODE_ORDER_CHANGED</code></td>
<td>Order state changed</td>
</tr>
<tr>
<td>10024</td>
<td><code>TRADE_RETCODE_TOO_MANY_REQUESTS</code></td>
<td>Too frequent requests</td>
</tr>
<tr>
<td>Code</td>
<td>Constant</td>
<td>Description</td>
</tr>
<tr>
<td>---------</td>
<td>-----------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>10025</td>
<td>TRADE_RETCODE_NO_CHANGES</td>
<td>No changes in request</td>
</tr>
<tr>
<td>10026</td>
<td>TRADE_RETCODE_SERVER.Disabled</td>
<td>Autotrading disabled by server</td>
</tr>
<tr>
<td>10027</td>
<td>TRADE_RETCODE_CLIENT.Disabled</td>
<td>Autotrading disabled by client terminal</td>
</tr>
<tr>
<td>10028</td>
<td>TRADE_RETCODE_LOCKED</td>
<td>Request locked for processing</td>
</tr>
<tr>
<td>10029</td>
<td>TRADE_RETCODE_FROZEN</td>
<td>Order or position frozen</td>
</tr>
<tr>
<td>10030</td>
<td>TRADE_RETCODE_INVALID_FILL</td>
<td>Invalid order filling type</td>
</tr>
<tr>
<td>10031</td>
<td>TRADE_RETCODE_CONNECTION</td>
<td>No connection with the trade server</td>
</tr>
<tr>
<td>10032</td>
<td>TRADE_RETCODE_ONLY_REAL</td>
<td>Operation is allowed only for live accounts</td>
</tr>
<tr>
<td>10033</td>
<td>TRADE_RETCODE_LIMIT_ORDERS</td>
<td>The number of pending orders has reached the limit</td>
</tr>
<tr>
<td>10034</td>
<td>TRADE_RETCODE_LIMIT_VOLUME</td>
<td>The volume of orders and positions for the symbol has reached the limit</td>
</tr>
<tr>
<td>10035</td>
<td>TRADE_RETCODE_INVALID_ORDER</td>
<td>Incorrect or prohibited order type</td>
</tr>
<tr>
<td>10036</td>
<td>TRADE_RETCODE_POSITION_CLOSED</td>
<td>Position with the specified POSITION_IDENTIFIER has already been closed</td>
</tr>
<tr>
<td>10038</td>
<td>TRADE_RETCODE_INVALID_CLOSE_VOLUME</td>
<td>A close volume exceeds the current position volume</td>
</tr>
</tbody>
</table>
| 10039   | TRADE_RETCODE_CLOSE_ORDER_EXIST              | A close order already exists for a specified position. This may happen when working in the hedging system:  
  • when attempting to close a position with an opposite one, while close orders for the position already exist  
  • when attempting to fully or partially close a position if the total volume of the already present close orders and the newly placed one exceeds the current position volume |
<table>
<thead>
<tr>
<th>Code</th>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
</table>
| 10040  | TRADE_RETCODE_LIMIT_POSITIONS                | The number of open positions simultaneously present on an account can be limited by the server settings. After a limit is reached, the server returns the TRADE_RETCODE_LIMIT_POSITIONS error when attempting to place an order. The limitation operates differently depending on the position accounting type:  
  - Netting — number of open positions is considered. When a limit is reached, the platform does not let placing new orders whose execution may increase the number of open positions. In fact, the platform allows placing orders only for the symbols that already have open positions. The current pending orders are not considered since their execution may lead to changes in the current positions but it cannot increase their number.  
  - Hedging — pending orders are considered together with open positions, since a pending order activation always leads to opening a new position. When a limit is reached, the platform does not allow placing both new market orders for opening positions and pending orders. |
<p>| 10041  | TRADE_RETCODE_REJECT_CANCEL                  | The pending order activation request is rejected, the order is canceled                                                                 |
| 10042  | TRADE_RETCODE_LONG_ONLY                      | The request is rejected, because the &quot;Only long positions are allowed&quot; rule is set for the symbol (POSITION_TYPE_BUY)                      |</p>
<table>
<thead>
<tr>
<th>Code</th>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10043</td>
<td>TRADE_RETCODE_SHORT_ONLY</td>
<td>The request is rejected, because the “Only short positions are allowed” rule is set for the symbol (POSITION_TYPE_SELL)</td>
</tr>
<tr>
<td>10044</td>
<td>TRADE_RETCODE_CLOSE_ONLY</td>
<td>The request is rejected, because the “Only position closing is allowed” rule is set for the symbol</td>
</tr>
<tr>
<td>10045</td>
<td>TRADE_RETCODE_FIFO_CLOSE</td>
<td>The request is rejected, because “Position closing is allowed only by FIFO rule” flag is set for the trading account (ACCOUNT_FIFO_CLOSE=true)</td>
</tr>
<tr>
<td>10046</td>
<td>TRADE_RETCODE_HEDGE_PROHIBITED</td>
<td>The request is rejected, because the “Opposite positions on a single symbol are disabled” rule is set for the trading account. For example, if the account has a Buy position, then a user cannot open a Sell position or place a pending sell order. The rule is only applied to accounts with hedging accounting system (ACCOUNT_MARGIN_MODE=ACCOUNT_MARGIN_MODE_RETAIL_HEDGING).</td>
</tr>
</tbody>
</table>
### Compiler Warnings

Compiler warnings are shown for informational purposes only and are not error messages.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>21</td>
<td>Incomplete record of a date in the datetime string</td>
</tr>
</tbody>
</table>
| 22   | Wrong number in the datetime string for the date. Requirements:  
        Year 1970 <= X <= 3000  
        Month 0 <= X <= 12  
        Day 0 <= X <= 31/30/28 (29).... |
| 23   | Wrong number of datetime string for time. Requirements:  
        Hour 0 <= X < 24  
        Minute 0 <= X < 60 |
| 24   | Invalid color in RGB format: one of RGB components is less than 0 or greater than 255 |
| 25   | Unknown character of the escape sequences.  
        Known: \n \r \t " \\" \x |
<p>| 26   | Too large volume of local variables (&gt; 512Kb) of the function, reduce the number |
| 29   | Enumeration already defined (duplication) - members will be added to the first definition |
| 30   | Overriding macro |
| 31   | The variable is declared but is not used anywhere |
| 32   | Constructor must be of void type |
| 33   | Destructor must be of void type |
| 34   | Constant does not fit in the range of integers (X&gt; _UI64_MAX | | X &lt; _I64_MIN) and will be converted to the double type |
| 35   | Too long HEX - more than 16 significant characters (senior nibbles are cut) |
| 36   | No nibbles in HEX string &quot;0x&quot; |
| 37   | No function - nothing to be performed |
| 38   | A non-initialized variable is used |
| 41   | Function has no body, and is not called |</p>
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>43</td>
<td>Possible loss of data at typecasting. Example: int x = (double) z;</td>
</tr>
<tr>
<td>44</td>
<td>Loss of accuracy (of data) when converting a constant. Example: int x = M_PI</td>
</tr>
<tr>
<td>45</td>
<td>Difference between the signs of operands in the operations of comparison. Example: (char) c1 &gt; (uchar) c2</td>
</tr>
<tr>
<td>46</td>
<td>Problems with function importing - declaration of #import is required or import of functions is closed</td>
</tr>
<tr>
<td>47</td>
<td>Too large description - extra characters will not be included in the executable file</td>
</tr>
<tr>
<td>48</td>
<td>The number of indicator buffers declared is less than required</td>
</tr>
<tr>
<td>49</td>
<td>No color to plot a graphical series in the indicator</td>
</tr>
<tr>
<td>50</td>
<td>No graphical series to draw the indicator</td>
</tr>
<tr>
<td>51</td>
<td>'OnStart' handler function not found in the script</td>
</tr>
<tr>
<td>52</td>
<td>'OnStart' handler function is defined with wrong parameters</td>
</tr>
<tr>
<td>53</td>
<td>'OnStart' function can be defined only in a script</td>
</tr>
<tr>
<td>54</td>
<td>'OnInit' function is defined with wrong parameters</td>
</tr>
<tr>
<td>55</td>
<td>'OnInit' function is not used in scripts</td>
</tr>
<tr>
<td>56</td>
<td>'OnDeinit' function is defined with wrong parameters</td>
</tr>
<tr>
<td>57</td>
<td>'OnDeinit' function is not used in scripts</td>
</tr>
<tr>
<td>58</td>
<td>Two 'OnCalculate' functions are defined. OnCalculate () at one price array will be used</td>
</tr>
<tr>
<td>59</td>
<td>Overfilling detected when calculating a complex integer constant</td>
</tr>
<tr>
<td>60</td>
<td>Probably, the variable is not initialized.</td>
</tr>
<tr>
<td>61</td>
<td>This declaration makes it impossible to refer to the local variable declared on the specified line</td>
</tr>
<tr>
<td>62</td>
<td>This declaration makes it impossible to refer to the global variable declared on the specified line</td>
</tr>
<tr>
<td>Code</td>
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</tr>
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<td>------</td>
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<tr>
<td>63</td>
<td>Cannot be used for <code>static allocated array</code></td>
</tr>
<tr>
<td>64</td>
<td>This variable declaration hides <code>predefined variable</code></td>
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<tr>
<td>65</td>
<td>The value of the expression is always <code>true/false</code></td>
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<tr>
<td>66</td>
<td>Using a variable or <code>bool</code> type expression in mathematical operations is unsafe</td>
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<tr>
<td>67</td>
<td>The result of applying the unary minus operator to an unsigned <code>ulong</code> type is undefined</td>
</tr>
<tr>
<td>68</td>
<td>The version specified in the <code>#property version</code> property is unacceptable for the <code>Market</code> section; the correct format of <code>#property version</code> id “XXX.YYY”</td>
</tr>
<tr>
<td>69</td>
<td>Empty controlled statement found</td>
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<tr>
<td>70</td>
<td>Invalid function return type or incorrect parameters during declaration of the <code>event handler function</code></td>
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<tr>
<td>71</td>
<td>An implicit <code>cast of structures</code> to one type is required</td>
</tr>
<tr>
<td>72</td>
<td>This declaration makes direct access to the member of a <code>class</code> declared in the specified string impossible. Access will be possible only with the <code>scope resolution operation ::</code></td>
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<tr>
<td>73</td>
<td>Binary constant is too big, high-order digits will be truncated</td>
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<tr>
<td>74</td>
<td>Parameter in the method of the <code>inherited class</code> has a different <code>const</code> modifier, the derived function has <code>overloaded</code> the parent function</td>
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<tr>
<td>75</td>
<td>Negative or too large shift value in <code>shift bitwise operation</code>, execution result is undefined</td>
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<tr>
<td>76</td>
<td>Function must <code>return a value</code></td>
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<td>77</td>
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<td>78</td>
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<td>79</td>
<td>Expressions are not allowed on a <code>global scope</code></td>
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<tr>
<td>80</td>
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<tr>
<td>81</td>
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<tr>
<td>82</td>
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<td>83</td>
<td>Return value of the function should be checked</td>
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<tr>
<td>84</td>
<td>Resource indicator is compiled for debugging. That slows down the performance. Please recompile the indicator to increase performance</td>
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<tr>
<td>85</td>
<td>Too great character code in the string, must be in the range 0 to 65535</td>
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<tr>
<td>86</td>
<td>Unrecognized character in the string</td>
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<tr>
<td>87</td>
<td>No indicator window property (setting the display in the main window or a subwindow) is defined. Property #property indicator_chart_window is applied</td>
</tr>
</tbody>
</table>
## Compilation Errors

MetaEditor 5 shows error messages about the program errors detected by the built-in compiler during compilation. The list of these errors is given below in table. To compile a source code into an executable one, press F7. Programs that contain errors cannot be compiled until the errors identified by the compiler are eliminated.

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<td>113</td>
<td>Opening angle bracket (&lt;) or double quote (&quot; ) omitted</td>
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<td>118</td>
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<td>Code</td>
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<td>Variable with such identifier already declared</td>
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<td>137</td>
<td>Variable is expected</td>
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<td>138</td>
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<td>140</td>
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<td>143</td>
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<tr>
<td>144</td>
<td>No pair for &quot;)&quot; or &quot;&quot;]&quot;, i.e. &quot;(&quot; [ is absent</td>
</tr>
<tr>
<td>145</td>
<td>No pair for &quot;(or&quot; [&quot;, i.e. &quot;]&quot; or&quot;]&quot; is absent</td>
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<td>146</td>
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<td>147</td>
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<td>155</td>
<td>Comma &quot;,&quot; expected</td>
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<td>156</td>
<td>Must be a class type, not struct</td>
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<td>157</td>
<td>Expression is expected</td>
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<tr>
<td>158</td>
<td>&quot;non HEX character&quot; found in HEX or too long number (number of digits &gt; 511)</td>
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<tr>
<td>159</td>
<td>String-constant has more than 65534 characters</td>
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<td>160</td>
<td>Function definition is unacceptable here</td>
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<td>161</td>
<td>Unexpected end of program</td>
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<td>162</td>
<td>Forward declaration is prohibited for structures</td>
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<td>163</td>
<td>Function with this name is already defined and has another return type</td>
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<tr>
<td>164</td>
<td>Function with this name is already defined and has a different set of parameters</td>
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<tr>
<td>165</td>
<td>Function with this name is already defined and implemented</td>
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<tr>
<td>166</td>
<td>Function overload for this call was not found</td>
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<td>167</td>
<td>Function with a return value of void type cannot return a value</td>
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<td>168</td>
<td>Function is not defined</td>
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<td>170</td>
<td>Value is expected</td>
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<td>171</td>
<td>In case expression only integer constants are valid</td>
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<tr>
<td>172</td>
<td>The value of case in this switch is already used</td>
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<tr>
<td>173</td>
<td>Integer is expected</td>
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<tr>
<td>174</td>
<td>In #import expression file name is expected</td>
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<tr>
<td>175</td>
<td>Expressions are not allowed on global level</td>
</tr>
<tr>
<td>176</td>
<td>Omitted parenthesis &quot;)&quot; before &quot;;;&quot;</td>
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<td>177</td>
<td>To the left of equality sign a variable is expected</td>
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<td>178</td>
<td>The result of expression is not used</td>
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<td>179</td>
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<td>181</td>
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<td>182</td>
<td>Ambiguous call of an overloaded function (several overloads fit)</td>
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<td>183</td>
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<td>184</td>
<td>Invalid case or default without a switch</td>
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<td>185</td>
<td>Inappropriate use of ellipsis</td>
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<td>186</td>
<td>The initializing sequence has more elements than the initialized variable</td>
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<td>187</td>
<td>A constant for case expected</td>
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<tr>
<td>188</td>
<td>A constant expression required</td>
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<tr>
<td>189</td>
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<tr>
<td>190</td>
<td>Closing bracket or a comma is expected (declaring array member)</td>
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<tr>
<td>191</td>
<td>Enumerator identifier already defined</td>
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<tr>
<td>192</td>
<td>Enumeration cannot have access modifiers (const, extern, static)</td>
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<tr>
<td>193</td>
<td>Enumeration member already declared with a different value</td>
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<tr>
<td>194</td>
<td>There is a variable defined with the same name</td>
</tr>
<tr>
<td>195</td>
<td>There is a structure defined with the same name</td>
</tr>
<tr>
<td>196</td>
<td>Name of enumeration member expected</td>
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<td>197</td>
<td>Integer expression expected</td>
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<td>198</td>
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<td>199</td>
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<td>200</td>
<td>Parameter by reference must be a variable</td>
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<tr>
<td>201</td>
<td>Variable of the same type to pass by reference expected</td>
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<td>202</td>
<td>A constant variable cannot be passed by a non-constant reference</td>
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<td>Requires a positive integer constant</td>
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<td>204</td>
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<td>205</td>
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<td>Code</td>
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<td>209</td>
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<td>210</td>
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<td>211</td>
<td>Error accessing private (closed) class member</td>
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<td>213</td>
<td>Method of structure or class is not declared</td>
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<tr>
<td>214</td>
<td>Error accessing private (closed) class method</td>
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<td>216</td>
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<td>218</td>
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<td>219</td>
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<td>220</td>
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<tr>
<td>221</td>
<td>Class destructor cannot have parameters</td>
</tr>
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<td>222</td>
<td>Class method or structure with the same name and parameters have already been declared</td>
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<td>223</td>
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<tr>
<td>224</td>
<td>Class method or structure with the same name exists, but with different parameters (declaration!=implementation)</td>
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<td>225</td>
<td>Imported function is not described</td>
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<tr>
<td>226</td>
<td><code>ZeroMemory()</code> is not allowed for objects with protected members or inheritance</td>
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<td>227</td>
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<td>228</td>
<td>Variable name expected</td>
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<td>229</td>
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<td>230</td>
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<td>232</td>
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<td>236</td>
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<td>237</td>
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<td>Code</td>
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<td>240</td>
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<td>241</td>
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<tr>
<td>249</td>
<td>It’s not allowed to declare a reference to a reference</td>
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<td>250</td>
<td>It’s not allowed to declare a pointer to a pointer</td>
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<td>287</td>
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<tr>
<td>296</td>
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<td>305</td>
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<td>337</td>
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<td>346</td>
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<tr>
<td>347</td>
<td>The name of the class/structure member matches the name of an earlier declared method</td>
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<td>Virtual function cannot be declared as <strong>static</strong></td>
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<td>349</td>
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<td>350</td>
<td><strong>Constructor</strong> or <strong>destructor</strong> cannot be static</td>
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<td>Non-static member/method of a class or a structure cannot be accessed from a <strong>static</strong> function</td>
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<td>352</td>
<td>An overload operation (+, -, [], ++, -- etc.) is expected after the <strong>operator</strong> keyword</td>
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<td>361</td>
<td>Function template cannot be applied</td>
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<td>363</td>
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<td>366</td>
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<td>368</td>
<td>Structures containing the objects are not allowed</td>
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<td>369</td>
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<tr>
<td>370</td>
<td>A static class/structure member must be explicitly initialized</td>
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<td>371</td>
<td>Compiler limitation: the string cannot contain more than 65,535 characters</td>
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<td>372</td>
<td>Inconsistent #ifdef/#endif</td>
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<td>373</td>
<td>Object of class cannot be returned, copy constructor not found</td>
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<td>374</td>
<td>Non-static members and methods cannot be used</td>
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<td>375</td>
<td>OnTesterInit() impossible to use without OnTesterDeinit()</td>
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<td>376</td>
<td>Redefinition of formal parameter ‘%s’</td>
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<td>377</td>
<td>Macro <strong>FUNCSIG</strong> and <strong>FUNCTION</strong> cannot appear outside of a function body</td>
</tr>
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<td>378</td>
<td>Invalid returned type. For example, this error will be produced for functions imported from DLL that return structure or pointer.</td>
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<td>379</td>
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<td>381</td>
<td>Illegal syntax when declaring pure virtual function, only “=NULL” or “=0” are allowed</td>
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<td>382</td>
<td>Only virtual functions can be declared with the pure-specifier (“=NULL” or “=0”)</td>
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<td>383</td>
<td>Abstract class cannot be instantiated</td>
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<td>A pointer to a user-defined type should be applied as a target type for dynamic casting using the dynamic_cast operator</td>
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<td>387</td>
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<td>388</td>
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<td>389</td>
<td>A variable with const modifier should be initialized during declaration</td>
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<tr>
<td>393</td>
<td>Only methods with public access can be declared in an interface</td>
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<tr>
<td>394</td>
<td>Invalid nesting of an interface inside of another interface</td>
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<td>397</td>
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<td>An interface cannot contain members</td>
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<td>399</td>
<td>Interface objects cannot be created directly, only use inheritance</td>
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<td>400</td>
<td>A specifier cannot be used in a forward declaration</td>
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<tr>
<td>401</td>
<td>Inheritance from the class is impossible, since it is declared with the final specifier</td>
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<tr>
<td>402</td>
<td>Cannot redefine a method declared with the final specifier</td>
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<td>403</td>
<td>The final specifier can be applied only to virtual functions</td>
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<td>404</td>
<td>The method marked by the override specifier actually does not override any base class function</td>
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<tr>
<td>405</td>
<td>A specifier is not allowed in defining a function, but only in declaring</td>
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<td>406</td>
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<td>408</td>
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<td>410</td>
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### Constants, Enumerations and Structures

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<td>413</td>
<td>MQL4 is not supported. To compile this program, use MetaEditor from your MetaTrader 4 installation folder</td>
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## Runtime Errors

`GetLastError()` is the function that returns the last error code that is stored in the predefined variable `_LastError`. This value can be reset to zero by the `ResetLastError()` function.

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<td>0</td>
<td>The operation completed successfully</td>
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<td>4001</td>
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<td>Wrong parameter in the inner call of the client terminal function</td>
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<td>4006</td>
<td>Array of a wrong type, wrong size, or a damaged object of a dynamic array</td>
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<td>ERR_ARRAY_RESIZE_ERROR</td>
<td>4007</td>
<td>Not enough memory for the relocation of an array, or an attempt to change the size of a static array</td>
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<td>ERR_STRING_RESIZE_ERROR</td>
<td>4008</td>
<td>Not enough memory for the relocation of string</td>
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<td>ERR_NOT_INITIALIZED_STRING</td>
<td>4009</td>
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<td>ERR_INVALID_DATETIME</td>
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<td>Invalid date and/or time</td>
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<tr>
<td>ERR_ARRAY_BAD_SIZE</td>
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<td>4015</td>
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<tr>
<td>ERR_HISTORY_WRONG_PROPERTY</td>
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<td>Wrong ID of the history property</td>
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<td>ERR_HISTORY_TIMEOUT</td>
<td>4403</td>
<td>Exceeded history request timeout</td>
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<tr>
<td>ERR_HISTORY_BARS_LIMIT</td>
<td>4404</td>
<td>Number of requested bars limited by terminal settings</td>
</tr>
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<tr>
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<td>ERR_NETSOCKET_TOO_MANY_OPENED</td>
<td>5271</td>
<td>Too many open sockets (max 128)</td>
</tr>
<tr>
<td>ERR_NETSOCKET_CANNOT_CONNECT</td>
<td>5272</td>
<td>Failed to connect to remote host</td>
</tr>
<tr>
<td>ERR_NETSOCKET_IO_ERROR</td>
<td>5273</td>
<td>Failed to send/receive data from socket</td>
</tr>
<tr>
<td>ERR_NETSOCKET_HANDSHAKE_FAILED</td>
<td>5274</td>
<td>Failed to establish secure connection (TLS Handshake)</td>
</tr>
<tr>
<td>ERR_NETSOCKET_NO_CERTIFICATE</td>
<td>5275</td>
<td>No data on certificate protecting the connection</td>
</tr>
<tr>
<td>Custom Symbols</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ERR_NOT_CUSTOM_SYMBOL</td>
<td>5300</td>
<td>A custom symbol must be specified</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_WRONG_NAME</td>
<td>5301</td>
<td>The name of the custom symbol is invalid. The symbol name can only contain Latin letters without punctuation, spaces or special characters (may only contain &quot;,&quot;, &quot;_&quot;, &quot;&amp;&quot; and &quot;#&quot;), It is not recommended to use characters &lt;, &gt;, :, &quot;&quot;, /, ,</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_NAME_LONG</td>
<td>5302</td>
<td>The name of the custom symbol is too long. The length of the symbol name must not exceed 32 characters including the ending 0 character</td>
</tr>
<tr>
<td>Constant</td>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_PATH_LONG</td>
<td>5303</td>
<td>The path of the custom symbol is too long. The path length should not exceed 128 characters including &quot;Custom&quot;, the symbol name, group separators and the ending 0</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_EXIST</td>
<td>5304</td>
<td>A custom symbol with the same name already exists</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_ERROR</td>
<td>5305</td>
<td>Error occurred while creating, deleting or changing the custom symbol</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_SELECTED</td>
<td>5306</td>
<td>You are trying to delete a custom symbol selected in Market Watch</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_PROPERTY_WRONG</td>
<td>5307</td>
<td>An invalid custom symbol property</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_PARAMETER_ERROR</td>
<td>5308</td>
<td>A wrong parameter while setting the property of a custom symbol</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_PARAMETER_LONG</td>
<td>5309</td>
<td>A too long string parameter while setting the property of a custom symbol</td>
</tr>
<tr>
<td>ERR_CUSTOM_TICKS_WRONG_ORDER</td>
<td>5310</td>
<td>Ticks in the array are not arranged in the order of time</td>
</tr>
</tbody>
</table>

**Economic Calendar**

<table>
<thead>
<tr>
<th>Constant</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERRCALENDAR_MORE_DATA</td>
<td>5400</td>
<td>Array size is insufficient for receiving descriptions of all values</td>
</tr>
<tr>
<td>ERRCALENDAR_TIMEOUT</td>
<td>5401</td>
<td>Request time limit exceeded</td>
</tr>
<tr>
<td>ERRCALENDAR_NO_DATA</td>
<td>5402</td>
<td>Country is not found</td>
</tr>
</tbody>
</table>

**Working with databases**

<table>
<thead>
<tr>
<th>Constant</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERRDATABASE_ERROR</td>
<td>5601</td>
<td>Generic error</td>
</tr>
<tr>
<td>ERRDATABASE_INTERNAL</td>
<td>5602</td>
<td>SQLite internal logic error</td>
</tr>
<tr>
<td>ERRDATABASE_PERM</td>
<td>5603</td>
<td>Access denied</td>
</tr>
<tr>
<td>ERRDATABASE_ABORT</td>
<td>5604</td>
<td>Callback routine requested abort</td>
</tr>
<tr>
<td>ERRDATABASE_BUSY</td>
<td>5605</td>
<td>Database file locked</td>
</tr>
<tr>
<td>ERRDATABASE_LOCKED</td>
<td>5606</td>
<td>Database table locked</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Constant</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_DATABASE_NOMEM</td>
<td>5607</td>
<td>Insufficient memory for completing operation</td>
</tr>
<tr>
<td>ERR_DATABASE_READONLY</td>
<td>5608</td>
<td>Attempt to write to readonly database</td>
</tr>
<tr>
<td>ERR_DATABASE_INTERRUPT</td>
<td>5609</td>
<td>Operation terminated by sqlite3_interrupt()</td>
</tr>
<tr>
<td>ERR_DATABASE_IOERR</td>
<td>5610</td>
<td>Disk I/O error</td>
</tr>
<tr>
<td>ERR_DATABASE_CORRUPT</td>
<td>5611</td>
<td>Database disk image corrupted</td>
</tr>
<tr>
<td>ERR_DATABASE_NOTFOUND</td>
<td>5612</td>
<td>Unknown operation code in sqlite3_file_control()</td>
</tr>
<tr>
<td>ERR_DATABASE_FULL</td>
<td>5613</td>
<td>Insertion failed because database is full</td>
</tr>
<tr>
<td>ERR_DATABASE_CANTOPEN</td>
<td>5614</td>
<td>Unable to open the database file</td>
</tr>
<tr>
<td>ERR_DATABASE_PROTOCOL</td>
<td>5615</td>
<td>Database lock protocol error</td>
</tr>
<tr>
<td>ERR_DATABASE_EMPTY</td>
<td>5616</td>
<td>Internal use only</td>
</tr>
<tr>
<td>ERR_DATABASE_SCHEMA</td>
<td>5617</td>
<td>Database schema changed</td>
</tr>
<tr>
<td>ERR_DATABASE_TOOBIG</td>
<td>5618</td>
<td>String or BLOB exceeds size limit</td>
</tr>
<tr>
<td>ERR_DATABASE_CONSTRAINT</td>
<td>5619</td>
<td>Abort due to constraint violation</td>
</tr>
<tr>
<td>ERR_DATABASE_MISMATCH</td>
<td>5620</td>
<td>Data type mismatch</td>
</tr>
<tr>
<td>ERR_DATABASE_MISUSE</td>
<td>5621</td>
<td>Library used incorrectly</td>
</tr>
<tr>
<td>ERR_DATABASE_NOLFS</td>
<td>5622</td>
<td>Uses OS features not supported on host</td>
</tr>
<tr>
<td>ERR_DATABASE_AUTH</td>
<td>5623</td>
<td>Authorization denied</td>
</tr>
<tr>
<td>ERR_DATABASE_FORMAT</td>
<td>5624</td>
<td>Not used</td>
</tr>
<tr>
<td>ERR_DATABASE_RANGE</td>
<td>5625</td>
<td>Bind parameter error, incorrect index</td>
</tr>
<tr>
<td>ERR_DATABASE_NOTADB</td>
<td>5626</td>
<td>File opened that is not database file</td>
</tr>
<tr>
<td><strong>User-Defined Errors</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ERR_USER_ERROR_FIRST</td>
<td>65536</td>
<td>User defined errors start with this code</td>
</tr>
</tbody>
</table>

**See also**
Trade Server Return Codes
Input and Output Constants

Constants:

- File opening flags
- File properties
- Positioning inside a file
- Code page usage
- MessageBox
**File Opening Flags**

File opening flag values specify the file access mode. Flags are defined as follows:

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FILE_READ</td>
<td>1</td>
<td>File is opened for reading. Flag is used in <code>FileOpen()</code>. When opening a file specification of FILE_WRITE and/or FILE_READ is required.</td>
</tr>
<tr>
<td>FILE_WRITE</td>
<td>2</td>
<td>File is opened for writing. Flag is used in <code>FileOpen()</code>. When opening a file specification of FILE_WRITE and/or FILE_READ is required.</td>
</tr>
<tr>
<td>FILE_BIN</td>
<td>4</td>
<td>Binary read/write mode (without string to string conversion). Flag is used in <code>FileOpen()</code>.</td>
</tr>
<tr>
<td>FILE_CSV</td>
<td>8</td>
<td>CSV file (all its elements are converted to strings of the appropriate type, Unicode or ANSI, and separated by separator). Flag is used in <code>FileOpen()</code>.</td>
</tr>
<tr>
<td>FILE.TXT</td>
<td>16</td>
<td>Simple text file (the same as csv file, but without taking into account the separators). Flag is used in <code>FileOpen()</code>.</td>
</tr>
<tr>
<td>FILE_ANSI</td>
<td>32</td>
<td>Strings of ANSI type (one byte symbols). Flag is used in <code>FileOpen()</code>.</td>
</tr>
<tr>
<td>FILE_UNICODE</td>
<td>64</td>
<td>Strings of UNICODE type (two byte symbols). Flag is used in <code>FileOpen()</code>.</td>
</tr>
<tr>
<td>FILE_SHARE_READ</td>
<td>128</td>
<td>Shared access for reading from several programs. Flag is used in <code>FileOpen()</code>, but it does not replace the necessity to indicate FILE_WRITE and/or the FILE_READ flag when opening a file.</td>
</tr>
</tbody>
</table>
| FILE_SHARE_WRITE| 256  | Shared access for writing from several programs. Flag is used in `FileOpen()`, but it does not
One or several flags can be specified when opening a file. This is a combination of flags. The combination of flags is written using the sign of logical OR (|), which is positioned between enumerated flags. For example, to open a file in CSV format for reading and writing at the same time, specify the combination FILE_READ|FILE_WRITE|FILE_CSV.

Example:

```c
int filehandle=FileOpen(filename, FILE_READ|FILE_WRITE|FILE_CSV);
```

There are some specific features of work when you specify read and write flags:

- If FILE_READ is specified, an attempt is made to open an existing file. If a file does not exist, file opening fails, a new file is not created.
- FILE_READ|FILE_WRITE - a new file is created if the file with the specified name does not exist.
- FILE_WRITE - the file is created again with a zero size.

When opening a file, specification of FILE_WRITE and/or FILE_READ is required.

Flags that define the type of reading of an open file possess priority. The highest flag is FILE_CSV, then goes FILE_BIN, and FILE.TXT is of lowest priority. Thus, if several flags are specified at the same time, (FILE_TXT|FILE_CSV or FILE_TXT|FILE_BIN or FILE_BIN|FILE_CSV), the flag with the highest priority will be used.

Flags that define the type of encoding also have priority. FILE_UNICODE is of a higher priority than FILE_ANSI. So if you specify combination FILE_UNICODE|FILE_ANSI, flag FILE_UNICODE will be used.

If neither FILE_UNICODE nor FILE_ANSI is indicated, FILE_UNICODE is implied. If neither FILE_CSV, nor FILE_BIN, nor FILE_TXT is specified, FILE_CSV is implied.

If a file is opened for reading as a text file (FILE_TXT or FILE_CSV), and at the file beginning a special two-byte indication 0xff,0xfe is found, the encoding flag will be FILE_UNICODE, even if FILE_ANSI is specified.
See also

File Functions
**File Properties**

The `FileGetInteger()` function is used for obtaining file properties. The identifier of the required property from the `ENUM_FILE_PROPERTY_INTEGER` enumeration is passed to it during call.

### ENUM_FILE_PROPERTY_INTEGER

<table>
<thead>
<tr>
<th>ID</th>
<th>ID description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FILE_EXISTS</td>
<td>Check the existence</td>
</tr>
<tr>
<td>FILE_CREATE_DATE</td>
<td>Date of creation</td>
</tr>
<tr>
<td>FILE_MODIFY_DATE</td>
<td>Date of the last modification</td>
</tr>
<tr>
<td>FILE_ACCESS_DATE</td>
<td>Date of the last access to the file</td>
</tr>
<tr>
<td>FILE_SIZE</td>
<td>File size in bytes</td>
</tr>
<tr>
<td>FILE_POSITION</td>
<td>Position of a pointer in the file</td>
</tr>
<tr>
<td>FILE_END</td>
<td>Get the end of file sign</td>
</tr>
<tr>
<td>FILE_LINE_END</td>
<td>Get the end of line sign</td>
</tr>
<tr>
<td>FILE_IS_COMMON</td>
<td>The file is opened in a shared folder of all terminals (see <code>FILE_COMMON</code>)</td>
</tr>
<tr>
<td>FILE_IS_TEXT</td>
<td>The file is opened as a text file (see <code>FILE_TXT</code>)</td>
</tr>
<tr>
<td>FILE_IS_BINARY</td>
<td>The file is opened as a binary file (see <code>FILE_BIN</code>)</td>
</tr>
<tr>
<td>FILE_IS_CSV</td>
<td>The file is opened as CSV (see <code>FILE_CSV</code>)</td>
</tr>
<tr>
<td>FILE_IS_ANSI</td>
<td>The file is opened as ANSI (see <code>FILE_ANSI</code>)</td>
</tr>
<tr>
<td>FILE_IS_READABLE</td>
<td>The opened file is readable (see <code>FILE_READ</code>)</td>
</tr>
<tr>
<td>FILE_IS_WRITABLE</td>
<td>The opened file is writable (see <code>FILE_WRITE</code>)</td>
</tr>
</tbody>
</table>

The `FileGetInteger()` function has two different options of call. In the first option, for getting properties of a file, its handle is specified, which is obtained while opening the file using the `FileOpen()` function. This option allows getting all properties of a file.

The second option of the `FileGetInteger()` function returns values of file properties by the file name. Using this option, only the following general properties can be obtained:

- FILE_EXISTS - existence of a file with a specified name
- FILE_CREATE_DATE - date of creation of the file with the specified name
- FILE_MODIFY_DATE - date of modification of the file with the specified name
- FILE_ACCESS_DATE - date of the last access to the file with the specified name
- FILE_SIZE - size of the file with the specified name

When trying to get properties other than specified above, the second option of `FileGetInteger()` call will return an error.
Positioning Inside a File

Most of file functions are associated with data read/write operations. At the same time, using the FileSeek() you can specify the position of a file pointer to a position inside the file, from which the next read or write operation will be performed. The ENUM_FILE_POSITION enumeration contains valid pointer positions, relative to which you can specify the shift in bytes for the next operation.

**ENUM_FILE_POSITION**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEEK_SET</td>
<td>File beginning</td>
</tr>
<tr>
<td>SEEK_CUR</td>
<td>Current position of a file pointer</td>
</tr>
<tr>
<td>SEEK_END</td>
<td>File end</td>
</tr>
</tbody>
</table>

See also

FileIsEnding, FileIsLineEnding
Using a Codepage in String Conversion Operations

When converting string variables into arrays of char type and back, the encoding that by default corresponds to the current ANSI of Windows operating system (CP_ACP) is used in MQL5. If you want to specify a different type of encoding, it can be set as additional parameter for the CharArrayToString(), StringToCharArray() and FileOpen() functions.

The table lists the built-in constants for some of the most popular code pages. Not mentioned code pages can be specified by a code corresponding to the page.

Built-in Constants of Codepages

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CP_ACP</td>
<td>0</td>
<td>The current Windows ANSI code page.</td>
</tr>
<tr>
<td>CP_OEMCP</td>
<td>1</td>
<td>The current system OEM code page.</td>
</tr>
<tr>
<td>CP_MACCP</td>
<td>2</td>
<td>The current system Macintosh code page. Note: This value is mostly used in earlier created program codes and is of no use now, since modern Macintosh computers use Unicode for encoding.</td>
</tr>
<tr>
<td>CP_THREAD_ACP</td>
<td>3</td>
<td>The Windows ANSI code page for the current thread.</td>
</tr>
<tr>
<td>CP_SYMBOL</td>
<td>42</td>
<td>Symbol code page</td>
</tr>
<tr>
<td>CP_UTF7</td>
<td>65000</td>
<td>UTF-7 code page.</td>
</tr>
<tr>
<td>CP_UTF8</td>
<td>65001</td>
<td>UTF-8 code page.</td>
</tr>
</tbody>
</table>

See also

Client Terminal Properties
Constants of the MessageBox Dialog Window

This section contains return codes of the `MessageBox()` function. If a message window has a Cancel button, the function returns IDCANCEL, in case if the ESC key or the Cancel button is pressed. If there is no Cancel button in the message window, the pressing of ESC does not give any effect.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDOK</td>
<td>1</td>
<td>&quot;OK&quot; button has been pressed</td>
</tr>
<tr>
<td>IDCANCEL</td>
<td>2</td>
<td>&quot;Cancel&quot; button has been pressed</td>
</tr>
<tr>
<td>IDABORT</td>
<td>3</td>
<td>&quot;Abort&quot; button has been pressed</td>
</tr>
<tr>
<td>IDRETRY</td>
<td>4</td>
<td>&quot;Retry&quot; button has been pressed</td>
</tr>
<tr>
<td>IDIGNORE</td>
<td>5</td>
<td>&quot;Ignore&quot; button has been pressed</td>
</tr>
<tr>
<td>IDYES</td>
<td>6</td>
<td>&quot;Yes&quot; button has been pressed</td>
</tr>
<tr>
<td>IDNO</td>
<td>7</td>
<td>&quot;No&quot; button has been pressed</td>
</tr>
<tr>
<td>IDTRYAGAIN</td>
<td>10</td>
<td>&quot;Try Again&quot; button has been pressed</td>
</tr>
<tr>
<td>IDCONTINUE</td>
<td>11</td>
<td>&quot;Continue&quot; button has been pressed</td>
</tr>
</tbody>
</table>

The main flags of the `MessageBox()` function define contents and behavior of the dialog window. This value can be a combination of the following flag groups:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MB_OK</td>
<td>0x00000000</td>
<td>Message window contains only one button: OK. Default</td>
</tr>
<tr>
<td>MB_OKCANCEL</td>
<td>0x00000001</td>
<td>Message window contains two buttons: OK and Cancel</td>
</tr>
<tr>
<td>MB_ABORTRETRYIGNORE</td>
<td>0x00000002</td>
<td>Message window contains three buttons: Abort, Retry and Ignore</td>
</tr>
<tr>
<td>MB_YESNOCANCEL</td>
<td>0x00000003</td>
<td>Message window contains three buttons: Yes, No and Cancel</td>
</tr>
<tr>
<td>MB_YESNO</td>
<td>0x00000004</td>
<td>Message window contains two buttons: Yes and No</td>
</tr>
</tbody>
</table>
## Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MB_RETCANCL</td>
<td>0x00000005</td>
<td>Message window contains two buttons: Retry and Cancel</td>
</tr>
<tr>
<td>MB_CANCELTRYCONTINUE</td>
<td>0x00000006</td>
<td>Message window contains three buttons: Cancel, Try Again, Continue</td>
</tr>
</tbody>
</table>

To display an icon in the message window it is necessary to specify additional flags:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MB_ICONSTOP, MB_ICONERROR, MB_ICONHAND</td>
<td>0x00000010</td>
<td>The STOP sign icon</td>
</tr>
<tr>
<td>MB_ICONQUESTION</td>
<td>0x00000020</td>
<td>The question sign icon</td>
</tr>
<tr>
<td>MB_ICONEXCLAMATION, MB_ICONWARNING</td>
<td>0x00000030</td>
<td>The exclamation/warning sign icon</td>
</tr>
<tr>
<td>MB_ICONINFORMATION, MB_ICONASTERISK</td>
<td>0x00000040</td>
<td>The encircled i sign</td>
</tr>
</tbody>
</table>

Default buttons are defined by the following flags:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MB_DEFBUTTON1</td>
<td>0x00000000</td>
<td>The first button MB_DEFBUTTON1 - is default, if the other buttons MB_DEFBUTTON2, MB_DEFBUTTON3, or MB_DEFBUTTON4 are not specified</td>
</tr>
<tr>
<td>MB_DEFBUTTON2</td>
<td>0x00000100</td>
<td>The second button is default</td>
</tr>
<tr>
<td>MB_DEFBUTTON3</td>
<td>0x00000200</td>
<td>The third button is default</td>
</tr>
<tr>
<td>MB_DEFBUTTON4</td>
<td>0x00000300</td>
<td>The fourth button is default</td>
</tr>
</tbody>
</table>
MQL5 Programs

For the mql5-program to operate, it must be compiled (Compile button or F7 key). Compilation should pass without errors (some warnings are possible; they should be analyzed). At this process, an executable file with the same name and with EX5 extension must be created in the corresponding directory, terminal_dir\MQL5\Experts, terminal_dir\MQL5\Indicators or terminal_dir\MQL5\scripts. This file can be run.

Operating features of MQL5 programs are described in the following sections:

- **Program running** - order of calling predefined event-handlers.
- **Testing trading strategies** - operating features of MQL5 programs in the Strategy Tester.
- **Client terminal events** - description of events, which can be processed in programs.
- **Call of imported functions** - description order, allowed parameters, search details and call agreement for imported functions.
- **Runtime errors** - getting information about runtime and critical errors.

Expert Advisors, custom indicators and scripts are attached to one of opened charts by Drag’n'Drop method from the Navigator window.

For an expert Advisor to stop operating, it should be removed from a chart. To do it select “Expert list” in chart context menu, then select an Expert Advisor from list and click “Remove” button. Operation of Expert Advisors is also affected by the state of the “AutoTrading” button.

In order to stop a custom indicator, it should be removed from a chart.

Custom indicators and Expert Advisors work until they are explicitly removed from a chart; information about attached Expert Advisors and Indicators is saved between client terminal sessions.

Scripts are executed once and are deleted automatically upon operation completion or change of the current chart state, or upon client terminal shutdown. After the restart of the client terminal scripts are not started, because the information about them is not saved.

Maximum one Expert Advisor, one script and unlimited number of indicators can operate in one chart.

Services do not require to be bound to a chart to work and are designed to perform auxiliary functions. For example, in a service, you can create a custom symbol, open its chart, receive data for it in an endless loop using the network functions and constantly update it.
Program Running

Each script, each service and each Expert Advisor runs in its own separate thread. All indicators calculated on one symbol, even if they are attached to different charts, work in the same thread. Thus, all indicators on one symbol share the resources of one thread.

All other actions associated with a symbol, like processing of ticks and history synchronization, are also consistently performed in the same thread with indicators. This means that if an infinite action is performed in an indicator, all other events associated with its symbol will never be performed.

When running an Expert Advisor, make sure that it has an actual trading environment and can access the history of the required symbol and period, and synchronize data between the terminal and the server. For all these procedures, the terminal provides a start delay of no more than 5 seconds, after which the Expert Advisor will be started with available data. Therefore, in case there is no connection to the server, this may lead to a delay in the start of an Expert Advisor.

The below table contains a brief summary of MQL5 programs:

<table>
<thead>
<tr>
<th>Program</th>
<th>Running</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Service</td>
<td>A separate thread, the number of threads for services is equal to the number of services</td>
<td>A looped service cannot break running of other programs</td>
</tr>
<tr>
<td>Script</td>
<td>A separate thread, the number of threads for scripts is equal to the number of scripts</td>
<td>A looped script cannot break running of other programs</td>
</tr>
<tr>
<td>Expert Advisor</td>
<td>A separate thread, the number of threads for Expert Advisors is equal to the number of Expert Advisors</td>
<td>A looped Expert Advisor cannot break running of other programs</td>
</tr>
<tr>
<td>Indicator</td>
<td>One thread for all indicators on a symbol. The number of threads is equal to the number of symbols with indicators</td>
<td>An infinite loop in one indicator will stop all other indicators on this symbol</td>
</tr>
</tbody>
</table>

Right after a program is attached to a chart, it is uploaded to the client terminal memory, as well as global variable are initialized. If some global variable of the class type has a constructor, this constructor will be called during initialization of global variables.

After that the program is waiting for an event from the client terminal. Each mql5-program should have at least one event-handler, otherwise the loaded program will not be executed. Event handlers have predefined names, parameters and return types.

<table>
<thead>
<tr>
<th>Type</th>
<th>Function name</th>
<th>Parameters</th>
<th>Application</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>int</td>
<td>OnInit</td>
<td>none</td>
<td>Expert Advisors and indicators</td>
<td>Init event handler. It allows to use the void return type.</td>
</tr>
<tr>
<td>Type</td>
<td>Function name</td>
<td>Parameters</td>
<td>Application</td>
<td>Comment</td>
</tr>
<tr>
<td>--------</td>
<td>---------------</td>
<td>---------------------------------------------------------------------------</td>
<td>----------------------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>void</td>
<td>OnDeinit</td>
<td>const int reason</td>
<td>Expert Advisors and indicators</td>
<td>Deinit event handler.</td>
</tr>
<tr>
<td>void</td>
<td>OnStart</td>
<td>none</td>
<td>scripts and services</td>
<td>Start event handler.</td>
</tr>
<tr>
<td>int</td>
<td>OnCalculate</td>
<td>const int rates_total, const int prev_calculated, const datetime &amp;Time[], const double &amp;Open[], const double &amp;High[], const double &amp;Low[], const double &amp;Close[], const long &amp;TickVolume[], const long &amp;Volume[], const int &amp;Spread[]</td>
<td>indicators</td>
<td>Calculate event handler for all prices.</td>
</tr>
<tr>
<td>int</td>
<td>OnCalculate</td>
<td>const int rates_total, const int prev_calculated, const int begin, const double &amp;price[]</td>
<td>indicators</td>
<td>Calculate event handler on the single data array. Indicator cannot have two event handlers simultaneously. In this case the only one event handler will work on the data array.</td>
</tr>
<tr>
<td>void</td>
<td>OnTick</td>
<td>none</td>
<td>Expert Advisors</td>
<td>NewTick event handler. While the event of a new tick receipt is being processed, no other events of this type are received.</td>
</tr>
</tbody>
</table>
A client terminal sends new events to the corresponding open charts. Events can also be generated by charts (chart events) or mql5-programs (custom events). Generation of events of creation or deletion of graphical objects on a chart can be enabled or disabled by setting CHART_EVENT_OBJECT_CREATE and CHART_EVENT_OBJECT_DELETE chart properties. Each MQL5 program and each chart has its own queue of events, where all new incoming events are added.

A program receives only events from the chart it runs on. All events are processed one after another in the order they are received. If a queue already has a NewTick event, or this event is currently being processed, then the new NewTick event is not placed in the queue of the MQL5 program. Similarly, if ChartEvent is already enqueued, or this event is being processed, no new event of this kind is enqueued. The timer events are handled the same way - if the Timer event is in the queue or being handled, the new timer event is not enqueued.

Event queues have a limited but sufficient size, so that the queue overflow for well written programs is unlikely. In case of queue overflow, new events are discarded without queuing.

It is strongly recommended not to use infinite loops to handle events. Possible exceptions are scripts and services handling a single Start event.

Libraries do not handle any events.

**Functions prohibited in Indicators and Expert Advisors**

Indicators, scripts and Expert Advisors are executable programs written in MQL5. They are designed for different types of tasks. Therefore there are some restrictions on the use of certain functions, depending on the type of program. The following functions are prohibited in indicators:

- `OrderCalcMargin();`
- `OrderCalcProfit();`
MQL5 programs

- OrderCheck();
- OrderSend();
- SendFTP();
- Sleep();
- ExpertRemove();
- MessageBox().

All functions designed for indicators are prohibited in Expert Advisors and scripts:

- SetIndexBuffer();
- IndicatorSetDouble();
- IndicatorSetInteger();
- IndicatorSetString();
- PlotIndexSetDouble();
- PlotIndexSetInteger();
- PlotIndexSetString();
- PlotIndexGetInteger.

The library is not an independent program and is executed in the context of the MQL5 program that has called it: script, indicator or Expert Advisor. Accordingly, the above restrictions apply to the called library.

Functions prohibited in services

Services do not accept any events, as they are not bound to a chart. The following functions are prohibited in services:

- ExpertRemove();
- EventSetMillisecondTimer();
- EventSetTimer();
- EventKillTimer();
- SetIndexBuffer();
- IndicatorSetDouble();
- IndicatorSetInteger();
- IndicatorSetString();
- PlotIndexSetDouble();
- PlotIndexSetInteger();
- PlotIndexSetString();
- PlotIndexGetInteger;
Loading and Unloading of Indicators

Indicators are loaded in the following cases:

- an indicator is attached to a chart;
- terminal start (if the indicator was attached to the chart prior to the shutdown of the terminal);
- loading of a template (if the indicator attached to a chart is specified in the template);
- change of a profile (if the indicator is attached to one of the profile charts);
- change of a symbol and/or timeframe of a chart, to which the indicator is attached;
- change of the account to which the terminal is connected;
- after the successful recompilation of an indicator (if the indicator was attached to a chart);
- change of input parameters of the indicator.

Indicators are unloaded in the following cases:

- when detaching an indicator from a chart;
- terminal shutdown (if the indicator was attached to a chart);
- loading of a template (if an indicator is attached to a chart);
- closing of a chart, to which the indicator was attached;
- change of a profile (if the indicator is attached to one of charts of the changed profile);
- change of a symbol and/or timeframe of a chart, to which the indicator is attached;
- change of the account to which the terminal is connected;
- change of input parameters of the indicator.

Loading and Unloading of Expert Advisors

Expert Advisors are loaded in the following cases:

- when attaching an Expert Advisor to a chart;
- terminal start (if the Expert Advisor was attached to the chart prior to the shutdown of the terminal);
- loading of a template (if the Expert Advisor attached to the chart is specified in the template);
- change of a profile (if the Expert Advisor is attached to the one of the profile charts);
- connection to an account, even if the account number is the same (if the Expert Advisor was attached to the chart before the authorization of the terminal on the server).

Expert Advisors are unloaded in the following cases:

- when detaching an Expert Advisor from a chart;
- if a new Expert Advisor is attached to a chart, if another Expert Advisor has been attached already, this Expert Advisor is unloaded.
- terminal shutdown (if the Expert Advisor was attached to a chart);
- loading of a template (if an Expert Advisor is attached to the chart);
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- close of a chart, to which the Expert Advisor is attached.
- change of a profile (if the Expert Advisor is attached to one of charts of the changed profile);
- change of the account to which the terminal is connected (if the Expert Advisor was attached to the chart before the authorization of the terminal on the server);
- calling the `ExpertRemove()` function.

In case the symbol or timeframe of a chart, to which the Expert Advisor is attached, changes, Expert Advisors are not loaded or unloaded. In this case client terminal subsequently calls `OnDeinit()` handlers on the old symbol/timeframe and `OnInit()` on the new symbol/timeframe (if they are such), values of global variables and static variables are not reset. All events, which have been received for the Expert Advisor before the initialization is completed (`OnInit()` function) are skipped.

**Loading and Unloading of Scripts**

Scripts are loaded immediately after they are attached to a chart and unloaded immediately after they complete their operation. `OnInit()` and `OnDeinit()` are not called for scripts.

When a program is unloaded (deleted from a chart) the client terminal performs deinitialization of global variables and deletes the events queue. In this case deinitialization means reset of all the string-type variables, deallocation of dynamical array objects and call of their destructors if they are available.

**Loading and Unloading services**

Services are loaded right after starting the terminal if they were launched at the moment of the terminal shutdown. Services are unloaded immediately after completing their work.

Services have a single `OnStart()` handler, in which you can implement an endless data receiving and handling loop, for example creating and updating custom symbols using the network functions.

Unlike Expert Advisors, indicators and scripts, services are not bound to a specific chart, therefore a separate mechanism is provided to launch them. A new service instance is created in the Navigator using the "Add Service" command. A service instance can be launched, stopped and removed using the appropriate instance menu. To manage all instances, use the service menu.

For a better understanding of the Expert Advisor operation we recommend to compile the code of the following Expert Advisor and perform actions of load/unload, template change, symbol change, timeframe change etc:

**Example:**

```mql
//+------------------------------------------------------------------+
//|                                                   TestExpert.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

//+------------------------------------------------------------------+
//|                                                   TestExpert.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "2009, MetaQuotes Software Corp."```
class CTestClass
{
public:
    CTestClass() { Print("CTestClass constructor"); }  
~CTestClass() { Print("CTestClass destructor"); }
};
CTestClass global;

See also

Client terminal events, Event handlers
Trade Permission

Trade Automation

MQL5 language provides a special group of trade functions designed for developing automated trading systems. Programs developed for automated trading with no human intervention are called Expert Advisors or trading robots. In order to create an Expert Advisor in MetaEditor, launch MQL5 Wizard and select one of the two options:

- Expert Advisor (template) - allows you to create a template with ready-made event handling functions that should be supplemented with all necessary functionality by means of programming.
- Expert Advisor (generate) - allows you to develop a full-fledged trading robot simply by selecting the necessary modules: trading signals module, money management module and trailing stop module.

Trading functions can work only in Expert Advisors and scripts. Trading is not allowed for indicators.

Checking for Permission to Perform Automated Trading

In order to develop a reliable Expert Advisor capable of working without human intervention, it is necessary to arrange a set of important checks. First, we should programatically check if trading is allowed at all. This is a basic check that is indispensable when developing any automated system.

Checking for permission to perform automated trading in the terminal

The terminal settings provide you with an ability to allow or forbid automated trading for all programs.
You can switch automated trading option right on the terminal's Standard panel:

- ☑️ AutoTrading - automated trading enabled, trading functions in launched applications are allowed for use.
- ☑️ AutoTrading - automated trading disabled, running applications are unable to execute trading functions.

Sample check:

```plaintext
if (!TerminalInfoInteger(TERMINAL_TRADE_ALLOWED))
    Alert("Check if automated trading is allowed in the terminal settings!");
```

### Checking if trading is allowed for a certain running Expert Advisor/script

You can allow or forbid automated trading for a certain program when launching it. To do this, use the special check box in the program properties.
Sample check:

```plaintext
if(!TerminalInfoInteger(TERMINAL_TRADE_ALLOWED))
    Alert("Check if automated trading is allowed in the terminal settings!");
else
    if(!MQLInfoInteger(MQL_TRADE_ALLOWED))
        Alert("Automated trading is forbidden in the program settings for ", __FILE__);
```

**Checking if trading is allowed for any Expert Advisors/scripts for the current account**

Automated trading can be disabled at the trade server side. Sample check:

```plaintext
if(!AccountInfoInteger(ACCOUNT_TRADE_EXPERT))
    Alert("Automated trading is forbidden for the account ", AccountInfoInteger(ACCOUNT_LOGIN) " at the trade server side");
```

If automated trading is disabled for a trading account, trading operations of Expert Advisors/scripts are not executed.

**Checking if trading is allowed for the current account**

In some cases, any trading operations are disabled for a certain trading account - neither manual nor automated trading can be performed. Sample check when an investor password has been used to connect to a trading account:

```plaintext
if(!AccountInfoInteger(ACCOUNT_TRADE_ALLOWED))
    Comment("Trading is forbidden for the account ", AccountInfoInteger(ACCOUNT_LOGIN) ".
    \n    Perhaps an investor password has been used to connect to the trading
    "
    Check the terminal journal for the following entry:";
```
"\n\n", AccountInfoInteger(ACCOUNT_LOGIN), ": trading has been disabled -

AccountInfoInteger(ACCOUNT_TRADE_ALLOWED) may return \texttt{false} in the following cases:

- no connection to the trade server. That can be checked using TerminalInfoInteger(TERMINAL_CONNECTED);
- trading account switched to read-only mode (sent to the archive);
- trading on the account is disabled at the trade server side;
- connection to a trading account has been performed in Investor mode.

\textbf{See also}

Client Terminal Properties, Account Properties, Properties of a Running MQL5 Program
Client Terminal Events

Init

Immediately after the client terminal loads a program (an Expert Advisor or custom indicator) and starts the process of initialization of global variables, the Init event will be sent, which will be processed by OnInit() event handler, if there is such. This event is also generated after a financial instrument and/or chart timeframe is changed, after a program is recompiled in MetaEditor, after input parameters are changed from the setup window of an Expert Advisor or a custom indicator. An Expert Advisor is also initialized after the account is changed. The Init event is not generated for scripts.

Deinit

Before global variables are deinitialized and the program (Expert Advisor or custom indicator) is unloaded, the client terminal sends the Deinit event to the program. Deinit is also generated when the client terminal is closed, when a chart is closed, right before the security and/or timeframe is changed, at a successful program re-compilation, when input parameters are changed, and when account is changed.

The deinitialization reason can be obtained from the parameter, passed to the OnDeinit() function. The OnDeinit() function run is restricted to 2.5 seconds. If during this time the function hasn’t been completed, then it is forcibly terminated. The Deinit event is not generated for scripts.

Start

Start is a special event for launching a script or a service after loading it. It is handled by the OnStart function. The Start event is not passed to EAs and custom indicators.

NewTick

The NewTick event is generated if there are new quotes, it is processed by OnTick() of Expert Advisors attached. In case when OnTick function for the previous quote is being processed when a new quote is received, the new quote will be ignored by an Expert Advisor, because the corresponding event will not enqueued.

All new quotes that are received while the program is running are ignored until the OnTick() is completed. After that the function will run only after a new quote is received. The NewTick event is generated irrespective of whether automated trade is allowed or not (“Allow/prohibit Auto trading” button). The prohibition of automated trading denotes only that sending of trade requests from an Expert Advisor is not allowed, while the Expert Advisor keeps working.

The prohibition of automated trading by pressing the appropriate button will not stop the current execution of the OnTick() function.

Calculate

The Calculate event is generated only for indicators right after the Init event is sent and at any change of price data. It is processed by the OnCalculate function.
Timer

The Timer event is periodically generated by the client terminal for the Expert Advisor that has activated the timer by the EventSetTimer function. Usually, this function is called by OnInit. Timer event processing is performed by the OnTimer function. After the operation of the Expert Advisor is completed, it is necessary to destroy the timer using the EventKill Timer function, which is usually called in the OnDeinit function.

Trade

The Trade event is generated when a trade operation is completed on a trade server. The Trade event is handled by the OnTrade() function for the following trade operations:

- sending, modifying or removing of a pending order;
- cancellation of a pending order with not enough of money or expiration;
- activation of a pending order;
- opening, adding or closing a position (or part of the position);
- modifying of the open position (change stops - Stop Loss and/or Take Profit).

TradeTransaction

When performing some definite actions on a trade account, its state changes. Such actions include:

- Sending a trade request from any MQL5 application in the client terminal using OrderSend and OrderSendAsync functions and its further execution;
- Sending a trade request via the terminal graphical interface and its further execution;
- Pending orders and stop orders activation on the server;
- Performing operations on a trade server side.

The following trade transactions are performed as a result of these actions:

- handling a trade request;
- changing open orders;
- changing orders history;
- changing deals history;
- changing positions.

For example, when sending a market buy order, it is handled, an appropriate buy order is created for the account, the order is then executed and removed from the list of the open ones, then it is added to the orders history, an appropriate deal is added to the history and a new position is created. All these actions are trade transactions. Arrival of such a transaction at the terminal is a TradeTransaction event. This event is handled by OnTradeTransaction function.

Tester

The Tester event is generated after testing of an Expert Advisor on history data is over. The event is handled by the OnTester() function.
TesterInit

The TesterInit event is generated with the start of optimization in the strategy tester before the first optimization pass. The TesterInit event is handled by the OnTesterInit() function.

TesterPass

The TesterPass event is generated when a new data frame is received. The TesterPass event is handled by the OnTesterPass() function.

TesterDeinit

The TesterDeinit event is generated after the end of optimization of an Expert Advisor in the strategy tester. The TesterDeinit event is handled by the OnTesterDeinit() function.

ChartEvent

The ChartEvent event is generated by the client terminal when a user is working with a chart:

- keystroke, when the chart window is in focus;
- graphical object created
- graphical object deleted
- mouse press on the graphical object of the chart
- move of the graphical object using the mouse
- end of text editing in LabelEdit.

Also there is a custom event ChartEvent, which can be sent to an Expert Advisor by any mql5 program by using the EventChartCustom function. The event is processed by the OnChartEvent function.

BookEvent

The BookEvent event is generated by the client terminal after the Depth Of Market is changed; it is processed by the OnBookEvent function. To start generation of BookEvent for the specified symbol, it is necessary to subscribe the symbol to this event by using the MarketBookAdd function.

To unsubscribe from BookEvent for a specified symbol, it is necessary to call the MarketBookRelease function. The BookEvent event is a broadcasting-type event - it means that it is sufficient to subscribe just one Expert Advisor for this event, and all other Expert Advisors that have the OnBookEvent event handler, will receive it. That’s why it is necessary to analyze the symbol name, which is passed to a handler as a parameter.

See also

Event handlers, Program running
Resources

Using graphics and sound in MQL5 programs

Programs in MQL5 allow working with sound and graphic files:

- **PlaySound()** plays a sound file;
- **ObjectCreate()** allows creating user interfaces using graphical objects OBJ_BITMAP and OBJ_BITMAP_LABEL.

PlaySound()

Example of call of the PlaySound() function:

```c
void OrderSendWithAudio(MqlTradeRequest &request, MqlTradeResult &result)
{
    //--- send a request to a server
    OrderSend(request,result);
    //--- if a request is accepted, play sound Ok.wav
    if(result.retcode==TRADE_RETCODE_PLACED) PlaySound("Ok.wav");
    //--- if fails, play alarm from file timeout.wav
    else PlaySound("timeout.wav");
}
```

The example shows how to play sounds from files 'Ok.wav' and 'timeout.wav', which are included into the standard terminal package. These files are located in the folder terminal_directory\Sounds. Here terminal_directory is a folder, from which the MetaTrader 5 Client Terminal is started. The location of the terminal directory can be found out from an mql5 program in the following way:

```c
//--- Folder, in which terminal data are stored
string terminal_path=TerminalInfoString(TERMINAL_PATH);
```

You can use sound files not only from the folder terminal_directory\Sounds, but also from any subfolder located in terminal_data_directory\MQL5. You can find out the location of the terminal data directory from the terminal menu “File” -> “Open Data Folder” or using program method:

```c
//--- Folder, in which terminal data are stored
string terminal_data_path=TerminalInfoString(TERMINAL_DATA_PATH);
```

For example, if the Demo.wav sound file is located in terminal_data_directory\MQL5\Files, then call of PlaySound() should be written the following way:

```c
//--- play Demo.wav from the folder terminal_directory_data\MQL5\Files\Files\Demo.wav"
PlaySound("\Files\Demo.wav");
```

Please note that in the comment the path to the file is written using backslash "\", and in the function "\" is used.
When specifying the path, always use only the double backslash as a separator, because a single backslash is a control symbol for the compiler when dealing with constant strings and character constants in the program source code.

Call **PlaySound()** function with NULL parameter to stop playback:

```c
//--- call of PlaySound() with NULL parameter stops playback
PlaySound(NULL);
```

### ObjectCreate()

Example of an Expert Advisor, which creates a graphical label (OBJ_BITMAP_LABEL) using the **ObjectCreate()** function.

```c
string label_name="currency_label";  // name of the OBJ_BITMAP_LABEL object
string euro   ="\Images\euro.bmp";    // path to the file terminal_data_directory
string dollar ="\Images\dollar.bmp";  // path to the file terminal_data_directory

// Expert initialization function
int OnInit()
{
    //--- create a button OBJ_BITMAP_LABEL, if it hasn't been created yet
    if(ObjectFind(0,label_name)<0)
    {
        //--- trying to create object OBJ_BITMAP_LABEL
        bool created=ObjectCreate(0,label_name,OBJ_BITMAP_LABEL,0,0,0);
        if(created)
        {
            //--- link the button to the left upper corner of the chart
            ObjectSetInteger(0,label_name,OBJPROP_CORNER,CORNER_RIGHT_UPPER);
            //--- now set up the object properties
            ObjectSetInteger(0,label_name,OBJPROP_XDISTANCE,100);
            ObjectSetInteger(0,label_name,OBJPROP_YDISTANCE,50);
            //--- reset the code of the last error to 0
            ResetLastError();
            //--- download a picture to indicate the "Pressed" state of the button
            bool set=ObjectSetString(0,label_name,OBJPROP_BMPFILE,0,euro);
            //--- test the result
            if(!set)
            {
                PrintFormat("Failed to download image from file %s. Error code %d",euro,GetLastError());
            }
            ResetLastError();
            //--- download a picture to indicate the "Unpressed" state of the button
            set=ObjectSetString(0,label_name,OBJPROP_BMPFILE,1,dollar);
            if(!set)
```
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```c
{  
    PrintFormat("Failed to download image from file %s. Error code %d", dollar,  
    
    //--- send a command for a chart to refresh so that the button appears imme:
    ChartRedraw(0);
    }
else
    {
        //--- failed to create an object, notify
        PrintFormat("Failed to create object OBJ_BITMAP_LABEL. Error code %d", GetLast
    }
}  
//---
return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- delete an object from a chart
    ObjectDelete(0,label_name);
}
```

Creation and setup of the graphical object named currency_label are carried out in the OnInit() function. The paths to the graphical files are set in global variables euro and dollar, a double backslash is used for a separator:

```
string euro     ="\Images\euro.bmp";   // path to the file terminal_dara_directory\MQL5\Images.
string dollar   ="\Images\dollar.bmp";  // path to the file terminal_dara_directory\MQL5\Images.
```

The files are located in the folder terminal_data_directory\MQL5\Images.

Object OBJ_BITMAP_LABEL is actually a button, which displays one of the two images, depending on the button state (pressed or unpressed): euro.bmp or dollar.bmp.
The size of the button with a graphical interface is automatically adjusted to the size of the picture. The image is changed by a left mouse button click on the OBJ_BITMAP_LABEL object ("Disable selection" option must be checked in the properties). The OBJ_BITMAP object is created the same way - it is used for creating the background with a necessary image.

The value of the OBJPROP_BMPFILE property, which is responsible for the appearance of the objects OBJ_BITMAP and OBJ_BITMAP_LABEL, can be changed dynamically. This allows creating various interactive user interfaces for mql5 programs.

### Including resources to executable files during compilation of mql5 programs

An mql5 program may need a lot of different downloadable resources in the form of image and sound files. In order to eliminate the need to transfer all these files when moving an executable file in MQL5, the compiler’s directive `#resource` should be used:

```plaintext
#resource path_to_resource_file
```

The `#resource` command tells the compiler that the resource at the specified path `path_to_resource_file` should be included into the executable EX5 file. Thus all the necessary images and sounds can be located directly in an EX5 file, so that there is no need to transfer separately the files used in it, if you want to run the program on a different terminal. Any EX5 file can contain resources, and any EX5 program can use resources from another EX5 program.

The files in format BMP and WAV are automatically compressed before including them to an EX5 file. This denotes that in addition to the creation of complete programs in MQL5, using resources also allows to reduce the total size of necessary files when using graphics and sounds, as compared to the usual way of MQL5 program writing.

The resource file size must not exceed 128 Mb.
Search for specified resources by a compiler

A resource is inserted using the command `#resource "<path to the resource file>"`

```
#resource "<path_to_resource_file>"
```

The length of the constant string `<path_to_resource_file>` must not exceed 63 characters.

The compiler searches for a resource at the specified path in the following order:

- if the backslash `\` separator (written as `\\`) is placed at the beginning of the path, it searches for the resource relative to the directory `terminal_data_directory\MQL5`,
- if there is no backslash, it searches for the resource relative to the location of the source file, in which the resource is written.

The resource path cannot contain the substrings `..\` and `:\`.

Examples of resource inclusion:

```c
//--- correct specification of resources
#resource "\Images\euro.bmp" // euro.bmp is located in terminal_data_directory\MQL5\Images
#resource "picture.bmp" // picture.bmp is located in the same directory as the
#resource "Resource\map.bmp" // the resource is located in source_file_directory\Resources

//--- incorrect specification of resources
#resource ":picture_2.bmp" // must not contain ":
#resource ":\picture_3.bmp" // must not contain ".."
#resource "\Files\Images\Folder_First\My_panel\Labels\too_long_path.bmp" // more
```

Use of Resources

Resource name

After a resource is declared using the `#resource` directive, it can be used in any part of a program. The name of the resource is its path without a backslash at the beginning of the line, which sets the path to the resource. To use your own resource in the code, the special sign `::` should be added before the resource name.

Examples:

```c
//--- examples of resource specification and their names in comments
#resource "\Images\euro.bmp" // resource name - Images\euro.bmp
#resource "picture.bmp" // resource name - picture.bmp
#resource "Resource\map.bmp" // resource name - Resource\map.bmp
#resource "\Files\Pictures\good.bmp" // resource name - Files\Pictures\good.bmp
#resource "\Files\Demo.wav"; // resource name - Files\Demo.wav
#resource "\Sounds\thrill.wav"; // resource name - Sounds\thrill.wav
...
```

//--- utilization of resources

© 2000-2021, MetaQuotes Ltd
ObjectSetString(0, bitmap_name, OBJPROP_BMPFILE, 0, "::Images\euro.bmp");
...
ObjectSetString(0, my_bitmap, OBJPROP_BMPFILE, 0, "::picture.bmp");
...
set=ObjectSetString(0, bitmap_label, OBJPROP_BMPFILE, 1, "::Files\Pictures\good.bmp");
...
PlaySound("::Files\Demo.wav");
...
PlaySound("::Sounds\thrill.wav");

It should be noted that when setting images from a resource to the OBJ_BITMAP and OBJ_BITMAP_LABEL objects, the value of the OBJPROP_BMPFILE property cannot be modified manually. For example, for creating OBJ_BITMAP_LABEL we use resources euro.bmp and dollar.bmp.

When viewing the properties of this object, we'll see that the properties BitMap File (On) and BitMap File (Off) are dimmed and cannot be change manually:

<table>
<thead>
<tr>
<th>currency_label</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Common</strong></td>
</tr>
<tr>
<td>X-distance: 100</td>
</tr>
<tr>
<td>Y-distance: 50</td>
</tr>
<tr>
<td>Anchor: Left Upper</td>
</tr>
<tr>
<td>Corner: Right Upper</td>
</tr>
<tr>
<td>Bitmap file (On): Experts\Currency Label.ex5::Images\euro.bmp</td>
</tr>
<tr>
<td>Bitmap file (Off): Experts\Currency Label.ex5::Images\dollar.bmp</td>
</tr>
</tbody>
</table>

Using the resources of other mql5 programs

There is another advantage of using resources - in any MQL5 program, resources of another EX5 file can be used. Thus the resources from one EX5 file can be used in many other mql5 programs.

In order to use a resource name from another file, it should be specified as <path_EX5_file_name>::<resource_name>. For example, suppose the Draw_Triangles_Script.mq5 script contains a resource to an image in the file triangle.bmp:

```
#resource "::Files\triangle.bmp"
```

Then its name, for using in the script itself, will look like "Files\triangle.bmp", and in order to use it, "::" should be added to the resource name.
Working with custom indicators included as resources

One or several custom indicators may be necessary for the operation of MQL5 applications. All of them can be included into the code of an executable MQL5 program. Inclusion of indicators as resources simplifies the distribution of applications.

Below is an example of including and using SampleIndicator.ex5 custom indicator located in terminal_data_folder\MQL5\Indicators\directory:

```c
#pragma resource "\Indicators\SampleIndicator.ex5"

int handle_ind;

int OnInit()
{
    int handle_ind=iCustom(_Symbol,_Period,"::Indicators\SampleIndicator.ex5");
    if(handle_ind==INVALID_HANDLE)
    {
        Print("Expert: iCustom call: Error code=",GetLastError());
        return(INIT_FAILED);
    }
}
```
The case when a custom indicator in OnInit() function creates one or more copies of itself requires special consideration. Please keep in mind that the resource should be specified in the following way: <path_EX5_file_name>::<resource_name>.

For example, if SampleIndicator.ex5 indicator is included to SampleEA.ex5 Expert Advisor as a resource, the path to itself specified when calling iCustom() in the custom indicator’s initialization function looks the following way: "\\Experts\\SampleEA.ex5::Indicators\\SampleIndicator.ex5". When this path is set explicitly, SampleIndicator.ex5 custom indicator is rigidly connected to SampleEA.ex5 Expert Advisor losing ability to work independently.

The path to itself can be received using GetRelativeProgramPath() function. The example of its usage is provided below:

```c
//+------------------------------------------------------------------+
//|                                              SampleIndicator.mq5 |
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
// property indicator_separate_window
#property indicator_plots 0
int handle;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- the wrong way to provide a link to itself
    //--- string path="\\Experts\\SampleEA.ex5::Indicators\\SampleIndicator.ex5";
    //--- the right way to receive a link to itself
    string path=GetRelativeProgramPath();
    //--- indicator buffers mapping
    handle=iCustom(_Symbol, _Period, path, 0, 0);
    if(handle==INVALID_HANDLE)
    {
        Print("Indicator: iCustom call: Error code="",GetLastError());
        return(INIT_FAILED);
    }
    else Print("Indicator handle="",handle);
    //---
    return(INIT_SUCCEEDED);
}
//+....
//+------------------------------------------------------------------+
```
Resource variables

Resources can be declared using the resource variables and treated as if they are variables of the appropriate type. Declaration format:

```c
#define resource path_to_the_resource_file as resource_variable_type resource_variable_name
```

Sample declarations:

```c
#define resource "data.bin" as int ExtData[] // declare the numeric array contain...```
## Resource Declaration and Addressing

In case of such declaration, the resource data can be addressed only via the variable, auto addressing via "::<resource name>" does not work.

```c
#resource "data.bin" as MqlRates ExtData[] // declare the simple structures array
//--- strings
#resource "data.txt" as string ExtCode // declare the string containing the data
//--- graphical resources
#resource "image.bmp" as bitmap ExtBitmap[] // declare the one-dimensional array
#resource "image.bmp" as bitmap ExtBitmap2[][] // declare the two-dimensional array
```

```
In case of such declaration, the resource data can be addressed only via the variable, auto addressing via "::<resource name>" does not work.

```c
#resource "\Images\euro.bmp" as bitmap euro[][]
#resource "\Images\dollar.bmp"

//+------------------------------------------------------------------+
//| OBJ_BITMAP_LABEL object creation function using the resource        |
//+------------------------------------------------------------------+
void Image(string name,string rc,int x,int y)
{
    ObjectCreate(0,name,OBJ_BITMAP_LABEL,0,0,0);
    ObjectSetInteger(0,name,OBJPROP_XDISTANCE,x);
    ObjectSetInteger(0,name,OBJPROP_YDISTANCE,y);
    ObjectSetString(0,name,OBJPROP_BMPFILE,rc);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- output the size of the image [width, height] stored in euro resource variable
    Print(ArrayRange(euro,1),", ",ArrayRange(euro,0));
    //--- change the image in euro - draw the red horizontal stripe in the middle
    for(int x=0;x<ArrayRange(euro,1);x++)
        euro[ArrayRange(euro,1)/2][x]=0xFFFF0000;
    //--- create the graphical resource using the resource variable
    ResourceCreate("euro_icon",euro,ArrayRange(euro,0),ArrayRange(euro,1),0,0,ArrayRange(euro,1),0);
    //--- create the Euro graphical label object, to which the image from the euro_icon resource will be set
    Image("Euro","::euro_icon",10,40);
    //--- another method of applying the resource, we cannot draw do it
    Image("USD","::Images\dollar.bmp",15+ArrayRange(euro,1),40);
    //--- direct method of addressing the euro.bmp resource is unavailable since it has already been declared via the euro resource variable
    Image("E2","::Images\euro.bmp",20+ArrayRange(euro,1)*2,40); // execution time error
}

Script execution result - only two OBJ_BITMAP_LABEL objects out of three ones are created. The image of the first object has the red stripe in the middle.
```
An important advantage of applying the resources is that the resource files are automatically compressed before they are included into an executable EX5 file prior to compilation. Thus, using the resource variables allows you to put all necessary data directly into the executable EX5 file as well as reduce the number and total size of the files compared to the conventional way of writing MQL5 programs.

Using the resource variables is particularly convenient for publishing products in the Market.

### Features

- The special **bitmap** resource variable type informs the compiler that the resource is an image. Such variables receive the uint type.
- The **bitmap** type array resource variable may have two dimensions. In this case, the array size is defined as \([\text{image\_height} \times \text{image\_width}]\). If an array of one dimension is specified, the number of elements is equal to \(\text{image\_height} \times \text{image\_width}\).
- When downloading a 24-bit image, the **alpha channel** component is set to 255 for all the image pixels.
- When downloading a 32-bit image without the alpha channel, the alpha channel component is also set to 255 for all the image pixels.
- When downloading a 32-bit image with the alpha channel, the pixels are not processed in any way.
- The resource file size cannot exceed 128 Mb.
- The automatic encoding detection by BOM (header) presence is performed for string files. If BOM is absent, the encoding is defined by the file contents. The files in the ANSI, UTF-8 and UTF-16 encodings are supported. All strings are converted to Unicode when reading data from the files.

### OpenCL programs

Using the resource string variables may greatly facilitate the development of some programs. For example, you are able to write a code of an **OpenCL program** in a separate CL file and then include it as a string into your MQL5 program resources.
In this example, you would have had to write the entire code as a single big string if no `cl_program` resource variable had been used.

See also

ResourceCreate(), ResourceSave(), PlaySound(), ObjectSetInteger(), ChartApplyTemplate(), File Functions
Call of Imported Functions

To import functions during the execution of a mql5-program, the client terminal uses early binding. This means that if a program has call of an imported function, the corresponding module (ex5 or dll) is loaded during the program load. MQL5 and DLL libraries are executed in the thread of a calling module.

It is not recommended to use the fully specified name of the module to be loaded like Drive: \Directory\FileName.Ext. The MQL5 libraries are loaded from the terminal_dir\MQL5\Libraries folder. If the library hasn't been found, then the client terminal performs an attempt to load it from terminal_dir\experts folder.

The system libraries (DLL) are loaded by the operating system rules. If the library is already loaded (for example, another Expert Advisor, and even from another client terminal, running in parallel), then it uses requests to the library already loaded. Otherwise, it performs a search in the following sequence:

1. Directory, from which the module importing dll was started. The module here is an Expert Advisor, a script, an indicator or EX5 library;
2. Directory terminal_data_directory\MQL5\Libraries (TERMINAL_DATA_PATH\MQL5\Libraries);
3. Directory, from which the MetaTrader 5 client terminal was started;
4. System directory;
5. Windows directory;
6. Current directory;
7. Directories listed in the PATH system variable.

If the DLL library uses another DLL in its work, the first one cannot be loaded in case when there is no second DLL.

Before an Expert Advisor (script, indicator) is loaded, a common list of all EX5 library modules is formed. It's going to be used both from a loaded Expert Advisor (script, indicator) and from libraries of this list. Thus the one-time loading of many times used EX5 library modules is needed. Libraries use predefined variables of the Expert Advisor (script, indicator) they were called by.

The imported library EX5 is searched for in the following sequence:

1. Directory, path to which is set relative to the directory of the Expert Advisor (script, indicator) that imports EX5;
2. Directory terminal_data_directory\MQL5\Libraries;
3. Directory MQL5\Libraries in the common directory of all MetaTrader 5 client terminals (Common\MQL5\Libraries).

Functions imported DLL into a mql5-program must ensure the Windows API calls agreement. To ensure such an agreement, in the source text of programs written in C or C++, use the keyword __stdcall, which is specific to the Microsoft(r) compilers. This agreement is characterized by the following:

- caller (in our case it is a mql5-program) should "see" a prototype of a function called (imported from the DLL), in order to properly combine parameters to a stack;
- caller (in our case it is a mql5-program) puts parameters to the stack in a reverse order, from right to left - in this order an imported function reads parameters passed to it;
- parameters are passed by value, except those explicitly passed by reference (in our case strings)
• An imported function cleans the stack independently by reading parameters passed to it. When describing the prototype of an imported function, default parameters can be used.

If the corresponding library is unable to load, or there is a prohibition on the DLL use, or the imported function is not found - the Expert Advisor stops its operation with the appropriate message "Expert Advisor stopped" in the Journal (log file). In this case the Expert Advisor will not run until it is reinitialized. An Expert Advisor can be reinitialized as a result of recompilation or after the table of its properties is opened and OK is pressed.

**Passing Parameters**

All parameters of *simple types* are passed by values unless it is explicitly indicated that they are passed by reference. When a *string* is passed, the address of the buffer of the copied string is passed; if a string is passed by reference, the address of the buffer of this string without copying it is passed to the function imported from DLL.

*Structures* that contain dynamic arrays, strings, classes, other complex structures, as well as static or *dynamic arrays* of the enumerated objects, can't be passed as a parameter to an imported function.

When passing an array to DLL, the address of the beginning of the data buffer is always passed (irrespective of the *AS_SERIES* flag). A function inside a DLL knows nothing about the *AS_SERIES* flag, the passed array is a static array of an undefined length; an additional parameter should be used for specifying the array size.
Runtime Errors

The executing subsystem of the client terminal has an opportunity to save the error code in case it occurs during a MQL5 program run. There is a predefined variable _LastError for each executable MQL5 program.

Before starting the OnInit function, the _LastError variable is reset. In case an erroneous situation occurs during calculations or in the process of internal function calls, the _LastError variable accepts a corresponding error code. The value stored in this variable can be obtained using the GetLastError() function.

There are several critical errors in case of which a program is terminated immediately:

- division by zero
- going beyond array boundary
- using an incorrect object pointer
Testing Trading Strategies

The idea of automated trading is appealing by the fact that the trading robot can work non-stop for 24 hours a day, seven days a week. The robot does not get tired, doubtful or scared, it’s is totally free from any psychological problems. It is sufficient enough to clearly formalize the trading rules and implement them in the algorithms, and the robot is ready to work tirelessly. But first, you must make sure that the following two important conditions are met:

- The Expert Advisor performs trading operations in accordance with the rules of the trading system;
- The trading strategy, implemented in the EA, demonstrates a profit on the history.

To get answers to these questions, we turn to the Strategy Tester, included in the MetaTrader 5 client terminal.

This section covers the features of program testing and optimization in the strategy tester:

- Function Limitations in the Strategy Tester
- Tick Generation Modes
- Simulation of spread
- Using real ticks during a test
- The Global Variables of the Client Terminal
- The Calculation of Indicators During Testing
- Loading History during Testing
- Multi-Currency Testing
- Simulation of Time in the Strategy Tester
- Graphical Objects in Testing
- The OnTimer() Function in the Strategy Tester
- The Sleep() Function in the Strategy Tester
- Using the Strategy Tester for Optimization Problems in Mathematical Calculations
- The Synchronization of Bars in the "Open prices only" mode
- The IndicatorRelease() function in the Tester
- Event Handling in the Tester
- Testing Agents
- The Data Exchange between the Terminal and the Agent
- Using the Shared Folder of All of the Client Terminals
- Using DLLs

Function Limitations in the Strategy Tester

There are operation limitations for some functions in the client terminal’s Strategy Tester.

The Comment(), Print() and PrintFormat() Functions
To increase performance Comment(), Print() and PrintFormat() functions are not executed when optimizing the robot's parameters. The exception is the use of these functions inside the OnInit() handler. This allows you to easily find the cause of errors when they occur.

The Alert(), MessageBox(), PlaySound(), SendFTP, SendMail(), SendNotification(), WebRequest() Functions

The Alert(), MessageBox(), PlaySound(), SendFTP(), SendMail(), SendNotification() and WebRequest() functions designed for interaction with the "outside world" are not executed in the Strategy Tester.

Tick Generation Modes

An Expert Advisor is a program, written in MQL5, that is run each time in response to some external event. The EA has a corresponding function (event handler) for each pre-defined event.

The NewTick event (price change) is the main event for the EA and, therefore, we need to generate a tick sequence to test the EA. There are 3 modes of tick generation implemented in the Strategy Tester of MetaTrader 5 client terminal:

- Every tick
- 1 Minute OHLC (OHLC prices with minute bars)
- Open prices only

The basic and the most detailed is the "Every tick" mode, the other two modes are the simplifications of the basic one, and will be described in comparison to the "Every tick" mode. Consider all three modes in order to understand the differences between them.

"Every Tick"

The historical quotes data for financial instruments is transferred from the trading server to the MetaTrader 5 client terminal in the form of packed minute bars. Detailed information on the occurrence of requests and the construction of the required time-frames can be obtained from the Organizing Data Access chapter of MQL5 Reference.

The minimal element of the price history is the minute bar, from which you can obtain information on the four values of the price:

- Open - the price at which the minute bar was opened;
- High - the maximum that was achieved during this minute bar;
- Low - the minimum that was achieved during this minute bar;
- Close - the closing price of the bar.

The new minute bar is not opened at the moment when the new minute begins (number of seconds becomes equal to 0), but when a tick occurs - a price change by at least one point. The figure shows the first minute bar of the new trading week, which has the opening time of 2011.01.10 00:00. The price gap between Friday and Monday, which we see on the chart, is common, since currency rates fluctuates even on weekends in response to incoming news.
For this bar, we only know that the minute bar was opened on January 10th 2011 at 00 hours 00 minutes, but we know nothing about the seconds. It could have been opened at 00:00:12 or 00:00:36 (12 or 36 seconds after the start of a new day) or any other time within that minute. But we do know that the Open price of EURUSD was at 1.28940 at the opening time of the new minute bar.

We also don't know (accurate within a second) when we received the tick corresponding to the closing price of the considered minute bar. We known only one thing - the last Close price of the minute bar. For this minute, the price was 1.28958. The time of the appearance of High and Low prices is also unknown, but we know that the maximum and minimum prices were on the levels of 1.28958 and 1.28940, respectively.

To test the trading strategy, we need a sequence of ticks, on which the work of the Expert Advisor will be simulated. Thus, for every minute bar, we know the 4 control points, where the price has definitely been. If a bar has only 4 ticks, then this is enough information to perform a testing, but usually the tick volume is greater than 4.

Hence, there is a need to generate additional control points for ticks, which occurred between the Open, High, Low, and Close prices. The principle of the "Every tick" ticks generation mode is described in the The Algorithm of Ticks' Generation within the Strategy Tester of the MetaTrader 5 Terminal a figure from which is presented below.
When testing in the "Every tick" mode, the OnTick() function of the EA will be called at every control point. Each control point is a tick from a generated sequence. The EA will receive the time and price of the simulated tick, just as it would when working online.

Important: the "Every tick" testing mode is the most accurate, but at the same time, the most time consuming. For an initial testing of the majority of trading strategies, it is usually sufficient to use one of the other two testing modes.

"1 Minute OHLC"

The "Every tick" mode is the most accurate of the three modes, but at the same time, is the slowest. The running of the OnTick() handler occurs at every tick, while tick volume can be quite large. For a strategy, in which the tick sequence of price movement throughout the bar, does not matter, there is a faster and rougher simulation mode - "1 minute OHLC".

In the "1 minute OHLC" mode, the tick sequence is constructed only by the OHLC prices of the minute bars, the number of the generated control points is significantly reduced - hence, so is the testing time. The launch of the OnTick() function is performed on all control points, which are constructed by the prices of OHLC minute bars.

The refusal to generate additional intermediate ticks between the Open, High, Low, and Close prices, leads to an appearance of rigid determinism in the development of prices, from the moment that the Open price is determined. This makes it possible to create a "Testing Grail", which shows a nice upward graph of the testing balance.

An example of such Grail is presented in the CodeBase - Grr-al.
The figure shows a very attractive graph of this EA testing. How was it obtained? We know 4 prices for a minute bar, and we also know that the first is the Open price, and the last is the Close price. We have the High and Low prices between them, and the sequence of their occurrence is unknown, but it is known, that the High price is greater than or equal to the Open price (and the Low price is less than or equal to the Open price).

It is sufficient enough to determine the moment of receiving the Open price, and then analyze the next tick in order to determine what price we have at the moment - either the High or the Low. If the price is below the Open price, then we have a Low price and buy at this tick, the next tick will correspond to the High price, at which we will close the buy and open for sell. The next tick is the last one, this is the Close price, and we close the sale on it.

If after the price, we receive a tick with a price greater than the opening price, then the sequence of deals is reversed. Process a minute bar in this "cheat" mode, and wait for the next one.

When testing such EA on the history, everything goes smoothly, but once we launch it online, the truth begins to get revealed - the balance line remains steady, but heads downwards. To expose this trick, we simply need to run the EA in the "Every tick" mode.

**Note:** If the test results of the EA in the rough testing modes ("1 minute OHLC" and "Open Prices only") seem too good, make sure to test it in the "Every tick" mode.

"Open Prices Only"

In this mode ticks are generated based on the OHLC prices of the timeframe selected for testing. The OnTick() function of the Expert Advisor runs only at the beginning of the bar at the Open price. Due to this feature, stop levels and pending may trigger at a price that differs from the specified one (especially when testing on higher timeframes). Instead, we have an opportunity to quickly run an evaluation test of the Expert Advisor.

W1 and MN1 periods are the exceptions in the "Open Price Only" ticks generation mode: for these timeframes ticks are generated for the OHLC prices of each day, not OHLC prices of the week or month.

Suppose we test an Expert Advisor on EURUSD H1 in the "Open Prices Only" mode. In this case the total number of ticks (control points) will be no more than 4*number of one-hour bars within the tested interval. But the OnTick() handler is called only at the opening of the one-hour bar. The checks required for a correct testing occur on the rest of the ticks (that are "hidden" from the EA).

- The calculation of margin requirements;
- The triggering of Stop Loss and Take Profit levels;
- The triggering of pending orders;
- The removal of expired pending orders.

If there are no open positions or pending orders, we don't need to perform these checks on hidden ticks, and the increase of speed may be quite substantial. This "Open prices only" mode is well suited for testing strategies, which process deals only at the opening of the bar and do not use pending orders, as well as StopLoss and TakeProfit orders. For the class of such strategies, the necessary accuracy of testing is preserved.

Let's use the Moving Average Expert Advisor from the standard package as an example of an EA, which can be tested in any mode. The logic of this EA is built in such a way that all of the decisions are made at the opening of the bar, and deals are carried out immediately, without the use of pending orders.

Run a testing of the EA on EURUSD H1 on an interval from 2010.09.01 to 2010.12.31, and compare the graphs. The figure shows the balance graph from the test report for all of the three modes.

As you can see, the graphs on different testing modes are exactly the same for the Moving Average EA from the standard package.

There are some limitations on the "Open Prices Only" mode:
- You cannot use the Random Delay execution mode.
- In the tested Expert Advisor, you cannot access data of the timeframe lower than that used for testing/optimization. For example, if you run testing/optimization on the H1 period, you can access data of H2, H3, H4 etc., but not M30, M20, M10 etc. In addition, the higher timeframes that are accessed must be multiple of the testing timeframe. For example, if you run testing in M20, you cannot access data of M30, but it is possible to access H1. These limitations are connected with the impossibility to obtain data of lower or non-multiple timeframes out of the bars generated during testing/optimization.
Limitations on accessing data of other timeframes also apply to other symbols whose data are used by the Expert Advisor. In this case the limitation for each symbol depends on the first timeframe accessed during testing/optimization. Suppose, during testing on EURUSD H1, an Expert Advisor accesses data of GBPUSD M20. In this case the Expert Advisor will be able to further use data of EURUSD H1, H2, etc., as well as GBPUSD M20, H1, H2 etc.

**Note:** The "Open prices only" mode has the fastest testing time, but it is not suitable for all of the trading strategies. Select the desired test mode based on the characteristics of the trading system.

To conclude the section on the tick generation modes, let's consider a visual comparison of the different tick generation modes for EURUSD, for two M15 bars on an interval from 2011.01.11 21:00:00 - 2011.01.11 21:30:00.

The ticks were saved into different files using the WriteTicksFromTester.mq5 EA and the ending of these files names are specified in filenameEveryTick, filenameOHLC and filenameOpenPrice input parameters.

<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
<th>Start</th>
<th>Step</th>
<th>Stop</th>
<th>Steps</th>
</tr>
</thead>
<tbody>
<tr>
<td>start</td>
<td>2011.01.11 21:00:00</td>
<td>2011.01.11 21:00:00</td>
<td>1</td>
<td>2380.04.19 18:00:00</td>
<td>2380.04.19 23:00:00</td>
</tr>
<tr>
<td>end</td>
<td>2011.01.11 21:30:00</td>
<td>2011.01.11 21:30:00</td>
<td>1</td>
<td>2380.04.19 18:00:00</td>
<td>2380.04.19 23:00:00</td>
</tr>
<tr>
<td>filenameEveryTick</td>
<td>everytick.csv</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>filenameOHLC</td>
<td>ohlc.csv</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>filenameOpenPrice</td>
<td>openprice.csv</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To obtain three files with three tick sequences (for each of the following modes "Every tick", "1 minute OHLC" and "Open prices only"), the EA was launched three times in the corresponding modes, in single runs. Then, the data from these three files were displayed on the chart using the TicksFromTester.mq5 indicator. The indicator code is attached to this article.
By default, all of the file operations in the MQL5 language are made within the "file sandbox", and during testing the EA has access only to its own "file sandbox". In order for the indicator and the EA to work with files from one folder during testing, we used the flag FILE_COMMON. An example of code from the EA:

```c++
//--- open the file
file=FileOpen(filename,FILE_WRITE|FILE_CSV|FILE_COMMON,";");  
//--- check file handle
if(file==INVALID_HANDLE)
{
    PrintFormat("Error in opening of file %s for writing. Error code=%d",filename,GetLastError());
    return;
}
else
{
    PrintFormat("The file will be created in %s folder",TerminalInfoString(TERMINAL_DATA_PATH));
}
```

For reading the data in the indicator, we also used the flag FILE_COMMON. This allowed us to avoid manually transferring the necessary files from one folder to another.

```c++
//--- open the file
int file=FileOpen(fname,FILE_READ|FILE_CSV|FILE_COMMON,";");  
//--- check file handle
if(file==INVALID_HANDLE)
{
    PrintFormat("Error in open of file %s for reading. Error code=%d",fname,GetLastError());
    return;
}
else
{
```
Simulation of spread

The price difference between the Bid and the Ask prices is called the spread. During testing, the spread is not modeled but is taken from historical data. If the spread is less than or equal to zero in the historical data, then the last known (at the moment of generation) spread is used by testing agent.

In the Strategy Tester, the spread is always considered floating. That is, `SymbolInfoInteger(symbol, SYMBOL_SPREAD_FLOAT)` always returns true.

In addition, the historical data contains tick values and trading volumes. For the storage and retrieval of data we use a special `MqlRates` structure:

```c
struct MqlRates
{
    datetime time;     // Period start time
    double open;       // Open price
    double high;       // The highest price of the period
    double low;        // The lowest price of the period
    double close;      // Close price
    long tick_volume;  // Tick volume
    int spread;        // Spread
    long real_volume;  // Trade volume
};
```

Using real ticks during a test

Testing and optimization on real ticks are as close to real conditions as possible. Instead of generated ticks based on minute data, it is possible to use real ticks accumulated by a broker. These are ticks from exchanges and liquidity providers.

To ensure the greatest test accuracy, minute bars are also used in the real ticks mode. The bars are applied to check and correct tick data. This also allows you to avoid the divergence of charts in the tester and the client terminal.

The tester compares the tick data to the minute bar parameters: a tick should not exceed the bar’s High/Low levels, also initial and final ticks should coincide with the bar’s Open/Close prices. The volume is compared as well. If a mismatch is detected, all ticks corresponding to this minute bar are discarded. Generated ticks are used instead (like in the “Every tick” mode).

If a symbol history has a minute bar with no tick data for it, the tester generates ticks in the “Every tick” mode. This allows plotting a correct chart in the tester in case a broker's tick data is insufficient.

If a symbol history has no minute bar but the appropriate tick data for the minute is present, the data can be used in the tester. For example, exchange symbol pairs are formed using Last prices. If only ticks with Bid/Ask prices without the Last price arrive from the server, the bar is not generated. The tester uses these tick data since they do not contradict the minute ones.
Tick data may not coincide with minute bars for various reasons, for example because of connection losses or other failures when transmitting data from a source to the client terminal. The minute data is considered more reliable during tests.

Keep in mind the following features when testing on real ticks:

- When launching a test, the minute data on a symbol is synchronized along with the tick one.
- Ticks are stored in the symbol cache of the strategy tester. The cache size does not exceed 128 000 ticks. When new ticks arrive, the oldest data is removed from the cache. However, the `CopyTicks` function allows receiving ticks outside the cache (only when testing on real ticks). In that case, the data is requested from the tester tick database that is completely similar to the corresponding client terminal database. No minute bar corrections are implemented to this base. Therefore, the ticks there may differ from the ones stored in the cache.

**The Global Variables of the Client Terminal**

During testing, the global variables of the client terminal are also emulated, but they are not related to the current global variables of the terminal, which can be seen in the terminal using the F3 button. It means that all operations with the global variables of the terminal, during testing, take place outside of the client terminal (in the testing agent).

**The Calculation of Indicators During Testing**

In the real-time mode, the indicator values are calculated at every tick. The Strategy Tester adopted a cost-effective model for calculating indicators - indicators are recalculated only immediately before the running of the EA. It means that the recalculation of the indicators is done before the call of the `OnTick()`, `OnTrade()` and `OnTimer()` functions.

It does not matter whether or not there is a call for the indicator in a specific event handler. All the indicators with handles created by the `iCustom()` or `IndicatorCreate()` functions will be recalculated before calling the event handler.

Consequently, when testing in the “Every tick” mode, the calculation of the indicators takes place before the call of `OnTick()` function.

If the timer is on in the EA, using the `EventSetTimer()` function, then the indicators will be recalculated before each call of the `OnTimer()` handler. Therefore, the testing time can be greatly increased with the use of an indicators, written in a non-optimal way.

**Loading History during Testing**

The history of a symbol to be tested is synchronized and loaded by the terminal from the trade server before starting the testing process. During the first time, the terminal loads all available history of a symbol in order not to request it later. Further only the new data are loaded.

A testing agent receives the history of a symbol to be tested from the client terminal right after the start of testing. If data of other instruments are used in the process of testing (for example, it is a multicurrency Expert Advisor), the testing agent requests the required history from the client terminal during the first call to such data. If historical data are available in the terminal, they are immediately...
passed to the testing agent. If data are not available, the terminal requests and downloads them from the server, and then passes to the testing agent.

Data of additional instruments is also required for calculating cross-rates for trade operations. For example, when testing a strategy on EURCHF with the deposit currency in USD, prior to processing the first trading operation, the testing agent requests the history data of EURUSD and USDCHF from the client terminal, though the strategy does not contain direct use call of these symbols.

Before testing a multi-currency strategy, it is recommended to download all the necessary historical data to the client terminal. This will help to avoid delays in testing/optimization associated with download of the required data. You can download history, for example, by opening the appropriate charts and scrolling them to the history beginning. An example of forced loading of history into the terminal is available in the Organizing Access to Data section of the MQL5 Reference.

Testing agents, in turn, receive history from the terminal in the packed form. During the next testing, the tester does not load history from the terminal, because the required data is available since the previous run of the tester.

- The terminal loads history from a trade server only once, the first time the agent requests the history of a symbol to be tested from the terminal. The history is loaded in a packed form to reduce the traffic.
-Ticks are not sent over the network, they are generated on testing agents.

Multi-Currency Testing

The Strategy Tester allows us to perform a testing of strategies, trading on multiple symbols. Such EAs are conventionally referred to as multi-currency Expert Advisors, since originally, in the previous platforms, testing was performed only for a single symbol. In the Strategy Tester of the MetaTrader 5 terminal, we can model trading for all of the available symbols.

The tester loads the history of the used symbols from the client terminal (not from the trade server!) automatically during the first call of the symbol data.

The testing agent downloads only the missing history, with a small margin to provide the necessary data on the history, for the calculation of the indicators at the starting time of testing. For the time-frames D1 and less, the minimum volume of the downloaded history is one year.

Thus, if we run a testing on an interval 2010.11.01-2010.12.01 (testing for an interval of one month) with a period of M15 (each bar is equal to 15 minutes), then the terminal will be requested the history for the instrument for the entire year of 2010. For the weekly time-frame, we will request a history of 100 bars, which is about two years (a year has 52 weeks). For testing on a monthly time-frame the agent will request the history of 8 years (12 months x 8 years = 96 months).

If there isn't necessary bars, the starting date of testing will be automatically shifted from past to present to provide the necessary reserve of bars before the testing.

During testing, the “Market Watch” is emulated as well, from which one can obtain information on symbols.
By default, at the beginning of testing, there is only one symbol in the “Market Watch” of the Strategy Tester - the symbol that the testing is running on. All of the necessary symbols are connected to the “Market Watch” of the Strategy Tester (not terminal!) automatically when referred to.

Prior to starting testing of a multi-currency Expert Advisor, it is necessary to select symbols required for testing in the “Market Watch” of the terminal and load the required data. During the first call of a “foreign” symbol, its history will be automatically synchronized between the testing agent and the client terminal. A “foreign” symbol is the symbol other than that on which testing is running.

Referral to the data of an “other” symbol occurs in the following cases:

- When using the technical indicators function and IndicatorCreate() on the symbol/timeframe;
- The request to the “Market Watch” data for the other symbol:
  1. SeriesInfoInteger
  2. Bars
  3. SymbolSelect
  4. SymbolsSynchronized
  5. SymbolInfoDouble
  6. SymbolInfoInteger
  7. SymbolInfoString
  8. SymbolInfoTick
  9. SymbolInfoSessionQuote
  10. SymbolInfoSessionTrade
  11. MarketBookAdd
  12. MarketBookGet
- Request of the time-series for a symbol/timeframe by using the following functions:
  1. CopyBuffer
  2. CopyRates
  3. CopyTime
  4. CopyOpen
  5. CopyHigh
  6. CopyLow
  7. CopyClose
  8. CopyTickVolume
  9. CopyRealVolume
  10. CopySpread

At the moment of the first call to an “other” symbol, the testing process is stopped and the history is downloaded for the symbol/timeframe, from the terminal to the testing agent. At the same time, the generation of tick sequence for this symbol is made.
An individual tick sequence is generated for each symbol, according to the selected tick generation mode. You can also request the history explicitly for the desired symbols by calling the SymbolSelect() in the OnInit() handler - the downloading of the history will be made immediately prior to the testing of the Expert Advisor.

Thus, it does not require any extra effort to perform multi-currency testing in the MetaTrader 5 client terminal. Just open the charts of the appropriate symbols in the client terminal. The history will be automatically uploaded from the trading server for all the required symbols, provided that it contains this data.

Simulation of Time in the Strategy Tester

During testing, the local time TimeLocal() is always equal to the server time TimeTradeServer(). In turn, the server time is always equal to the time corresponding to the GMT time - TimeGMT(). This way, all of these functions display the same time during testing.

The lack of a difference between the GMT, the Local, and the server time in the Strategy Tester is done deliberately in case there is no connection to the server. The test results should always be the same, regardless of whether or not there is a connection. Information about the server time is not stored locally, and is taken from the server.

Graphical Objects in Testing

During testing/optimization graphical objects are not plotted. Thus, when referring to the properties of a created object during testing/optimization, an Expert Advisor will receive zero values.

This limitation does not apply to testing in visual mode.

The OnTimer() Function in the Strategy Tester

MQL5 provides the opportunity for handling timer events. The call of the OnTimer() handler is done regardless of the test mode. This means that if a test is running in the "Opening prices only" mode for the period H4, and the EA has a timer set to a call per second, then at the opening of each H4 bar, the OnTic() handler will be called one time, and the OnTimer() handler will be called 14400 times (3600 seconds * 4 hours). The amount by which the testing time of the EA will be increased depends on the logic of the EA.

To check the dependence of the testing time from the given frequency of the timer, we have created a simple EA without any trading operations.

```mql5
//--- input parameters
input int timer=1; // timer value, sec
input bool timer_switch_on=true; // timer on

// Expert initialization function
int OnInit()
{
  //--- run the timer if timer_switch_on==true
  if(timer_switch_on)
  {
    //---...
MQL5 programs

```c
{
    EventSetTimer(timer);
}

//---
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                               |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- stop the timer
    EventKillTimer();
}
//+------------------------------------------------------------------+
//| Timer function                                                  |
//+------------------------------------------------------------------+
void OnTimer()
{
    //---
    // take no actions, the body of the handler is empty
}
//+------------------------------------------------------------------+
```

Testing time measurements were taken at different values of the timer parameter (periodicity of the Timer event). On the obtained data, we plot a testing time as function of Timer period.

![Graph showing testing time as a function of Timer period](image)

It can be clearly seen that the smaller is the parameter timer, during the initialization of the `EventSetTimer` Timer function, the smaller is the period (Period) between the calls of the `OnTimer()` handler, and the larger is the testing time $T$, under the same other conditions.

**The Sleep() Function in the Strategy Tester**
The `Sleep()` function allows the EA or script to suspend the execution of the mql5-program for a while, when working on the graph. This can be useful when requesting data, which is not ready at the time of the request and you need to wait until it is ready. A detailed example of using the `Sleep()` function can be found in the section Organizing Data Access.

The testing process is not lingered by the `Sleep()` calls. When you call the `Sleep()`, the generated ticks are “played” within a specified delay, which may result in the triggering of pending orders, stops, etc. After a `Sleep()` call, the simulated time in the Strategy Tester increases by an interval, specified in the parameter of the `Sleep` function.

If as a result of the execution of the `Sleep()` function, the current time in the Strategy Tester went over the testing period, then you will receive an error “Infinite Sleep loop detected while testing”. If you receive this error, the test results are not rejected, all of the computations are performed in their full volume (the number of deals, subsidence, etc.), and the results of this testing are passed on to the terminal.

The `Sleep()` function will not work in `OnDeinit()`, since after it is called, the testing time will be guaranteed to surpass the range of the testing interval.

### Using the Strategy Tester for Optimization Problems in Mathematical Calculations

The tester in the MetaTrader 5 terminal can be used, not only to testing trading strategies, but also for mathematical calculations. To use it, it’s necessary to select the “Math calculations” mode:
In this case, only three functions will be called: OnInit(), OnTester(), OnDeinit(). In "Math calculations" mode the Strategy Tester doesn't generate any ticks and download the history.

The Strategy Tester works in "Math calculations" mode also if you specify the starting date greater than ending date.

When using the tester to solve mathematical problems, the uploading of the history and the generation of ticks does not occur.

A typical mathematical problem for solving in the MetaTrader 5 Strategy Tester - searching for an extremum of a function with many variables.

To solve it we need to:

- The calculation of function value should be located in OnTester() function;
- The function parameters must be defined as input-variables of the Expert Advisor;

Compile the EA, open the "Strategy Tester" window. In the "Input parameters" tab, select the required input variables, and define the set of parameter values by specifying the start, stop and step values for each of the function variables.

Select the optimization type - "Slow complete algorithm" (full search of parameters space) or "Fast genetic based algorithm". For a simple search of the extremum of the function, it is better to choose a fast optimization, but if you want to calculate the values for the entire set of variables, then it is best to use the slow optimization.

Select "Math calculation" mode and using the "Start" button, run the optimization procedure. Note that during the optimization the Strategy Tester will search for the maximum values of the OnTester function. To find a local minimum, return the inverse of the computed function value from the OnTester function:

```
return(1/function_value);
```

It is necessary to check that the function_value is not equal to zero, since otherwise we can obtain a critical error of dividing by zero.

There is another way, it is more convenient and does not distort the results of optimization, it was suggested by the readers of this article:

```
return(-function_value);
```
This option does not require the checking of the function_value for being equal to zero, and the surface of the optimization results in a 3D-representation has the same shape. The only difference is that it is mirrored comparing to the original.

As an example, we provide the sink() function:

\[
s\text{ink}(x;y) = \sin (x^2 + y^2)
\]

The code of the EA for finding the extremum of this function is placed into the OnTester():

```mql5
//+------------------------------------------------------------------+
//|                                                         Sink.mq5 |
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2011, MetaQuotes Software Corp."
#
property link "https://www.mql5.com"
#
property version "1.00"
//--- input parameters
input double x=-3.0; // start=-3, step=0.05, stop=3
input double y=-3.0; // start=-3, step=0.05, stop=3
//+------------------------------------------------------------------+
//| Tester function                                                  |
//+------------------------------------------------------------------+
double OnTester()
{
    double sink=MathSin(x*x+y*y);
    //---
    return(sink);
}
//+------------------------------------------------------------------+
```

Perform an optimization and see the optimization results in the form of a 2D graph.
The better the value is for a given pair of parameters \((x, y)\), the more saturated the color is. As was expected from the view of the form of the \(\sin k()\) formula, its values forms concentric circles with a center at \((0,0)\). One can see in the 3D-graph, that the \(\sin k()\) function has no single global extremum:

**The Synchronization of Bars in the "Open prices only" mode**

The tester in the MetaTrader 5 client terminal allows us to check the so-called "multi-currency" EAs. A multi-currency EA - is an EA that trades on two or more symbols.

The testing of strategies, that are trading on multiple symbols, imposes a few additional technical requirements on the tester:
The generation of ticks for these symbols;
The calculation of indicator values for these symbols;
The calculation of margin requirements for these symbols;
The synchronization of generated tick sequences for all trading symbols.

The Strategy Tester generates and plays a tick sequence for each instrument in accordance with the selected trading mode. At the same time, a new bar for each symbol is opened, regardless of how the bar opened on another symbol. This means that when testing a multi-currency EA, a situation may occur (and often does), when for one instrument a new bar has already opened, and for the other it has not. Thus, in testing, everything happens just like in reality.

This authentic simulation of the history in the tester does not cause any problems as long as the “Every tick” and “1 minute OHLC” testing modes are used. For these modes, enough ticks are generated for one candlestick, to be able to wait until the synchronization of bars from different symbols takes place. But how do we test multi-currency strategies in the “Open prices only” mode, if the synchronization of bars on trading instruments is mandatory? In this mode, the EA is called only on one tick, which corresponds to the time of the opening of the bars.

Well illustrate it on an example: we are testing an EA on the EURUSD, and a new H1 candlestick has been opened on EURUSD. We can easily recognize this fact - while testing in the “Open prices only” mode, the NewTick event corresponds to the moment of a bar opening on the tested period. But there is no guarantee that the new candlestick was opened on the USDJPY symbol, which is used in the EA.

Under normal circumstances, it is sufficient enough to complete the work of the OnTick() function and to check for the emergence of a new bar on USDJPY at the next tick. But when testing in the “Open prices only” mode, there will be no other tick, and so it may seem that this mode is not fit for testing multi-currency EAs. But this is not so - do not forget that the tester in MetaTrader 5 behaves just as it would in real life. You can wait until a new bar is opened on another symbols using the function Sleep()!

The code of the EA Synchronize_Bars_Use_Sleep.mq5, which shows an example of the synchronization of bars in the "Open prices only" mode:

```mql5
//+------------------------------------------------------------------+
//|                                   Synchronize_Bars_Use_Sleep.mq5 |
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

//--- input parameters
input string other_symbol="USDJPY";

//--- Expert initialization function

int OnInit()
{
    //--- check symbol
    if(_Symbol==other_symbol)
    {
```

© 2000-2021, MetaQuotes Ltd
PrintFormat("You have to specify the other symbol in input parameters or select
//--- forced stop testing
return(INIT_PARAMETERS_INCORRECT);
}
//---
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
//--- static variable, used for storage of last bar time
static datetime last_bar_time=0;
//--- sync flag
static bool synchronized=false;
//--- if static variable isn't initialized
if(last_bar_time==0)
{
//--- it's first call, save bar time and exit
last_bar_time=(datetime)SeriesInfoInteger(_Symbol,Period(),SERIES_LASTBAR_DATE);
PrintFormat("The last_bar_time variable is initialized with value %s",TimeToString(_Symbol),last_bar_time);
}
//--- get open time of the last bar of chart symbol
datetime curr_time=(datetime)SeriesInfoInteger(_Symbol,Period(),SERIES_LASTBAR_DATE);
//--- if times aren't equal
if(curr_time!=last_bar_time)
{
//--- save open bar time to the static variable
last_bar_time=curr_time;
//--- not synchronized
synchronized=false;
//--- print message
PrintFormat("A new bar has appeared on symbol %s at %s",_Symbol,TimeToString(curr_time));
}
//--- open time of the other symbol's bar
datetime other_time;
//--- loop until the open time of other symbol become equal to curr_time
while(!(curr_time=={datetime}SeriesInfoInteger(other_symbol,Period(),SERIES_LASTBAR_DATE))
{
PrintFormat("Waiting 5 seconds..");
//--- wait 5 seconds and call SeriesInfoInteger(other_symbol,Period(),SERIES_LASTBAR_DATE)
Sleep(5000);
}
//--- bars are synchronized
synchronized=true;
PrintFormat("Open bar time of the chart symbol %s: is %s",_Symbol,TimeToString(last_bar_time));
PrintFormat("Open bar time of the symbol %s: is %s",other_symbol,TimeToString(other_symbol));
//--- TimeCurrent() is not useful, use TimeTradeServer()
Notice the last line in the EA, which displays the current time when the fact of synchronization was established:

```
Print("The bars are synchronized at ",TimeToString(TimeTradeServer(),TIME_SECONDS));
```

To display the current time we used the `TimeTradeServer()` function rather than `TimeCurrent()`. The `TimeCurrent()` function returns the time of the last tick, which does not change after using `Sleep()`. Run the EA in the "Open prices only" mode, and you will see a message about the synchronization of the bars.

<table>
<thead>
<tr>
<th>Core</th>
<th>Time</th>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>2010.12.01 20:00:05</td>
<td>The bars are synchronized at 2010.12.01 20:00:05</td>
</tr>
<tr>
<td>Core</td>
<td>2010.12.01 20:00:05</td>
<td>Open bar time of the chart symbol USDJPY: 2010.12.01 20:00</td>
</tr>
<tr>
<td>Core</td>
<td>2010.12.01 20:00:05</td>
<td>A new bar has appeared on symbol EURUSD: 2010.12.01 20:00</td>
</tr>
<tr>
<td>Core</td>
<td>2010.12.01 20:00:00</td>
<td>Waiting 5 seconds....</td>
</tr>
<tr>
<td>Core</td>
<td>2010.12.01 20:00:05</td>
<td>A new bar has appeared on symbol EURUSD: 2010.12.01 20:00</td>
</tr>
<tr>
<td>Core</td>
<td>2010.12.01 16:00:05</td>
<td>The bars are synchronized at 2010.12.01 16:00:05</td>
</tr>
</tbody>
</table>

Use the `TimeTradeServer()` function instead of the `TimeCurrent()`, if you need to obtain the current server time, and not the time of the last tick arrival.

There is another way to synchronize bars - using a timer. An example of such an EA is `Synchronize_Bars_Use_OnTimer.mq5`, which is attached to this article.

### The `IndicatorRelease()` function in the Tester

After completing a single testing, a chart of the instrument is automatically opened, which displays the completed deals and the indicators used in the EA. This helps to visually check the entry and exit points, and compare them with the values of the indicators.

**Note:** Indicators, displayed on the chart, which automatically opens after the completion of the testing, are calculated anew after the completion of testing. Even if these indicators were used in the tested EA.

But in some cases, the programmer may want to hide the information on which indicators were involved in the trading algorithms. For example, the code of the EA is rented or sold as an executable file, without the provision of the source code. For this purpose, the `IndicatorRelease()` function is suitable.

If the terminal sets a template with the name tester.tpl in the directory/profile/templates of the client terminal, then it will be applied to the opened chart. In its absence, the default template is applied. (default.tpl).

The `IndicatorRelease()` function is originally intended for releasing the calculating portion of the indicator, if it is no longer needed. This allows you to save both the memory and the CPU resources, because each tick calls for an indicator calculation. Its second purpose is to prohibit the showing of an indicator on the testing chart, after a single test run.
To prohibit the showing of the indicator on the chart after testing, call the `IndicatorRelease()` with the handle of the indicator in the handler `OnDeinit()`. The `OnDeinit()` function is always called after the completion and before the showing of the testing chart.

```cpp
//+------------------------------------------------------------------+
//| Expert deinitializatio
//+------------------------------------------------------------------+
void OnDeinit(const int reason) {
  //---
  bool hidden=IndicatorRelease(handle_ind);
  if(hidden) Print("IndicatorRelease() successfully completed");
  else Print("IndicatorRelease() returned false. Error code ",GetLastError());
}
```

In order to prohibit the showing of the indicator on the chart, after the completion of a single test, use the function `IndicatorRelease()` in the handler `OnDeinit()`.

**Event Handling in the Tester**

The presence of the `OnTick()` handler in the EA is not mandatory in order for it to be subjected to testing on historical data in the MetaTrader 5 tester. It is sufficient enough for the EA to contain at least one of the following function-handlers:

- **`OnTick()`** - Event handler of a new tick arrival;
- **`OnTrade()`** - Trading event handler;
- **`OnTimer()`** - Event handler of a signal arrival from the timer;
- **`OnChartEvent()`** - a handler for client events.

When testing in an EA, we can handle custom events using the `OnChartEvent()` function, but in the indicators, this function cannot be called in the tester. Even if the indicator has the `OnChartEvent()` event handler and this indicator is used in the tested EA, the indicator itself will not receive any custom events.

During testing, an Indicator can generate custom events using the `EventChartCustom()` function, and the EA can process this event in the `OnChartEvent()`.

In addition to these events, special events associated with the process of testing and optimization are generated in the strategy tester:

- **Tester** - this event is generated after completion of Expert Advisor testing on history data. The `Tester` event is handled using the `OnTester()` function. This function can be used only when testing Expert Advisor and is intended primarily for the calculation of a value that is used as a Custom max criterion for genetic optimization of input parameters.
- **TesterInit** - this event is generated during the start of optimization in the strategy tester before the very first pass. The `TesterInit` event is handled using the `OnTesterInit()` function. During the start of optimization, an Expert Advisor with this handler is automatically loaded on a separate terminal chart with the symbol and period specified in the tester, and receives the `TesterInit` event. The function is used to initiate an Expert Advisor before start of optimization for further processing of optimization results.
• TesterPass - this event is generated when a new data frame is received. The TesterPass event is handled using the OnTesterPass() function. An Expert Advisor with this handler is automatically loaded on a separate terminal chart with the symbol/period specified for testing, and receives the TesterPass event when a frame is received during optimization. The function is used for dynamic handling of optimization results "on the spot" without waiting for its completion. Frames are added using the FrameAdd() function, which can be called after the end of a single pass in the OnTester() handler.

• TesterDeinit - this event is generated after the end of Expert Advisor optimization in the strategy tester. The TesterDeinit event is handles using the OnTesterDeinit() function. An Expert Advisor with this handler is automatically loaded on a chart at the start of optimization, and receives TesterDeinit after its completion. The function is used for final processing of all optimization results.

Testing Agents

Testing in the MetaTrader 5 client terminal is carried out using test agents. Local agents are created and enabled automatically. The default number of local agents corresponds to the number of cores in a computer.

Each testing agent has its own copy of the global variables, which is not related to the client terminal. The terminal itself is the dispatcher, which distributes the tasks to the local and remote agents. After executing a task on the testing of an EA, with the given parameters, the agent returns the results to the terminal. With a single test, only one agent is used.

The agent stores the history, received from the terminal, in separate folders, by the name of the instrument, so the history for EURUSD is stored in a folder named EURUSD. In addition, the history of the instruments is separated by their sources. The structure for storing the history looks the following way:

tester_catalog\Agent-IPaddress-Port\bases\name_source\history\symbol_name

For example, the history for EURUSD from the server MetaQuotes-Demo can be stored in the folder tester_catalog\Agent-127.0.0.1-3000\bases\MetaQuotes-Demo\EURUSD.

A local agent, after the completion of testing, goes into a standby mode, awaiting for the next task for another 5 minutes, so as not to waste time on launching for the next call. Only after the waiting period is over, the local agent shuts down and unloads from the CPU memory.

In case of an early completion of the testing, from the user’s side (the "Cancel" button), as well as with the closing of the client terminal, all local agents immediately stop their work and are unloaded from the memory.

The Data Exchange between the Terminal and the Agent

When you run a test, the client terminal prepares to send an agent a number of parameter blocks:

• Input parameters for testing (simulation mode, the interval of testing, instruments, optimization criterion, etc.)

• The list of the selected symbols in the "Market Watch"

• The specification of the testing symbol (the contract size, the allowable margins from the market for setting a StopLoss and Takeprofit, etc)
The Expert Advisor to be tested and the values of its input parameters

Information about additional files (libraries, indicators, data files - #property tester ...

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>tester_indicator</td>
<td>string</td>
<td>Name of a custom indicator in the format of “indicator_name.ex5”. Indicators that require testing are defined automatically from the call of the iCustom() function, if the corresponding parameter is set through a constant string. For all other cases (use of the IndicatorCreate() function or use of a non-constant string in the parameter that sets the indicator name) this property is required.</td>
</tr>
<tr>
<td>tester_file</td>
<td>string</td>
<td>File name for a tester with the indication of extension, in double quotes (as a constant string). The specified file will be passed to tester. Input files to be tested, if there are necessary ones, must always be specified.</td>
</tr>
<tr>
<td>tester_library</td>
<td>string</td>
<td>Library name with the extension, in double quotes. A library can have extension dll or ex5. Libraries that require testing are defined automatically. However, if any of libraries is used by a custom indicator, this property is required.</td>
</tr>
</tbody>
</table>

For each block of parameters, a digital fingerprint in the form of MD5-hash is created, which is sent to the agent. MD5-hash is unique for each set, its volume is many more times smaller than the amount of information on which it is calculated.

The agent receives a hash of blocks and compares them with those that it already has. If the fingerprint of the given parameter block is not present in the agent, or the received hash is different from the existing one, the agent requests this block of parameters. This reduces the traffic between the terminal and the agent.

After the testing, the agent returns to the terminal all of the results of the run, which are shown in the tabs “Test Results” and “Optimization Results”: the received profit, the number of deals, the Sharpe coefficient, the result of the OnTester() function, etc.
During optimizing, the terminal hands out testing tasks to the agents in small packages, each package contains several tasks (each task means testing with a set of input parameters). This reduces the exchange time between the terminal and the agent.

The agents never record to the hard disk the EX5-files, obtained from the terminal (EA, indicators, libraries, etc.) for security reasons, so that a computer with a running agent could not use the sent data. All other files, including DLL, are recorded in the sandbox. In remote agents you cannot test EAs using DLL.

The testing results are added up by the terminal into a special cache of results (the result cache), for a quick access to them when they are needed. For each set of parameters, the terminal searches the result cache for already available results from the previous runs, in order to avoid re-runs. If the result with such a set of parameters is not found, the agent is given the task to conduct the testing.

All traffic between the terminal and the agent is encrypted.

Tick rates are not sent over the network, they are generated on testing agents.

**Using the Shared Folder of All of the Client Terminals**

All testing agents are isolated from each other and from the client terminal: each agent has its own folder in which its logs are recorded. In addition, all file operations during the testing of the agent occur in the folder agent_name/MQL5/Files. However, we can implement the interaction between the local agents and the client terminal through a shared folder for all of the client terminals, if during the file opening you specify the flag FILE_COMMON:

```c
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
  //--- the shared folder for all of the client terminals
  common_folder=TerminalInfoString(TERMINAL_COMMONDATA_PATH);
  //--- draw out the name of this folder
  PrintFormat("Open the file in the shared folder of the client terminals %s", common_folder);
  //--- open a file in the shared folder (indicated by FILE_COMMON flag)
  handle=FileOpen(filename,FILE_WRITE|FILE_READ|FILE_COMMON);
  ... further actions
  //---
  return(INIT_SUCCEEDED);
}
```

**Using DLLs**

To speed up the optimization we can use not only local, but also remote agents. In this case, there are some limitations for remote agents. First of all, remote agents do not display in their logs the results of the execution of the Print() function, messages about the opening and closing of positions. A minimum of information is displayed in the log to prevent incorrectly written EAs from trashing up the computer, on which the remote agent is working, with messages.
A second limitation - the prohibition on the use of DLL when testing EAs. DLL calls are absolutely forbidden on remote agents for security reasons. On local agent, DLL calls in tested EAs are allowed only with the appropriate permission "Allow import DLL".

![Options settings](image)

Note: When using 3rd party EAs (scripts, indicators) that require allowed DLL calls, you should be aware of the risks which you assume when allowing this option in the settings of the terminal. Regardless of how the EA will be used - for testing or for running on a chart.
The predefined Variables

For each executable mql5-program a set of predefined variables is supported, which reflect the state of the current price chart by the moment a mql5-program (Expert Advisor, script or custom indicator) is started.

Values of predefined variables are set by the client terminal before a mql5-program is started. Predefined variables are constant and cannot be changed from a mql5-program. As exception, there is a special variable _LastError, which can be reset to 0 by the ResetLastError function.

<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>_AppliedTo</td>
<td>The _AppliedTo variable allows finding out the type of data, used for indicator calculation</td>
</tr>
<tr>
<td>_Digits</td>
<td>Number of decimal places</td>
</tr>
<tr>
<td>_Point</td>
<td>Size of the current symbol point in the quote currency</td>
</tr>
<tr>
<td>_LastError</td>
<td>The last error code</td>
</tr>
<tr>
<td>_Period</td>
<td>Timeframe of the current chart</td>
</tr>
<tr>
<td>_RandomSeed</td>
<td>Current status of the generator of pseudo-random integers</td>
</tr>
<tr>
<td>_StopFlag</td>
<td>Program stop flag</td>
</tr>
<tr>
<td>_Symbol</td>
<td>Symbol name of the current chart</td>
</tr>
<tr>
<td>_UninitReason</td>
<td>Uninitialization reason code</td>
</tr>
<tr>
<td>_IsX64</td>
<td>The _IsX64 variable allows finding out the bit version of the terminal, in which an MQL5 application is running</td>
</tr>
</tbody>
</table>

Predefined variables cannot be defined in a library. A library uses such variables that are defined in program from which this library is called.
### Predefined Variables

**int _AppliedTo**

The _AppliedTo variable allows finding out the type of data, used for indicator calculation:

<table>
<thead>
<tr>
<th>Data type</th>
<th>Meaning</th>
<th>Description of data used for indicator calculation.</th>
</tr>
</thead>
<tbody>
<tr>
<td>—</td>
<td>0</td>
<td>The indicator uses the second OnCalculate() call form - the data for calculation are not specified by a certain buffer or data array.</td>
</tr>
<tr>
<td>Close</td>
<td>1</td>
<td>Close prices</td>
</tr>
<tr>
<td>Open</td>
<td>2</td>
<td>Open prices</td>
</tr>
<tr>
<td>High</td>
<td>3</td>
<td>High prices</td>
</tr>
<tr>
<td>Low</td>
<td>4</td>
<td>Low prices</td>
</tr>
<tr>
<td>Median Price (HL/2)</td>
<td>5</td>
<td>Median price = (High+Low)/2</td>
</tr>
<tr>
<td>Typical Price (HLC/3)</td>
<td>6</td>
<td>Typical price = (High+Low+Close)/3</td>
</tr>
<tr>
<td>Weighted Price (HLCC/4)</td>
<td>7</td>
<td>Weighted price = (Open+High+Low+Close)/4</td>
</tr>
<tr>
<td>Previous Indicator’s Data</td>
<td>8</td>
<td>Data of the indicator, which was launched on the chart before this indicator.</td>
</tr>
<tr>
<td>First Indicator’s Data</td>
<td>9</td>
<td>Data of the indicator, which was launched first on the chart.</td>
</tr>
<tr>
<td>Indicator handle</td>
<td>10+</td>
<td>Data of the indicator, which was passed to the iCustom() function using the indicator handle. The _AppliedTo value contains the indicator handle.</td>
</tr>
</tbody>
</table>

**Example:**

```c
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,Label1Buffer,INDICATOR_DATA);
    // Getting the type of data used for indicator calculation
    Print("_AppliedTo=_AppliedTo");
    Print(getIndicatorDataDescription(_AppliedTo));
} //+------------------------------------------------------------------+
```
//---
return(INIT_SUCCEEDED);
}

//| Description of data used for indicator calculation
//+------------------------------------------------------------------+
string getIndicatorDataDescription(int data_id)
{
    string descr="";
    switch(data_id)
    {
        case(0): descr="It's first type of OnCalculate() - no data buffer";
            break;
        case(1): descr="Indicator calculates on Close price";
            break;
        case(2): descr="Indicator calculates on Open price";
            break;
        case(3): descr="Indicator calculates on High price";
            break;
        case(4): descr="Indicator calculates on Low price";
            break;
        case(5): descr="Indicator calculates on Median Price (HL/2)";
            break;
        case(6): descr="Indicator calculates on Typical Price (HLC/3)";
            break;
        case(7): descr="Indicator calculates on Weighted Price (HLCC/4)";
            break;
        case(8): descr="Indicator calculates Previous Indicator's data";
            break;
        case(9): descr="Indicator calculates on First Indicator's data";
            break;
        default: descr="Indicator calculates on data of indicator with handle="+string{
            break;
        }
    //---
    return descr;
}

See also

ENUM_APPLIED_PRICE
int _Digits

The _Digits variable stores number of digits after a decimal point, which defines the price accuracy of the symbol of the current chart.

You may also use the Digits() function.
Predefined Variables

**double _Point**

The _Point variable contains the point size of the current symbol in the quote currency.

You may also use the `Point()` function.
Predefined Variables

int _LastError

The _LastError variable contains code of the last error, that occurred during the mql5-program run. Its value can be reset to zero by ResetLastError().

To obtain the code of the last error, you may also use the GetLastError() function.
Predefined Variables

int _Period

The _Period variable contains the value of the timeframe of the current chart.

Also you may use the Period() function.

See also

PeriodSeconds, Chart timeframes, Date and Time, Visibility of objects
**_RandomSeed**

Variable for storing the current state when generating pseudo-random integers. `_RandomSeed` changes its value when calling `MathRand()`. Use `MathRand()` to set the required initial condition.

x random number received by `MathRand()` function is calculated in the following way at each call:

```
  x = _RandomSeed * 214013 + 2531011;
  _RandomSeed = x;
  x = (x >> 16) & 0x7FFF;
```

See also

- `MathRand()`, `MathRand()`, `Integer types`
Predefined Variables

**bool _StopFlag**

The _StopFlag variable contains the flag of the mql5-program stop. When the client terminal is trying to stop the program, it sets the _StopFlag variable to true.

To check the state of the _StopFlag you may also use the `IsStopped()` function.
string _Symbol

The _Symbol variable contains the symbol name of the current chart.

You may also use the Symbol() function.
int _UninitReason

The `_UninitReason` variable contains the code of the program `uninitialization reason`.

Usually, this code is obtained by `UninitializeReason()` the function.
**int _IsX64**

The `_IsX64` variable allows finding out the bit version of the terminal, in which an MQL5 application is running: `_IsX64`=0 for the 32-bit terminal and `_IsX64`!=0 for the 64-bit terminal.

Also, function `TerminalInfoInteger(TERMINAL_X64)` can be used.

**Example:**

```c
// Checking the terminal, in which the program is running
Print("_IsX64=", _IsX64);
if(_IsX64)
    Print("Program ", __FILE__, " is running in the 64-bit terminal");
else
    Print("Program ", __FILE__, " is running in the 32-bit terminal");
Print("TerminalInfoInteger(TERMINAL_X64)=", TerminalInfoInteger(TERMINAL_X64));
```

See also

MQLInfoInteger, Importing functions (#import)
Common Functions

General-purpose functions not included into any specialized group are listed here.

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<th>Action</th>
</tr>
</thead>
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<td>Displays a message in a separate window</td>
</tr>
<tr>
<td>CheckPointer</td>
<td>Returns the type of the object pointer</td>
</tr>
<tr>
<td>Comment</td>
<td>Outputs a comment in the left top corner of the chart</td>
</tr>
<tr>
<td>CryptEncode</td>
<td>Transforms the data from array with the specified method</td>
</tr>
<tr>
<td>CryptDecode</td>
<td>Performs the inverse transformation of the data from array</td>
</tr>
<tr>
<td>DebugBreak</td>
<td>Program breakpoint in debugging</td>
</tr>
<tr>
<td>ExpertRemove</td>
<td>Stops Expert Advisor and unloads it from the chart</td>
</tr>
<tr>
<td>GetPointer</td>
<td>Returns the object pointer</td>
</tr>
<tr>
<td>GetTickCount</td>
<td>Returns the number of milliseconds that have elapsed since the system was started</td>
</tr>
<tr>
<td>GetTickCount64</td>
<td>Returns the number of milliseconds that have elapsed since the system was started</td>
</tr>
<tr>
<td>GetMicrosecondCount</td>
<td>Returns the number of microseconds that have elapsed since the start of MQL5 program</td>
</tr>
<tr>
<td>MessageBox</td>
<td>Creates, displays a message box and manages it</td>
</tr>
<tr>
<td>PeriodSeconds</td>
<td>Returns the number of seconds in the period</td>
</tr>
<tr>
<td>PlaySound</td>
<td>Plays a sound file</td>
</tr>
<tr>
<td>Print</td>
<td>Displays a message in the log</td>
</tr>
<tr>
<td>PrintFormat</td>
<td>Formats and prints the sets of symbols and values in a log file in accordance with a preset format</td>
</tr>
<tr>
<td>ResetLastError</td>
<td>Sets the value of a predetermined variable _LastError to zero</td>
</tr>
<tr>
<td>ResourceCreate</td>
<td>Creates an image resource based on a data set</td>
</tr>
<tr>
<td>ResourceFree</td>
<td>Deletes dynamically created resource (freeing the memory allocated for it)</td>
</tr>
<tr>
<td>ResourceReadImage</td>
<td>Reads data from the graphical resource created by ResourceCreate() function or saved in EX5</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>file during compilation</td>
<td>Saves a resource into the specified file</td>
</tr>
<tr>
<td>SetUserError</td>
<td>Sets the predefined variable _LastError into the value equal to ERR_USER_ERROR_FIRST + user_error</td>
</tr>
<tr>
<td>SetReturnError</td>
<td>Sets the code that returns the terminal process when completing the operation.</td>
</tr>
<tr>
<td>Sleep</td>
<td>Suspends execution of the current Expert Advisor or script within a specified interval</td>
</tr>
<tr>
<td>TerminalClose</td>
<td>Commands the terminal to complete operation</td>
</tr>
<tr>
<td>TesterHideIndicators</td>
<td>Sets the mode of displaying/hiding indicators used in an EA</td>
</tr>
<tr>
<td>TesterStatistics</td>
<td>It returns the value of a specified statistic calculated based on testing results</td>
</tr>
<tr>
<td>TesterStop</td>
<td>Gives program operation completion command when testing</td>
</tr>
<tr>
<td>TesterDeposit</td>
<td>Emulates depositing funds during a test. It can be used in some money management systems</td>
</tr>
<tr>
<td>TesterWithdrawal</td>
<td>Emulates the operation of money withdrawal in the process of testing</td>
</tr>
<tr>
<td>TranslateKey</td>
<td>Returns a Unicode character by a virtual key code</td>
</tr>
<tr>
<td>ZeroMemory</td>
<td>Resets a variable passed to it by reference. The variable can be of any type, except for classes and structures that have constructors.</td>
</tr>
</tbody>
</table>
Alert

Displays a message in a separate window.

```c
void Alert(
    argument,  // first value
    ...
    // other values
);
```

**Parameters**

`argument`

[in] Any values separated by commas. To split the information output in several lines you can use the line feed character "\n" or "\n\n". The number of parameters can not exceed 64.

**Return Value**

No return value.

**Note**

Arrays can't be passed to the `Alert()` function. Arrays should be output elementwise. Data of the double type are output with 8 digits after the decimal point, data of the float type are displayed with 5 digits after the decimal point. To output the real numbers with a different precision or in a scientific format, use the `DoubleToString()` function.

Data of the bool type is output as "true" or "false" strings. Dates are output as YYYY.MM.DD HH:MI:SS. To display a date in another format use the `TimeToString()` function. Data of the color type are output either as an R,G,B string or as a color name, if the color is present in a color set.

`Alert()` function does not work in the **Strategy Tester**.
Common Functions

CheckPointer

The function returns the type of the object pointer.

```c
ENUM_POINTER_TYPE CheckPointer(
    object* anyobject  // object pointer
);
```

Parameters

- `anyobject`
  

Return value

Returns a value from the ENUM_POINTER_TYPE enumeration.

Note

An attempt to call an incorrect pointer results in the critical termination of a program. That's why it's necessary to call the CheckPointer function before using a pointer. A pointer can be incorrect in the following cases:

- the pointer is equal to `NULL`;
- the object has been deleted using the `delete` operator.

This function can be used for checking pointer validity. A non-zero value warranties that the pointer can be used for accessing.

Example:

```c
//+------------------------------------------------------------------+
//| Deletes list by deleting its elements                           |
//+------------------------------------------------------------------+
void CMyList::Destroy()
{
    //--- service pointer for working in the loop
    CItem* item;
    //--- go through loop and try to delete dynamic pointers
    while(CheckPointer(m_items)!=POINTER_INVALID)
    {
        item=m_items;
        m_items=m_items.Next();
        if(CheckPointer(item)==POINTER_DYNAMIC)
        {
            Print("Dynamic object ",item.Identifier()," to be deleted");
            delete (item);
        }
        else Print("Non-dynamic object ",item.Identifier()," cannot be deleted");
    }
    //---
}
```
Common Functions

See also

Object Pointers, Checking the Object Pointer, Object Delete Operator delete
Common Functions

Comment

This function outputs a comment defined by a user in the top left corner of a chart.

```cpp
void Comment(
    argument,  // first value
    ...        // next values
);
```

Parameters

...  

[in] Any values, separated by commas. To delimit output information into several lines, a line break symbol "\n" or "\r\n" is used. Number of parameters cannot exceed 64. Total length of the input comment (including invisible symbols) cannot exceed 2045 characters (excess symbols will be cut out during output).

Return Value

No return value

Note

Arrays can't be passed to the Comment() function. Arrays must be entered element-by-element.

Data of double type are output with the accuracy of up to 16 digits after a decimal point, and can be output either in traditional or in scientific format, depending on what notation will be more compact. Data of float type are output with 5 digits after a decimal point. To output real numbers with another accuracy or in a predefined format, use the `DoubleToString()` function.

Data of bool type are output as "true" or "false" strings. Dates are shown as YYYY.MM.DD HH:MI:SS. To show dates in another format, use the `TimeToString()` function. Data of color type are output either as R,G,B string or as a color name, if this color is present in the color set.

Comment() function does not work during optimization in the Strategy Tester.

Example:

```cpp
void OnTick()
{
    //---
    double Ask,Bid;
    int Spread;
    Ask=SymbolInfoDouble(Symbol(),SYMBOL_ASK);
    Bid=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    Spread=SymbolInfoInteger(Symbol(),SYMBOL_SPREAD);
    //--- Output values in three lines
    Comment(StringFormat("Show prices\nAsk = %G\nBid = %G\nSpread = %d",Ask,Bid,Spread));
}
```

See also

ChartSetString, ChartGetString
CryptEncode

Transforms the data from array with the specified method.

```c
int CryptEncode(
    ENUM_CRYPT_METHOD method,  // method
    const uchar data[],          // source array
    const uchar key[],           // key
    uchar result[]               // destination array
);
```

**Parameters**

`method`
- `[in]` Data transformation method. Can be one of the values of `ENUM_CRYPT_METHOD` enumeration.

`data[]`
- `[in]` Source array.

`key[]`
- `[in]` Key array.

`result[]`
- `[out]` Destination array.

**Return Value**

Amount of bytes in the destination array or 0 in case of error. To obtain information about the error call the `GetLastError()` function.

**Example:**

```c
//+------------------------------------------------------------------+
//| ArrayToHex                                                       |
//+------------------------------------------------------------------+
string ArrayToHex(uchar &arr[], int count=-1)
{
    string res="";
    //--- check
    if(count<0 || count>ArraySize(arr))
        count=ArraySize(arr);
    //--- transform to HEX string
    for(int i=0; i<count; i++)
        res+=StringFormat("%.2X",arr[i]);
    //---
    return(res);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
```
Common Functions

```c
{
    string text="The quick brown fox jumps over the lazy dog";
    string keystr="ABCDEFGHIJKLMNOPQRSTUVWXYZ";
    uchar src[], dst[], key[];
    //--- prepare key
    StringToCharArray(keystr, key);
    //--- copy text to source array src[]
    StringToCharArray(text, src);
    //--- print initial data
    printf("Initial data: size=%d, string='%s'", ArraySize(src), CharArrayToString(src));
    //--- encrypt src[] with DES 56-bit key in key[]
    int res=CryptEncode(CRYPT_DES, src, key, dst);
    //--- check error
    if(res>0)
    {
        //--- print encrypted data
        printf("Encoded data: size=%d %s", res, ArrayToHex(dst));
        //--- decode dst[] to src[]
        res=CryptDecode(CRYPT_DES, dst, key, src);
        //--- check error
        if(res>0)
        {
            //--- print decoded data
            printf("Decoded data: size=%d, string='%s'", ArraySize(src), CharArrayToString(src));
        }
        else
        {
            printf("Error in CryptDecode. Error code=", GetLastError());
        }
    }
    else
    {
        printf("Error in CryptEncode. Error code=", GetLastError());
    }
}

See also

Array Functions, CryptDecode()
```
CryptDecode

Performs the inverse transformation of the data from array, transformed by CryptEncode().

```c
int CryptEncode(
    ENUM_CRYPT_METHOD method, // method
    const uchar& data[], // source array
    const uchar& key[], // key
    uchar& result[] // destination array
);
```

Parameters

- `method` [in] Data transformation method. Can be one of the values of ENUM_CRYPT_METHOD enumeration.
- `key[]` [in] Key array.
- `result[]` [out] Destination array.

Return Value

Amount of bytes in the destination array or 0 in case of error. To obtain information about the error call the GetLastError() function.

See also

Array Functions, CryptEncode()
Common Functions

DebugBreak

It is a program breakpoint in debugging.

```c
void DebugBreak();
```

Return Value

No return value.

Note

Execution of an MQL5 program is interrupted only if a program is started in a debugging mode. The function can be used for viewing values of variables and/or for further step-by-step execution.
**ExpertRemove**

The function stops an **Expert Advisor** and unloads it from a chart.

```c
void ExpertRemove();
```

**Return Value**

No return value.

**Note**

The **Expert Advisor** is not stopped immediately as you call `ExpertRemove()`: just a flag to stop the EA operation is set. That is, any next event won't be processed, `OnDeinit()` will be called and the Expert Advisor will be unloaded and removed from the chart.

Calling `ExpertRemove()` in the strategy tester inside the `OnInit()` handler cancels testing on the current set of parameters. Such completion is considered an initialization error.

When calling `ExpertRemove()` in the strategy tester after *successful initialization* of an EA, a test is completed normally with the call of `OnDeinit()` and `OnTester()`. In this case, the entire trading statistics and an optimization criterion value are obtained.

**Example:**

```plaintext
//+------------------------------------------------------------------+
//|                                            Test_ExpertRemove.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "2009, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
input int ticks_to_close=20; // number of ticks before EA unload
//+------------------------------------------------------------------+
//| Expert deinitialization function |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //---
    Print(TimeCurrent(),": ", __FUNCTION__,": reason code = ",reason);
    //--- "clear" comment
    Comment(""");
    //---
}
//+------------------------------------------------------------------+
//| Expert tick function |
//+------------------------------------------------------------------+
void OnTick()
{
    static int tick_counter=0;
    //---
```
tick_counter++;
Comment("\nBefore unloading expert advisor __FILE__, left",
   {ticks_to_close-tick_counter}, " ticks");

//-- before
if(tick_counter>=ticks_to_close)
{
   ExpertRemove();
   Print(TimeCurrent(),": __FUNCTION__, expert advisor will be unloaded");
}
Print("tick_counter =",tick_counter);
//--

See also

Program running, Client terminal events
GetPointer

The function returns the object pointer.

```c
void* GetPointer(
    any_class anyobject // object of any class
);
```

Parameters

anyobject

[in] Object of any class.

Return Value

The function returns the object pointer.

Note

Only class objects have pointers. Instances of structures and simple-type variables can’t have pointers. The class object not created using the new() operator, but, e.g., automatically created in the array of objects, still has a pointer. But this pointer will be of the automatic type POINTER_AUTOMATIC, therefore the delete() operator can’t be applied to it. Aside from that, the type pointer doesn’t differ from dynamic pointers of the POINTER_AUTOMATIC type.

Since variables of structure types and simple types do not have pointers, it’s prohibited to apply the GetPointer() function to them. It’s also prohibited to pass the pointer as a function argument. In all these cases the compiler will notify an error.

An attempt to call an incorrect pointer causes the critical termination of a program. That’s why the CheckPointer() function should be called prior to using a pointer. A pointer can be incorrect in the following cases:

- the pointer is equal to NULL;
- the object has been deleted using the delete operator.

This function can be used to check the validity of a pointer. A non-zero value guarantees, that the pointer can be used for accessing.

Example:

```c
//+------------------------------------------------------------------+
//|                                             Check_GetPointer.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "2009, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

//+------------------------------------------------------------------+
//| Class implementing the list element                              |
//+------------------------------------------------------------------+
```
class CItem
{
    int        m_id;
    string     m_comment;
    CItem*     m_next;
public:
    CItem() { m_id=0; m_comment=NULL; m_next=NULL; }
    ~CItem() { Print("Destructor of ",m_id,
       (CheckPointer(GetPointer(this))==POINTER_DYNAMIC)
       "dynamic":"non-dynamic"); }
    void     Initialize(int id,string comm) { m_id=id; m_comment=comm; }
    void     PrintMe() { Print(__FUNCTION__,":",m_id,m_comment); }
    int      Identifier() { return(m_id); }
    CItem*   Next() { return(m_next); }
    void     Next(CItem *item) { m_next=item; }
};
//+------------------------------------------------------------------+
//| Simplest class of the list                                       |
//+------------------------------------------------------------------+
class CMyList
{
    CItem*     m_items;
public:
    CMyList() { m_items=NULL; }
    ~CMyList() { Destroy(); }
    bool      InsertToBegin(CItem* item);
    void      Destroy();
};
//+------------------------------------------------------------------+
//| Inserts list element at the beginning                            |
//+------------------------------------------------------------------+
bool CMyList::InsertToBegin(CItem* item)
{
    if(CheckPointer(item)==POINTER_INVALID) return(false);
    ---
    item.Next(m_items);
    m_items=item;
    ---
    return(true);
}
//+------------------------------------------------------------------+
//| Deleting the list by deleting elements                           |
//+------------------------------------------------------------------+
void CMyList::Destroy()
{
    --- service pointer to work in a loop
    CItem* item;
    --- go through the loop and try to delete dynamic pointers
    while(CheckPointer(m_items)!=POINTER_INVALID)
```csharp
{
    item=m_items;
    m_items=m_items.Next();
    if(CheckPointer(item)==POINTER_DYNAMIC)
    {
        Print("Dynamyc object ",item.Identifier()," to be deleted");
        delete (item);
    }
    else Print("Non-dynamyc object ",item.Identifier()," cannot be deleted");
}
//---
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    CMyList list;
    CItem items[10];
    CItem* item;
    //--- create and add into the list a dynamic object pointer
    item=new CItem;
    if(item!=NULL)
    {
        item.Initialize(100,"dynamic");
        item.PrintMe();
        list.InsertToBegin(item);
    }
    //--- add automatic pointers into the list
    for(int i=0; i<10; i++)
    {
        items[i].Initialize(i,"automatic");
        items[i].PrintMe();
        item=GetPointer(items[i]);
        if(CheckPointer(item)!=POINTER_INVALID)
            list.InsertToBegin(item);
    }
    //--- add one more dynamic object pointer at the list beginning
    item=new CItem;
    if(item!=NULL)
    {
        item.Initialize(200,"dynamic");
        item.PrintMe();
        list.InsertToBegin(item);
    }
    //--- delete all the list elements
    list.Destroy();
    //--- all the list elements will be deleted after the script is over
    //--- see the Experts tab in the terminal
```
See also

Object Pointers, Checking the Object Pointer, Object Delete Operator delete
GetTickCount

The GetTickCount() function returns the number of milliseconds that elapsed since the system start.

```c
uint GetTickCount();
```

Return Value

Value of uint type.

Note

Counter is limited by the restrictions of the system timer. Time is stored as an unsigned integer, so it's overfilled every 49.7 days if a computer works uninterruptedly.

Example:

```c
#define MAX_SIZE 40

// Script for measuring computation time of 40 Fibonacci numbers
void OnStart()
{
    //--- Remember the initial value
    uint start=GetTickCount();
    //--- A variable for getting the next number in the Fibonacci series
    long fib=0;
    //--- In loop calculate the specified amount of numbers from Fibonacci series
    for(int i=0;i<MAX_SIZE;i++) fib=TestFibo(i);
    //--- Get the spent time in milliseconds
    uint time=GetTickCount()-start;
    //--- Output a message to the Experts journal
    PrintFormat("Calculating %d first Fibonacci numbers took %d ms",MAX_SIZE,time);
    //--- Script completed
    return;
}

long TestFibo(long n)
{
    //--- The first member of the Fibonacci series
    if(n<2) return(1);
    //--- All other members are calculated by the following formula
    return(TestFibo(n-2)+TestFibo(n-1));
}
```

See also

Date and Time, EventSetMillisecondTimer, GetTickCount64, GetMicrosecondCount
Common Functions

GetTickCount64

The GetTickCount64() function returns the number of milliseconds that have elapsed since the system was launched.

```c
ulong GetTickCount64();
```

Return Value

A ulong type value.

Note

The counter is limited to the accuracy of the system timer, which usually returns a result with the 10-16 millisecond precision. Unlike GetTickCount, which is of uint type and the contents of which overflow every 49.7 days in the case of continued computer operation, GetTickCount64() can be used for the unlimited computer operation time and is not subject to overflow.

See also

Date and Time, EventSetMillisecondTimer, GetTickCount, GetMicrosecondCount
GetMicrosecondCount

The `GetMicrosecondCount()` function returns the number of microseconds that have elapsed since the start of the MQL5-program.

```c
ulong GetMicrosecondCount();
```

Return Value

Value of `ulong` type.

Example:

```c
//+------------------------------------------------------------------+
//| Test function                                                    |
//+------------------------------------------------------------------+
void Test()
{
    int res_int=0;
    double res_double=0;
    //---
    for(int i=0;i<10000;i++)
    {
        res_int+=i*i;
        res_int++;
        res_double+=i*i;
        res_double++;
    }
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    uint ui=0,ui_max=0,ui_min=INT_MAX;
    ulong ul=0,ul_max=0,ul_min=INT_MAX;
    //--- number of measurements
    for(int count=0;count<1000;count++)
    {
        uint ui_res=0;
        ulong ul_res=0;
        //---
        for(int n=0;n<2;n++)
        {
            //--- select measurement type
            if(n==0) ui=GetTickCount();
            else    ul=GetMicrosecondCount();
            //--- execute code
            Test();
            //--- add measurement result (depending on type)
        }
    }
}
```
if(n==0) ui_res+=GetTickCount()-ui;
else ul_res+=GetMicrosecondCount()-ul;

//-- calculate minimum and maximum time for both measurements
if(ui_min>ui_res) ui_min=ui_res;
if(ui_max<ui_res) ui_max=ui_res;
if(ul_min>ul_res) ul_min=ul_res;
if(ul_max<ul_res) ul_max=ul_res;

//--
Print("GetTickCount error(msec): ",ui_max-ui_min);
Print("GetMicrosecondCount error(msec): ",DoubleToString((ul_max-ul_min)/1000.0,2))

See also

Date and Time, GetTickCount, GetTickCount64
MessageBox

It creates and shows a message box and manages it. A message box contains a message and header, any combination of predefined signs and command buttons.

```c
int MessageBox(
    string text,     // message text
    string caption=NULL,  // box header
    int flags=0       // defines set of buttons in the box
);
```

Parameters

text

> [in] Text, containing message to output.

caption=NULL

> [in] Optional text to be displayed in the box header. If the parameter is empty, Expert Advisor name is shown in the box header.

flags=0

> [in] Optional flags defining appearance and behavior of a message box. Flags can be a combination of a special group of flags.

Return Value

If the function is successfully performed, the returned value is one of values of `MessageBox()` return codes.

Note

The function cannot be used in custom indicators since calling `MessageBox()` suspends the `thread of execution` for the whole time while waiting for the user's response. Since all indicators for each symbol are executed in a single thread, such suspension makes the operation of all charts on all timeframes for this symbol impossible.

`MessageBox()` function does not work in the `Strategy Tester`. 
PeriodSeconds

This function returns number of seconds in a period.

```cpp
int PeriodSeconds(
    ENUM_TIMEFRAMES period=PERIOD_CURRENT  // chart period
);
```

**Parameters**

- **period=PERIOD_CURRENT**

  `[in]` Value of a chart period from the enumeration `ENUM_TIMEFRAMES`. If the parameter isn't specified, it returns the number of seconds of the current chart period, at which the program runs.

**Return Value**

Number of seconds in a selected period.

**See also**

`Period`, `Chart timeframes`, `Date and Time`, `Visibility of objects`
PlaySound

It plays a sound file.

```c
bool PlaySound(
    string filename // file name
);
```

**Parameters**

`filename`

[in] Path to a sound file. If `filename=NULL`, the playback is stopped.

**Return Value**

true - if the file is found, otherwise - false.

**Note**

The file must be located in `terminal_directory\Sounds` or its sub-directory. Only WAV files are played.

Call of `PlaySound()` with NULL parameter stops playback.

`PlaySound()` function does not work in the Strategy Tester.

**See also**

Resources
Common Functions

Print

It enters a message in the Expert Advisor log. Parameters can be of any type.

```c
void Print(
    argument, // first value
    ...
    // next values
);
```

Parameters

...  

[in] Any values separated by commas. The number of parameters cannot exceed 64.

Note

Arrays cannot be passed to the Print() function. Arrays must be input element-by-element.

Data of double type are shown with the accuracy of up to 16 digits after a decimal point, and can be output either in traditional or in scientific format, depending on what entry will be more compact. Data of float type are output with 5 digits after a decimal point. To output real numbers with another accuracy or in a predefined format, use the PrintFormat() function.

Data of bool type are output as “true” or “false” lines. Dates are shown as YYYY.MM_DD:HH:MI:SS. To show data in another format, use TimeToString(). Data of color type are returned either as R,G,B line or as a color name, if this color is present in the color set.

Print() function does not work during optimization in the Strategy Tester.

Example:

```c
void OnStart()
{
    //--- Output DBL_MAX using Print(), this is equivalent to PrintFormat(%%.16G,DBL_MAX)
    Print("----- how DBL_MAX looks like -----\n    Print("Print(DBL_MAX)=",DBL_MAX);
    //--- Now output a DBL_MAX number using PrintFormat()
    PrintFormat("PrintFormat(%%.16G,DBL_MAX)=%%.16G",DBL_MAX);
    //--- Output to the Experts journal
    // Print(DBL_MAX)=1.797693134862316e+308
    // PrintFormat(%.16G,DBL_MAX)=1.797693134862316E+308
    //--- See how float is output
    float c=(float)M_PI; // We should explicitly cast to the target type
    Print("c=",c,"  Pi=",M_PI, " (float)M_PI=",(float)M_PI);
    // c=3.14159  Pi=3.141592653589793 (float)M_PI=3.14159
    //--- Show what can happen with arithmetic operations with real types
    double a=7,b=200;
    Print("----- Before arithmetic operations\n    Print("a=",a," b=",b);
    Print("Print(DoubleToString(b,16))=",DoubleToString(b,16));
    //--- Divide a by b (7/200)
}
```
```plaintext
a=a/b;
//--- Now emulate restoring a value in the b variable
b=7.0/a;  // It is expected that b=7.0/(7.0/200.0)=7.0/7.0*200.0=200 - but it differs
//--- Output the newly calculated value of b
Print("----- After arithmetic operations");
Print("Print(b)=",b);
Print("Print(DoubleToString(b,16))=",DoubleToString(b,16));
//--- Output to the Experts journal
// Print(b)=200.0
// Print(DoubleToString(b,16))=199.9999999999999716 (see that b is no more equal to 200)

//--- Create a very small value epsilon=1E-013
double epsilon=1e-13;
Print("---- Create a very small value");
Print("epsilon=",epsilon);  // Get epsilon=1E-013
//--- Now subtract epsilon from b and again output the value to the Experts journal
b=b-epsilon;
//--- Use two ways
Print("---- After subtracting epsilon from the b variable");
Print("Print(b)=",b);
Print("Print(DoubleToString(b,16))=",DoubleToString(b,16));
//--- Output to the Experts journal
// Print(b)=199.9999999999999  (now the value of b after subtracting epsilon cannot be rounded to 200)
// Print(DoubleToString(b,16))=199.99999999999998578  (now the value of b after subtracting epsilon cannot be rounded to 200)
}
```

See also

[DoubleToString, StringFormat]
Common Functions

PrintFormat

It formats and enters sets of symbols and values in the Expert Advisor log in accordance with a preset format.

```c
void PrintFormat(
    string format_string,   // format string
    ...
    // values of simple types
);
```

Parameters

`format_string`

[in] A format string consists of simple symbols, and if the format string is followed by arguments, it also contains format specifications.

... 

[in] Any values of simple types separated by commas. Total number of parameters can't exceed 64 including the format string.

Return Value

String.

Note

PrintFormat() function does not work during optimization in the Strategy Tester.

The number, order and type of parameters must exactly match the set of qualifiers, otherwise the print result is undefined. Instead of PrintFormat() you can use printf().

If the format string is followed by parameters, this string must contain format specifications that denote output format of these parameters. Specification of format always starts with the percent sign (%).

A format string is read from left to right. When the first format specification is met (if there is any), the value of the first parameter after the format string is transformed and output according to the preset specification. The second format specification calls transformation and output of the second parameter, and so on till the format string end.

The format specification has the following form:

```c
%[flags][width][.precision][{h | l | ll | 32 | 64}]type
```

Each field of the format specification is either a simple symbol, or a number denoting a simple format option. The simplest format specification contains only the percent sign (%) and a symbol defining the type of the output parameter (for example, %s). If you need to output the percent sign in the format string, use the format specification %%. 

flags
## Common Functions

### Flag

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
<th>Default Behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td>- (minus)</td>
<td>Left justification within the set width</td>
<td>Right justification</td>
</tr>
<tr>
<td>+ (plus)</td>
<td>Output of the + or - sign for values of sign types</td>
<td>The sign is shown only if the value is negative</td>
</tr>
<tr>
<td>0 (zero)</td>
<td>Zeros are added before an output value within the preset width. If 0 flag is specified with an integer format (i, u, x, X, o, d) and accuracy specification is set (for example, %04.d), then 0 is ignored.</td>
<td>Nothing is added</td>
</tr>
</tbody>
</table>

**width**

A non-negative decimal number that sets the minimal number of output symbols of the formatted value. If the number of output symbols is less than the specified width, the corresponding number of spaces is added from the left or right depending on the alignment (flag -). If there is flag zero (0), the corresponding number of zeroes is added before the output value. If the number of output symbols is greater than the specified width, the output value is never cut off.

If an asterisk (*) is specified as width, value of int type must be indicated in the corresponding place of the list of passed parameters. It will be used for specifying width of the output value.
precision

A non-negative decimal number that sets the output precision - number of digits after a decimal point. As distinct from width specification, precision specification can cut off the part of fractional type with or without rounding.

The use of precision specification is different for different format types.

<table>
<thead>
<tr>
<th>Types</th>
<th>Description</th>
<th>Default Behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td>a, A</td>
<td>Precision specification sets the number of digits after a decimal point.</td>
<td>Default precision - 6.</td>
</tr>
<tr>
<td>c, C</td>
<td>Not used</td>
<td></td>
</tr>
<tr>
<td>d, i, u, o, x, X</td>
<td>Sets minimal number of output digits. If number of digits in a corresponding parameter is less than this precision, zeroes are added to the left of the output value. The output value isn’t cut off, if the number of output digits is larger than the specified precision.</td>
<td>Default precision - 1.</td>
</tr>
<tr>
<td>e, E, f</td>
<td>Sets number of output digits after a decimal point. The last digit is rounded off.</td>
<td>Default precision - 6. If set precision is 0 or decimal part is absent, the decimal point is not shown.</td>
</tr>
<tr>
<td>g, G</td>
<td>Sets maximal number of meaningful numbers.</td>
<td>6 meaningful numbers are output.</td>
</tr>
<tr>
<td>s, S</td>
<td>Sets number of output symbols of a string. If the string length exceeds the precision, the string is cut off.</td>
<td>The whole string is output.</td>
</tr>
</tbody>
</table>

h | l | ll | 132 | 164

Specification of data sizes, passed as a parameter.

<table>
<thead>
<tr>
<th>Parameter Type</th>
<th>Used Prefix</th>
<th>Joint Specifier of Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>int</td>
<td>l (lower case L)</td>
<td>d, i, o, x, or X</td>
</tr>
<tr>
<td>uint</td>
<td>l (lower case L)</td>
<td>o, u, x, or X</td>
</tr>
<tr>
<td>long</td>
<td>ll (two lower case L)</td>
<td>d, i, o, x, or X</td>
</tr>
<tr>
<td>short</td>
<td>h</td>
<td>d, i, o, x, or X</td>
</tr>
</tbody>
</table>
### Common Functions

#### Parameter Type

<table>
<thead>
<tr>
<th>Parameter Type</th>
<th>Used Prefix</th>
<th>Joint Specifier of Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ushort</td>
<td>h</td>
<td>o, u, x, or X</td>
</tr>
<tr>
<td>int</td>
<td>132</td>
<td>d, i, o, x, or X</td>
</tr>
<tr>
<td>uint</td>
<td>132</td>
<td>o, u, x, or X</td>
</tr>
<tr>
<td>long</td>
<td>164</td>
<td>d, i, o, x, or X</td>
</tr>
<tr>
<td>ulong</td>
<td>164</td>
<td>o, u, x, or X</td>
</tr>
</tbody>
</table>

**type**

Type specifier is the only obligatory field for formatted output.

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Type</th>
<th>Output Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>c</td>
<td>int</td>
<td>Symbol of short type (Unicode)</td>
</tr>
<tr>
<td>C</td>
<td>int</td>
<td>Symbol of char type (ANSI)</td>
</tr>
<tr>
<td>d</td>
<td>int</td>
<td>Signed decimal integer</td>
</tr>
<tr>
<td>i</td>
<td>int</td>
<td>Signed decimal integer</td>
</tr>
<tr>
<td>o</td>
<td>int</td>
<td>Unsigned octal integer</td>
</tr>
<tr>
<td>u</td>
<td>int</td>
<td>Unsigned decimal integer</td>
</tr>
<tr>
<td>x</td>
<td>int</td>
<td>Unsigned hexadecimal integer, using “abcdef”</td>
</tr>
<tr>
<td>X</td>
<td>int</td>
<td>Unsigned hexadecimal integer, using “ABCDEF”</td>
</tr>
<tr>
<td>e</td>
<td>double</td>
<td>A real value in the format [-] d.ddd(de[sign] ddd, where d - one decimal digit, dddd - one or more decimal digits, ddd - a three-digit number that determines the size of the exponent, sign - plus or minus</td>
</tr>
<tr>
<td>E</td>
<td>double</td>
<td>Similar to the format of e, except that the sign of exponent is output by upper case letter (E instead of e)</td>
</tr>
<tr>
<td>f</td>
<td>double</td>
<td>A real value in the format [-] dddd.ddd, where dddd - one or more decimal digits. Number of displayed digits</td>
</tr>
</tbody>
</table>
### Common Functions

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Type</th>
<th>Output Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>g</td>
<td>double</td>
<td>before the decimal point depends on the size of number value. Number of digits after the decimal point depends on the required accuracy. A real value output in f or e format depending on what output is more compact.</td>
</tr>
<tr>
<td>G</td>
<td>double</td>
<td>A real value output in F or E format depending on what output is more compact.</td>
</tr>
<tr>
<td>a</td>
<td>double</td>
<td>A real number in format [-] 0xh.hhhh P±dd, where h.hhhh - mantissa in the form of hexadecimal digits, using “abcdef”, dd - One or more digits of exponent. Number of decimal places is determined by the accuracy specification</td>
</tr>
<tr>
<td>A</td>
<td>double</td>
<td>A real number in format [-] 0xh.hhhh P±dd, where h.hhhh - mantissa in the form of hexadecimal digits, using “ABCDEF”, dd - One or more digits of exponent. Number of decimal places is determined by the accuracy specification</td>
</tr>
<tr>
<td>s</td>
<td>string</td>
<td>String output</td>
</tr>
</tbody>
</table>

Instead of `Printf()` you can use `printf()`.  

Example:
```cpp
void OnStart()
{
    //--- trade server name
    string server=AccountInfoString(ACCOUNT_SERVER);
    //--- account number
    int login=(int)AccountInfoInteger(ACCOUNT_LOGIN);
    //--- long value output
    long leverage=AccountInfoInteger(ACCOUNT_LEVERAGE);
    PrintFormat("%s %d: leverage = 1:%I64d", server, login, leverage);
    //--- account currency
    string currency=AccountInfoString(ACCOUNT_CURRENCY);
    //--- double value output with 2 digits after the decimal point
    double equity=AccountInfoDouble(ACCOUNT_EQUITY);
    PrintFormat("%s %d: account equity = %.2f %s", server, login, equity, currency);
    //--- double value output with mandatory output of the +/- sign
    double profit=AccountInfoDouble(ACCOUNT_PROFIT);
    PrintFormat("%s %d: current result for open positions = %+.2f %s", server, login, profit, currency);
    //--- double value output with variable number of digits after the decimal point
    double point_value=SymbolInfoDouble(_Symbol, SYMBOL_POINT);
    string format_string=StringFormat("%%s: point value = %%.%df", _Digits);
    PrintFormat(format_string,_Symbol,point_value);
    //--- int value output
    int spread=(int)SymbolInfoInteger(_Symbol, SYMBOL_SPREAD);
    PrintFormat("%s: current spread in points = %d ", _Symbol, spread);
    //--- double value output in the scientific (floating point) format with 17 meaningful digits
    PrintFormat("DBL_MAX = %.17e", DBL_MAX);
    //--- double value output in the scientific (floating point) format with 17 meaningful digits
    PrintFormat("EMPTY_VALUE = %.17e", EMPTY_VALUE);
    //--- output using PrintFormat() with default accuracy
    PrintFormat("PrintFormat(EMPTY_VALUE) = %", EMPTY_VALUE);
    //--- simple output using Print()
    Print("Print(EMPTY_VALUE) = ", EMPTY_VALUE);

    /* execution result */
    MetaQuotes-Demo 1889998: leverage = 1:100
    MetaQuotes-Demo 1889998: account equity = 22139.86 USD
    EURUSD: point value = 0.00001
    EURUSD: current spread in points = 12
    DBL_MAX = 1.79769313486231570e+308
    EMPTY_VALUE = 1.79769313486231570e+308
    PrintFormat(EMPTY_VALUE) = 1.797693e+308
    Print(EMPTY_VALUE) = 1.797693134862316e+308
    */
}
```

See also

[StringFormat](https://www.metaquotes.net/en/mql5/stdlib/string_format), [DoubleToString](https://www.metaquotes.net/en/mql5/stdlib/double_to_string), **Real types (double, float)**
ResetLastError

Sets the value of the predefined variable _LastError into zero.

```c
void ResetLastError();
```

Return Value

No return value.

Note

It should be noted that the GetLastError() function doesn't zero the _LastError variable. Usually the ResetLastError() function is called before calling a function, after which an error appearance is checked.
# ResourceCreate

Creates an image resource based on a data set. There are two variants of the function:

## Creating a resource based on a file

```csharp
bool ResourceCreate(
    const string resource_name,       // Resource name
    const string path                 // A relative path to the file
);
```

## Creating a resource based on the array of pixels

```csharp
bool ResourceCreate(
    const string resource_name,       // Resource name
    const string[] path,              // Data set as an array
    uint img_width,                   // The width of the image resource
    uint img_height,                  // The height of the image resource
    uint data_xoffset,                // The horizontal rightward offset of the upper left corner of the image
    uint data_yoffset,                // The vertical downward offset of the upper left corner of the image
    uint data_width,                  // The total width of the image based on the data set
    ENUM_COLOR_FORMAT color_format    // Color processing method
);
```

## Parameters

- **resource_name**
  - `[in]` Resource name.
- **data[][]**
  - `[in]` A one-dimensional or two-dimensional array for creating a complete image.
- **img_width**
  - `[in]` The width of the rectangular image area in pixels to be placed in the resource in the form of an image. It cannot be greater than the `data_width` value.
- **img_height**
  - `[in]` The height of the rectangular image area in pixels to be placed in the resource in the form of an image.
- **data_xoffset**
  - `[in]` The horizontal rightward offset of the rectangular area of the image.
- **data_yoffset**
  - `[in]` The vertical downward offset of the rectangular area of the image.
- **data_width**
  - `[in]` Required only for one-dimensional arrays. It denotes the full width of the image from the data set. If `data_width`=0, it is assumed to be equal to `img_width`. For two-dimensional arrays the parameter is ignored and is assumed to be equal to the second dimension of the `data[]` array.
- **color_format**
  - `[in]` Color processing method, from a value from the `ENUM_COLOR_FORMAT` enumeration.
Return Value

Returns true if successful, otherwise false. To get information about the error call the GetLastError() function. The following errors may occur:

- 4015 - ERR_RESOURCE_NAME_DUPLICATED (identical names of the dynamic and the static resource)
- 4016 - ERR_RESOURCE_NOT_FOUND (the resource is not found)
- 4017 - ERR_RESOURCE_UNSUPPORTED_TYPE (this type of resource is not supported)
- 4018 - ERRRESOURCE_NAME_IS_TOO_LONG (the name of the resource is too long)

Note

If the second version of the function is called for creating the same resource with different width, height and shift parameters, it does not create a new resource, but simply updates the existing one.

The first version of the function is used for uploading images and sounds from files, and the second version is used only for the dynamic creation of images.

Images must be in the BMP format with a color depth of 24 or 32 bits. Sounds can only be in the WAV format. The size of the resource should not exceed 16 Mb.

**ENUM_COLOR_FORMAT**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COLOR_FORMAT_XRGB_NOALPHA</td>
<td>The component of the alpha channel is ignored</td>
</tr>
<tr>
<td>COLOR_FORMAT_ARGB_RAW</td>
<td>Color components are not handled by the terminal (must be correctly set by the user)</td>
</tr>
<tr>
<td>COLOR_FORMAT_ARGB_NORMALIZE</td>
<td>Color components are handled by the terminal</td>
</tr>
</tbody>
</table>

See also

Resources, ObjectCreate(), ObjectSetString(), OBJPROP_BMPFILE
ResourceFree

The function deletes dynamically created resource (freeing the memory allocated for it).

```cpp
bool ResourceFree(
    const string resource_name   // resource name
);
```

**Parameters**

`resource_name`

- **[in]** `Resource` name should start with `"::"`.

**Return Value**

True if successful, otherwise false. To get information about the error, call the `GetLastError()` function.

**Note**

`ResourceFree()` allows mql5 application developers to manage memory consumption when actively working with resources. **Graphical objects** bound to the resource being deleted from the memory will be displayed correctly after its deletion. However, newly created graphical objects (**OBJ_BITMAP** and **OBJ_BITMAP_LABEL**) will not be able to use the deleted resource.

The function deletes only dynamic resources created by the program.

**See also**

`Resources`, `ObjectCreate()`, `PlaySound()`, `ObjectSetString()`, `OBJPROP_BMPFILE`
Common Functions

ResourceReadImage

The function reads data from the graphical resource created by ResourceCreate() function or saved in EX5 file during compilation.

```cpp
bool ResourceReadImage(
    const string resource_name,  // graphical resource name for reading
    uint& data[],                  // array for receiving data from the resource
    uint& width,                   // for receiving the image width in the resource
    uint& height                   // for receiving the image height in the resource
);
```

Parameters

- **resource_name**
  - [in] Name of the graphical resource containing an image. To gain access to its own resources, the name is used in brief form "::resourcename". If we download a resource from a compiled EX5 file, the full name should be used with the path relative to MQL5 directory, file and resource names - "path\filename.ex5::resourcename".

- **data[][]**
  - [in] One- or two-dimensional array for receiving data from the graphical resource.

- **img_width**
  - [out] Graphical resource image width in pixels.

- **img_height**
  - [out] Graphical resource image height in pixels.

Return Value

true if successful, otherwise false. To get information about the error, call the GetLastError() function.

Note

If data[] array is then to be used for creating a graphical resource, COLOR_FORMAT_ARGB_NORMALIZE or COLOR_FORMAT_XRGB_NOALPHA color formats should be used.

If data[] array is two-dimensional and its second dimension is less than X(width) graphical resource size, ResourceReadImage() function returns false and reading is not performed. But if the resource exists, actual image size is returned to width and height parameters. This will allow making another attempt to receive data from the resource.

See also

- Resource, ObjectCreate(), ObjectSetString(), OBJPROP_BMPFILE
Common Functions

ResourceSave

Saves a resource into the specified file.

```cpp
bool ResourceSave(
    const string resource_name // Resource name
    const string file_name // File name
);
```

Parameters

resource_name

[in] The name of the resource, must start with "::".

file_name

[in] The name of the file relative to MQL5\Files.

Return Value

true - in case of success, otherwise false. For the error information call GetLastError().

Note

The function always overwrites a file and creates all the required intermediate directories in the file name if necessary.

See also

Resources, ObjectCreate(), PlaySound(), ObjectSetString(), OBJPROP_BMPFILE
**SetReturnError**

Sets the code that returns the terminal process when completing the operation.

```cpp
void SetReturnError(
    int ret_code // client terminal completion code
);```

**Parameters**

*ret_code*

[in] The code to be returned by the client terminal process when completing the operation.

**Return Value**

No return value.

**Note**

Setting the specified `ret_code` return code using the `SetReturnError()` function is useful for analyzing reasons of the programmatic operation completion when launching the terminal via the command line.

Unlike `TerminalClose()`, the `SetReturnError()` function does not complete the terminal operation. Instead, it only sets the code that returns the terminal process upon its completion.

If the `SetReturnError()` function is called multiple times and/or from different MQL5 programs, the terminal returns the last set return code.

The set code is returned upon the terminal process completion except for the following cases:

- a [critical error](#) has occurred during execution;
- the `TerminalClose(int ret_code)` function issuing the terminal operation completion command with a specified code has been called.

**See also**

[Program Running](#), [Runtime Errors](#), [Uninitialization Reason Codes](#), [TerminalClose](#)
Common Functions

**SetUserError**

Sets the predefined variable `_LastError` into the value equal to `ERR_USER_ERROR_FIRST + user_error`.

```c
void SetUserError( 
    ushort user_error,    // error number
);
```

**Parameters**

user_error

- [in] `Error` number set by a user.

**Return Value**

No return value.

**Note**

After an error has been set using the `SetUserError(user_error)` function, `GetLastError()` returns value equal to `ERR_USER_ERROR_FIRST + user_error`.

**Example:**

```c
void OnStart() 
{ 
    //--- set error number 65537=(ERR_USER_ERROR_FIRST +1)
    SetUserError(1);
    //--- get last error code
    Print("GetLastError = ",GetLastError());
    /*
    Result
    GetLastError = 65537
    */
}
```
Common Functions

Sleep

The function suspends execution of the current Expert Advisor or script within a specified interval.

```c
void Sleep(
    int milliseconds  // interval
);
```

Parameters

milliseconds

[in] Delay interval in milliseconds.

Return Value

No return value.

Note

The Sleep() function can't be called for custom indicators, because indicators are executed in the interface thread and must not slow down it. The function has the built-in check of EA halt flag every 0.1 seconds.
TerminalClose

The function commands the terminal to complete operation.

```c
bool TerminalClose(
    int ret_code  // closing code of the client terminal
);
```

**Parameters**

- `ret_code`
  
  [in] Return code, returned by the process of the client terminal at the operation completion.

**Return Value**

The function returns true on success, otherwise - false.

**Note**

The TerminalClose() function does not stop the terminal immediately, it just commands the terminal to complete its operation.

The code of an Expert Advisor that called TerminalClose() must have all arrangements for the immediate completion (e.g. all previously opened files must be closed in the normal mode). Call of this function must be followed by the return operator.

The `ret_code` parameter allows indicating the necessary return code for analyzing reasons of the program termination of the terminal operation when starting it from the command prompt.

**Example:**

```c
//--- input parameters
int tiks_before=500;   // number of ticks till termination
int pips_to_go=15;     // distance in pips
int seconds_st=50;     // number of seconds given to the Expert Advisor
//--- globals
datetime launch_time;
int tick_counter=0;

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //---
    Print(__FUNCTION__,", reason code = ",reason);
    Comment("");
}
//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    static double first_bid=0.0;
```
```csharp
MqlTick tick;
double distance;

//---
SymbolInfoTick(_Symbol, tick);
tick_counter++;
if(first_bid==0.0)
{
    launch_time=tick.time;
    first_bid=tick.bid;
    Print("first_bid =", first_bid);
    return;
}

//--- price distance in pips
distance=(tick.bid-first_bid)/_Point;

//--- show a notification to track the EA operation
string comm="From the moment of start:\r\n\n\n\n\x25CF elapsed seconds: "+
             IntegerToString(tick.time-launch_time)+" ;"
             "\r\n\n\n\n\x25CF ticks received: "+(string)tick_counter+" ;"
             "\r\n\n\n\n\x25CF price went in points: "+StringFormat("%G", distance);

Comment(comm);

//--- section for checking condition to close the terminal
if(tick_counter>=tiks_before) // exit by tick counter
    TerminalClose(0); // exit by tick counter
if(distance>pips_to_go)
    TerminalClose(1); // go up by the number of pips equal to pips_to_go
if(distance<-pips_to_go)
    TerminalClose(-1); // go down by the number of pips equal to pips_to_go
if(tick.time-launch_time>seconds_st)
    TerminalClose(100); // termination by timeout
```

See also

Program running, Execution errors, Reasons for deinitialization
**TesterHidelIndicators**

Sets the mode of displaying/hiding indicators used in an EA. The function is intended for managing the visibility of used indicators only during testing.

```cpp
void TesterHidelIndicators(
    bool hide  // flag
);
```

**Parameters**

- **hide**

  [in] Flag for hiding indicators when testing. Set true to hide created indicators, otherwise false.

**Return Value**

None.

**Note**

By default, all indicators created in a tested EA are displayed on the visual testing chart. Besides, these indicators are displayed on the chart that is automatically opened when testing is complete. The TesterHidelIndicators() function allows developers to implement the ability to disable the display of used indicators.

To disable the display of an applied indicator when testing an EA, call TesterHidelIndicators() equal to true before creating the EA's handle - all indicators created after that are marked with the hide flag. These indicators are not displayed during a visual test and on the chart that is automatically opened upon completion of the test.

To disable the hide mode of the newly created indicators, call TesterHidelIndicators() equal to false. Only indicators generated directly from the tested EA can be displayed on the testing chart. This rule applies only to cases where there is not a single template in <data_folder>MQL5\Profiles\Templates.

If the <data_folder>MQL5\Profiles\Templates directory contains a special template <EA_name>.tpl, only the indicators from this template are displayed during a visual testing and on the testing chart. In this case, no indicators applied in the tested EA are displayed. This behavior remains even if TesterHidelIndicators() equal to true is called in the EA code.

If the <data_folder>MQL5\Profiles\Templates directory contains no special <EA_name>.tpl template having tester.tpl instead, indicators from the tester.tpl and the ones from the EA not disabled by the TesterHidelIndicators() function are displayed during a visual testing and on the testing chart. If there is no tester.tpl template, indicators from the default.tpl template are used instead.

If the strategy tester finds no suitable template (<EA_name>.tpl, tester.tpl or default.tpl), display of the indicators applied in the EA is fully managed by the TesterHidelIndicators() function.

**Example:**

```cpp
bool CSampleExpert::InitIndicators(void)
{
    TesterHidelIndicators(true);
    //--- create MACD indicator
    if (m_handle_macd==INVALID_HANDLE)
        if((m_handle_macd=IMACD(NULL,0,12,26,9,PRICE_CLOSE))==INVALID_HANDLE)
```
```c
{
    printf("Error creating MACD indicator");
    return(false);
}
TesterHideIndicators(false);
//--- create EMA indicator and add it to collection
if(m_handle_ema==INVALID_HANDLE)
    if((m_handle_ema=IMA(NULL,0,InpMATrendPeriod,0,MODE_EMA,PRICE_CLOSE))==INVALID_HANDLE)
    {
        printf("Error creating EMA indicator");
        return(false);
    }
//--- succeed
    return(true);
}
```

See also

`IndicatorRelease`
**TesterStatistics**

The function returns the value of the specified statistical parameter calculated based on testing results.

```c
double TesterStatistics(
    ENUM_STATISTICS statistic_id  // ID
);
```

**Parameters**

`statistic_id`

[in] The ID of the statistical parameter from the `ENUM_STATISTICS` enumeration.

**Return Value**

The value of the statistical parameter from testing results.

**Note**

The function can be called inside `OnTester()` or `OnDeinit()` in the tester. In other cases the result is undefined.
TesterStop

Gives program operation completion command when testing.

```c
void TesterStop();
```

Return Value

No return value.

Note

The TesterStop() function is designed for a routine early shutdown of an EA on a test agent - for example, when reaching a specified number of losing trades or a preset drawdown level.

TesterStop() call is considered a normal completion of a test, therefore the OnTester() function is called, and the entire accumulated trading statistics and optimization criterion value are submitted to the strategy tester.

Calling ExpertRemove() in the strategy tester also means normal test completion and allows for obtaining trading statistics, but the EA is unloaded from the agent’s memory. In this case, performing a pass on the next set of parameters requires time in order to reload the program. Therefore, TesterStop() is a preferred option for an early routine completion of a test.

See also

Program Running, Testing Trading Strategies, ExpertRemove, SetReturnError
**TesterDeposit**

The special function that emulates depositing funds during a test. It can be used in some money management systems.

```cpp
bool TesterDeposit(
    double money  // deposited sum
);
```

**Parameters**

*money*

[in] Money to be deposited to an account in the deposit currency.

**Return Value**

Returns true if successful, otherwise - false.

**See also**

*TesterWithdrawal*
TesterWithdrawal

The special function to emulate the operation of money withdrawal in the process of testing. Can be used in some asset management systems.

```cpp
bool TesterWithdrawal(
    double money // the sum to withdraw
);
```

Parameters

`money`

[in] The sum of money that we need to withdraw (in the deposit currency).

Return Value

If successful, returns true, otherwise - false.

See also

TesterDeposit
Common Functions

TranslateKey

Returns a Unicode character by a virtual key code considering the current input language and the status of control keys.

```c
short TranslateKey(  
    int key_code  // key code for receiving a Unicode character
);
```

Parameters

- `key_code` [in] Key code.

Return Value

- Unicode character in case of a successful conversion. The function returns -1 in case of an error.

Note

The function uses `ToUnicodeEx` to convert keys pressed by a user into Unicode characters. An error may occur in case `ToUnicodeEx` is not triggered – for example, when trying to receive the SHIFT key character.

Example:

```c
void OnChartEvent(const int id,const long& lparam,const double& dparam,const string& sparam) {  
    if(id==CHAREVENT_KEYDOWN)  
    {  
        short sym=TranslateKey((int)lparam);  
        //--- if the entered character is successfully converted to Unicode
        if(sym>0)  
            Print(sym,"'",ShortToString(sym),"'");  
        else  
            Print("Error in TranslateKey for key=",lparam);  
    }  
}
```

See also

ZeroMemory

The function resets a variable passed to it by reference.

```c
void ZeroMemory(
    void & variable // reset variable
);
```

**Parameters**

*variable*

[in] [out] Variable passed by reference, you want to reset (initialize by zero values).

**Return Value**

No return value.

**Note**

If the function parameter is a string, the call will be equivalent to indicating NULL as its value. For simple types and their arrays, as well as for structures/classes consisting of such types, this is a simple reset. For objects containing strings and dynamic arrays, ZeroMemory() is called for each element. For any arrays not protected by the const modifier, this is the zeroing of all elements. For arrays of complex objects, ZeroMemory() is called for each element.

ZeroMemory() can't be applied to classes with protected members or inheritance.
Group of Functions for Working with Arrays

Arrays are allowed to be maximum four-dimensional. Each dimension is indexed from 0 to \textit{dimension\_size-1}. In a particular case of a one-dimensional array of 50 elements, calling of the first element will appear as \text{array}[0], of the last one - as \text{array}[49].

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<td>Copies one array into another</td>
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<tr>
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<td>Checks whether an array is dynamic</td>
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<tr>
<td>\text{ArrayMaximum}</td>
<td>Search for an element with the maximal value</td>
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<tr>
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<td>Prints an array of a simple type or a simple structure into journal</td>
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<tr>
<td>\text{ArrayInsert}</td>
<td>Inserts the specified number of elements from a source array to a receiving one starting from a specified index</td>
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<td>Reverses the specified number of elements in the array starting with a specified index</td>
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<td>\text{ArraySetAsSeries}</td>
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<tr>
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<tr>
<td>Function</td>
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<tr>
<td>ArraySort</td>
<td>Sorting of numeric arrays by the first dimension</td>
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<tr>
<td>ArraySwap</td>
<td>Swaps the contents of two dynamic arrays of the same type</td>
</tr>
</tbody>
</table>
Array Functions

ArrayBsearch

Searches for a specified value in a multidimensional numeric array sorted ascending. Search is performed through the elements of the first dimension.

For searching in an array of double type

```c
int ArrayBsearch(
    const double& array[], // array for search
double value // what is searched for
);```

For searching in an array of float type

```c
int ArrayBsearch(
    const float& array[], // array for search
float value // what is searched for
);```

For searching in an array of long type

```c
int ArrayBsearch(
    const long& array[], // array for search
long value // what is searched for
);```

For searching in an array of int type

```c
int ArrayBsearch(
    const int& array[], // array for search
int value // what is searched for
);```

For searching in an array of short type

```c
int ArrayBsearch(
    const short& array[], // array for search
short value // what is searched for
);```

For searching in an array of char type

```c
int ArrayBsearch(
    const char& array[], // array for search
char value // what is searched for
);```

Parameters

- `array[]`
  - [in] Numeric array for search.
- `value`
Array Functions


Return Value

The function returns index of a found element. If the wanted value isn’t found, the function returns the index of an element nearest in value.

Note

Binary search processes only sorted arrays. To sort numeric arrays use the ArraySort() function.

Example:

```c
#include

double rsi_buff[]; // array of the indicator values
int size=0;      // array size

void OnStart()
{
  double rsi_buff[]; // array of the indicator values
  int size=0;        // array size

  ResetLastError();
  int rsi_handle=iRSI(Symbol(),Period(),InpMAPeriod,InpAppliedPrice);
  if(rsi_handle==INVALID_HANDLE)
  {
    // failed to receive the indicator handle
    printf("Indicator handle receiving error. Error code = %d",GetLastError());
    return;
  }

  // being in the loop, until the indicator calculates all its values
  while(BarsCalculated(rsi_handle)=-1)
  {
    // exit if the indicator has forcibly completed the script's operation
    if(IsStopped())
    {
      return;
    }

    // a pause to allow the indicator to calculate all its values
    Sleep(10);
  }

  // copy the indicator values for a certain period of time
```
ResetLastError();
if (CopyBuffer(rsi_handle, 0, InpDateStart, InpDateFinish, rsi_buff) == -1)
{
    PrintFormat("Failed to copy the indicator values. Error code = %d", GetLastError);
    return;
}

//--- receive the array size
size = ArraySize(rsi_buff);
//--- sort out the array
ArraySort(rsi_buff);

//--- find out the time (in percentage terms) the market was in the oversold area
  double ovs = (double) ArrayBsearch(rsi_buff, InpOversoldValue) * 100 / (double) size;
  double ovs = (double) ArrayBsearch(rsi_buff, InpOversoldValue) * 100 / (double) size;

//--- find out the time (in percentage terms) the market was in the overbought area
  double ovb = (double) (size - ArrayBsearch(rsi_buff, InpOverboughtValue)) * 100 / (double) size;

//--- form the strings for displaying the data
  string str = "From " + TimeToString(InpDateStart, TIME_DATE) + " to " + TimeToString(InpDateFinish, TIME_DATE) + " the market was:";
  string str_ovb = "in overbought area " + DoubleToString(ovb, 2) + "% of time";
  string str_ovs = "in oversold area " + DoubleToString(ovs, 2) + "% of time";

//--- display the data on the chart
  CreateLabel("top", 5, 60, str, clrDodgerBlue);
  CreateLabel("overbought", 5, 35, str_ovb, clrDodgerBlue);
  CreateLabel("oversold", 5, 10, str_ovs, clrDodgerBlue);

//--- redraw the chart
  ChartRedraw(0);

//--- pause
  Sleep(10000);

// Display comment in the bottom left corner of the chart
void CreateLabel(const string name, const int x, const int y, const string str, const color clr)
{
    //--- create the label
    ObjectCreate(0, name, OBJ_LABEL, 0, 0);
    //--- bind the label to the bottom left corner
    ObjectSetInteger(0, name, OBJPROP_CORNER, CORNER_LEFT_LOWER);
    //--- change position of the anchor point
    ObjectSetInteger(0, name, OBJPROP_ANCHOR, ANCHOR_LEFT_LOWER);
    //--- distance from the anchor point in X-direction
    ObjectSetInteger(0, name, OBJPROP_XDISTANCE, x);
    //--- distance from the anchor point in Y-direction
    ObjectSetInteger(0, name, OBJPROP_YDISTANCE, y);
    //--- label text
    ObjectSetString(0, name, OBJPROP_TEXT, str);
    //--- text color
    ObjectSetInteger(0, name, OBJPROP_COLOR, clr);
    //--- text size
```cpp
ObjectSetInteger(0, name, OBJPROP_FONTSIZE, 12);
```

Array Functions

ArrayCopy

It copies an array into another one.

```c
int ArrayCopy(
    void& dst_array[], // destination array
    const void& src_array[], // source array
    int dst_start=0, // index starting from which write into destination array
    int src_start=0, // first index of a source array
    int count=WHOLE_ARRAY // number of elements
);
```

Parameters

dst_array[]
   [out] Destination array

src_array[]
   [in] Source array

dst_start=0
   [in] Starting index from the destination array. By default, start index is 0.

src_start=0
   [in] Starting index for the source array. By default, start index is 0.

count=WHOLE_ARRAY
   [in] Number of elements that should be copied. By default, the whole array is copied (count=WHOLE_ARRAY).

Return Value

It returns the number of copied elements.

Note

If count<0 or count>src_size-src_start, all the remaining array part is copied. Arrays are copied from left to right. For series arrays, the starting position is correctly defined adjusted for copying from left to right.

If arrays are of different types, during copying it tries to transform each element of a source array into the type of the destination array. A string array can be copied into a string array only. Array of classes and structures containing objects that require initialization aren't copied. An array of structures can be copied into an array of the same type only.

For dynamic arrays with indexing as in timeseries, the size of a destination array is automatically increased to the amount of copied data (if the latter exceeds the array size). The destination array size is not decreased automatically.

Example:

```c
#property description "The indicator highlights the candlesticks that are local"
#property description "highs and lows. Interval length for finding"
#property description "extreme values should be found using an input parameters."
```
//--- indicator settings
#property indicator_chart_window
#property indicator_buffers 5
#property indicator_plots 1
//--- plot
#property indicator_label1 "Extremums"
#property indicator_type1 DRAW_COLOR_CANDLES
#property indicator_color1 clrLightSteelBlue,clrRed,clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- predefined constant
#define INDICTION_EMPTY_VALUE 0.0
//--- input parameters
input int InpNum=4; // Half-interval length
//--- indicator buffers
double ExtOpen[];
double ExtHigh[];
double ExtLow[];
double ExtClose[];
double ExtColor[];
//--- global variables
int ExtStart=0; // index of the first candlestick that is not an extremum
int ExtCount=0; // number of non-extremums in the interval
//+------------------------------------------------------------------+
//| Filling out non-extremum candlesticks                            |
//+------------------------------------------------------------------+
void FillCandles(const double &open[],const double &high[],
                 const double &low[],const double &close[])
{
    //--- fill out the candlesticks
    ArrayCopy(ExtOpen,open,ExtStart,ExtStart,ExtCount);
    ArrayCopy(ExtHigh,high,ExtStart,ExtStart,ExtCount);
    ArrayCopy(ExtLow,low,ExtStart,ExtStart,ExtCount);
    ArrayCopy(ExtClose,close,ExtStart,ExtStart,ExtCount);
}
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,ExtOpen);
    SetIndexBuffer(1,ExtHigh);
    SetIndexBuffer(2,ExtLow);
    SetIndexBuffer(3,ExtClose);
    SetIndexBuffer(4,ExtColor,INDICATOR_COLOR_INDEX);
    //--- specify the value, which is not displayed
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,INDICATOR_EMPTY_VALUE);
    //--- specify the names of indicator buffers for displaying in the data window
}
`PlotIndexSetString(0, PLOT_LABEL, "Open;High;Low;Close");`

```c
//---
return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- set straight indexing in time series
    ArraySetAsSeries(open, false);
    ArraySetAsSeries(high, false);
    ArraySetAsSeries(low, false);
    ArraySetAsSeries(close, false);
    //--- variable of the bar calculation start
    int start=prev_calculated;
    //--- calculation is not performed for the first InpNum*2 bars
    if(start==0)
    {
        start+=InpNum*2;
        ExtStart=0;
        ExtCount=0;
    }
    //--- if the bar has just formed, check the next potential extremum
    if(rates_total-start==1)
        start--;
    //--- bar index to be checked for the extremum
    int ext;
    //--- indicator value calculation loop
    for(int i=start;i<rates_total-1;i++)
    {
        //--- initially on i bar without drawing
        ExtOpen[i]=0;
        ExtHigh[i]=0;
        ExtLow[i]=0;
        ExtClose[i]=0;
        //--- extremum index for check
        ext=i-InpNum;
        //--- check for the local maximum
        if(IsMax(high, ext))
```
{ //--- highlight an extremum candlestick
    ExtOpen[ext]=open[ext];
    ExtHigh[ext]=high[ext];
    ExtLow[ext]=low[ext];
    ExtClose[ext]=close[ext];
    ExtColor[ext]=1;
    //--- highlight other candles up to the extremum with a neutral color
    FillCandles(open, high, low, close);
    //--- change the variable colors
    ExtStart=ext+1;
    ExtCount=0;
    //--- pass to the next iteration
    continue;
} //--- check for the local minimum
if(IsMin(low, ext))
{
    //--- highlight an extremum candlestick
    ExtOpen[ext]=open[ext];
    ExtHigh[ext]=high[ext];
    ExtLow[ext]=low[ext];
    ExtClose[ext]=close[ext];
    ExtColor[ext]=2;
    //--- highlight other candles up to the extremum with a neutral color
    FillCandles(open, high, low, close);
    //--- change variable values
    ExtStart=ext+1;
    ExtCount=0;
    //--- pass to the next iteration
    continue;
} //--- increase the number of non-extremums at the interval
ExtCount++; //--- return value of prev_calculated for next call
return (rates_total);
} //+------------------------------------------------------------------+
//| Check if the current array element is a local high               |
//+------------------------------------------------------------------+
bool IsMax(const double &price[], const int ind)
{
    //--- interval start variable
    int i=ind-InpNum;
    //--- interval end period
    int finish=ind+InpNum+1;
    //--- check for the first half of the interval
    for(; i<ind; i++)
{  
    if (price[ind]<=price[i])  
        return (false);  
}

//--- check for the second half of the interval
for (i=ind+1;i<finish;i++)
{
    if (price[ind]<=price[i])
        return (false);
}

//--- this is an extremum
return (true);

//+------------------------------------------------------------------+
//| Check if the current array element is a local low                |
//+------------------------------------------------------------------+
bool IsMin(const double &price[], const int ind)  
{
    //--- interval start variable
    int i=ind-InpNum;
    //--- interval end variable
    int finish=ind+InpNum+1;
    //--- check for the first half of the interval
    for (;i<ind;i++)
    {
        if (price[ind]>price[i])
            return (false);
    }
    //--- check for the second half of the interval
    for (i=ind+1;i<finish;i++)
    {
        if (price[ind]>price[i])
            return (false);
    }
    //--- this is an extremum
    return (true);
}
Array Functions

ArrayCompare

The function returns the result of comparing two arrays of the same type. It can be used to compare arrays of simple types or custom structures without complex objects, that is the custom structures that do not contain strings, dynamic arrays, classes and other structures with complex objects.

```c
int ArrayCompare(
    const void* array1[], // first array
    const void* array2[], // second array
    int start1=0, // initial offset in the first array
    int start2=0, // initial offset in the second array
    int count=WHOLE_ARRAY // number of elements for comparison
);```

Parameters

array1[]

array2[]

start1=0
[in] The element's initial index in the first array, from which comparison starts. The default start index - 0.

start2=0
[in] The element's initial index in the second array, from which comparison starts. The default start index - 0.

count=WHOLE_ARRAY
[in] Number of elements to be compared. All elements of both arrays participate in comparison by default (count=WHOLE_ARRAY).

Return Value

-1, if array1[] less than array2[]
0, if array1[] equal to array2[]
1, if array1[] more than array2[]
-2, if an error occurs due to incompatibility of the types of compared arrays or if start1, start2 or count values lead to falling outside the array.

Note

The function will not return 0 (the arrays will not be considered equal) if the arrays differ in size and count=WHOLE_ARRAY for the case when one array is a faithful subset of another one. In this case, the result of comparing the sizes of that arrays will be returned: -1, if the size of array1[] is less than the size of array2[], otherwise 1.
Array Functions

ArrayFree

It frees up a buffer of any dynamic array and sets the size of the zero dimension to 0.

```c
void ArrayFree(
    void& array[]  // array
);
```

Parameters

`array[]`


Return Value

No return value.

Note

The need for using `ArrayFree()` function may not appear too often considering that all used memory is freed at once and main work with the arrays comprises the access to the indicator buffers. The sizes of the buffers are automatically managed by the terminal's executive subsystem.

In case it is necessary to manually manage the memory in complex dynamic environment of the application, `ArrayFree()` function allows users to free the memory occupied by the already unnecessary dynamic array explicitly and immediately.

Example:

```c
#include <Controls\Dialog.mqh>
#include <Controls\Button.mqh>
#include <Controls\Label.mqh>
#include <Controls\ComboBox.mqh>

//--- predefined constants
#define X_START 0
#define Y_START 0
#define X_SIZE 280
#define Y_SIZE 300

class CMemoryControl : public CAppDialog
{
  private:
    //--- array size
    int m_arr_size;
    //--- arrays
    char m_arr_char[];
    int m_arr_int[];
    float m_arr_float[];
    double m_arr_double[];
    long m_arr_long[];
}
//--- labels
CLabel      m_lbl_memory_physical;
CLabel      m_lbl_memory_total;
CLabel      m_lbl_memory_available;
CLabel      m_lbl_memory_used;
CLabel      m_lbl_array_size;
CLabel      m_lbl_array_type;
CLabel      m_lbl_error;
CLabel      m_lbl_change_type;
CLabel      m_lbl_array_size;
//--- buttons
CButton     m_button_add;
CButton     m_button_free;
//--- combo boxes
CComboBox   m_combo_box_step;
CComboBox   m_combo_box_type;
//--- current value of the array type from the combo box
int         m_combo_box_type_value;

public:
  CMemoryControl(void);
  ~CMemoryControl(void);

  //--- class object creation method
virtual bool Create(const long chart, const string name, const int subwin, const
virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
  //--- create labels
bool        CreateLabel(CLabel &lbl, const string name, const int x, const int y);
  //--- create control elements
bool        CreateButton(CButton &button, const string name, const int x, const int y);
bool        CreateComboBoxStep(void);
bool        CreateComboBoxType(void);
  //--- event handlers
void        OnClickButtonAdd(void);
void        OnClickButtonFree(void);
void        OnChangeComboBoxType(void);
  //--- methods for working with the current array
void        CurrentArrayFree(void);
bool        CurrentArrayAdd(void);
};

//+------------------------------------------------------------------+
//| Free memory of the current array                                 |
//+------------------------------------------------------------------+
void CMemoryControl::CurrentArrayFree(void)
{
  //--- reset array size
  m_arr_size=0;
}
//--- free the array
if (m_combo_box_type_value==0)
    ArrayFree(m_arr_char);
if (m_combo_box_type_value==1)
    ArrayFree(m_arr_int);
if (m_combo_box_type_value==2)
    ArrayFree(m_arr_float);
if (m_combo_box_type_value==3)
    ArrayFree(m_arr_double);
if (m_combo_box_type_value==4)
    ArrayFree(m_arr_long);
}

//+------------------------------------------------------------------+
//| Attempt to add memory for the current array                      |
//+------------------------------------------------------------------+
bool CMemoryControl::CurrentArrayAdd(void)
{
    //--- exit if the size of the used memory exceeds the size of the physical memory
    if (TerminalInfoInteger(TERMINAL_MEMORY_PHYSICAL)/TerminalInfoInteger(TERMINAL_MEMORYUSED)
        return (false);
    //--- attempt to allocate memory according to the current type
    if (m_combo_box_type_value==0 & & ArrayResize(m_arr_char,m_arr_size)=-1)
        return (false);
    if (m_combo_box_type_value==1 & & ArrayResize(m_arr_int,m_arr_size)=-1)
        return (false);
    if (m_combo_box_type_value==2 & & ArrayResize(m_arr_float,m_arr_size)=-1)
        return (false);
    if (m_combo_box_type_value==3 & & ArrayResize(m_arr_double,m_arr_size)=-1)
        return (false);
    if (m_combo_box_type_value==4 & & ArrayResize(m_arr_long,m_arr_size)=-1)
        return (false);
    //--- memory allocated
    return (true);
}

//+------------------------------------------------------------------+
//| Handling events                                                  |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CMemoryControl)
ON_EVENT(ON_CLICK,m_button_add,OnClickButtonAdd)
ON_EVENT(ON_CLICK,m_button_free,OnClickButtonFree)
ON_EVENT(ON_CHANGE,m_combo_box_type,OnChangeComboBoxType)
EVENT_MAP_END(CAppDialog)

//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CMemoryControl::CMemoryControl(void)
{
}

//+------------------------------------------------------------------+
//| Copyright 2000-2021, MetaQuotes Ltd                             |
//+------------------------------------------------------------------+
// Destructor

CMemoryControl::~CMemoryControl (void)
{

// Class object creation method

bool CMemoryControl::Create(const long chart, const string name, const int subwin,
const int x1, const int y1, const int x2, const int y2)
{

// create base class object
if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
    return (false);

// prepare strings for labels

string str_physical = "Memory physical = " + (string)TerminalInfoInteger(TERMINAL_MEMO);
string str_total = "Memory total = " + (string)TerminalInfoInteger(TERMINAL_MEMORYTOT);
string str_available = "Memory available = " + (string)TerminalInfoInteger(TERMINAL_MEM);
string str_used = "Memory used = " + (string)TerminalInfoInteger(TERMINAL_MEMORYUSED);

// create labels

if (!CreateLabel(m_lbl_memory_physical, "physical_label", X_START+10, Y_START+5, str_physical, 12, clrBlack))
    return (false);
if (!CreateLabel(m_lbl_memory_total, "total_label", X_START+10, Y_START+30, str_total, 12, clrBlack))
    return (false);
if (!CreateLabel(m_lbl_memory_available, "available_label", X_START+10, Y_START+55, str_available, 12, clrBlack))
    return (false);
if (!CreateLabel(m_lbl_memory_used, "used_label", X_START+10, Y_START+80, str_used, 12, clrRed))
    return (false);
if (!CreateLabel(m_lbl_array_type, "type_label", X_START+10, Y_START+105, "Array type = ", 12, clrBlack))
    return (false);
if (!CreateLabel(m_lbl_array_size, "size_label", X_START+10, Y_START+130, "Array size = ", 12, clrBlack))
    return (false);
if (!CreateLabel(m_lbl_error, "error_label", X_START+10, Y_START+155, "", 12, clrRed))
    return (false);
if (!CreateLabel(m_lbl_change_type, "change_type_label", X_START+10, Y_START+185, "Change ", 12, clrBlack))
    return (false);
if (!CreateLabel(m_lbl_add_size, "add_size_label", X_START+10, Y_START+210, "Add to arr ", 12, clrBlack))
    return (false);

// create control elements

if (!CreateButton(m_button_add, "add_button", X_START+15, Y_START+245, "Add", 12, clrBlue))
    return (false);
if (!CreateButton(m_button_free, "free_button", X_START+75, Y_START+245, "Free", 12, clrBlack))
    return (false);
if (!CreateComboBoxType())
    return (false);
if (!CreateComboBoxStep())
    return (false);

// initialize the variable
m_arr_size = 0;
//--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
// Create the button
//+------------------------------------------------------------------+
bool CMemoryControl::CreateButton(CButton &button, const string name, const int x,
    const int y, const string str, const int font_size,
    const int clr)
{
    //--- create the button
    if(!(button.Create(m_chart_id,name,m_subwin,x,y,x+50,y+20))
        return(false);
    //--- text
    if(!(button.Text(str))
        return(false);
    //--- font size
    if(!(button.FontSize(font_size))
        return(false);
    //--- label color
    if(!(button.Color(clr))
        return(false);
    //--- add the button to the control elements
    if(!(Add(button))
        return(false);
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
// Create a combo box for the array size
//+------------------------------------------------------------------+
bool CMemoryControl::CreateComboBoxStep(void)
{
    //--- create the combo box
    if(!(m_combo_box_step.Create(m_chart_id,"step_combobox",m_subwin,X_START+100,Y_START+
        return(false);
    //--- add elements to the combo box
    if(!(m_combo_box_step.ItemAdd("100 000",100000))
        return(false);
    if(!(m_combo_box_step.ItemAdd("1 000 000",1000000))
        return(false);
    if(!(m_combo_box_step.ItemAdd("10 000 000",10000000))
        return(false);
    if(!(m_combo_box_step.ItemAdd("100 000 000",100000000))
        return(false);
    //--- set the current combo box element
    if(!(m_combo_box_step.SelectByValue(100000000)))
        return(false);
    //--- add the combo box to control elements
if(!Add(m_combo_box_step))
    return(false);
//--- successful execution
return(true);
}

//+------------------------------------------------------------------+
//| Create a combo box for the array type                            |
//+------------------------------------------------------------------+
bool CMemoryControl::CreateComboBoxType(void)
{
    //--- create the combo box
    if(!m_combo_box_type.Create(m_chart_id,"type_combobox",m_subwin,X_START+100,Y_START+100))
        return(false);
    //--- add elements to the combo box
    if(!m_combo_box_type.ItemAdd("char",0))
        return(false);
    if(!m_combo_box_type.ItemAdd("int",1))
        return(false);
    if(!m_combo_box_type.ItemAdd("float",2))
        return(false);
    if(!m_combo_box_type.ItemAdd("double",3))
        return(false);
    if(!m_combo_box_type.ItemAdd("long",4))
        return(false);
    //--- set the current combo box element
    if(!m_combo_box_type.SelectByValue(3))
        return(false);
    //--- store the current combo box element
    m_combo_box_type_value=3;
    //--- add the combo box to control elements
    if(!Add(m_combo_box_type))
        return(false);
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Create a label                                                   |
//+------------------------------------------------------------------+
bool CMemoryControl::CreateLabel(CLabel &lbl,const string name,const int x,
    const int y,const string str,const int font_size,
    const int clr)
{
    //--- create a label
    if(!lbl.Create(m_chart_id,name,m_subwin,x,y,0,0))
        return(false);
    //--- text
    if(!lbl.Text(str))
        return(false);
    //--- font size
    if(!lbl.FontSize(font_size))
        return(false);
    return(true);
}
if (!lbl.FontSize(font_size))
    return (false);
//--- color
if (!lbl.Color(clr))
    return (false);
//--- add the label to control elements
if (!Add(lbl))
    return (false);
//--- succeed
return (true);

//+------------------------------------------------------------------+
//| Handler of clicking "Add" button event                           |
//+------------------------------------------------------------------+
void CMemoryControl::OnClickButtonAdd(void)
{
    //--- increase the array size
    m_arr_size += (int)m_combo_box_step.Value();
    //--- attempt to allocate memory for the current array
    if (CurrentArrayAdd())
    {
        //--- memory allocated, display the current status on the screen
        m_lbl_memory_available.Text("Memory available = " + (string)TerminalInfoInteger(TERM.MemoryAvai
        m_lbl_memory_used.Text("Memory used = " + (string)TerminalInfoInteger(TERM.MemoryUs
        m_lbl_array_size.Text("Array size = " + IntegerToString(m_arr_size));
        m_lbl_error.Text("\n");
    }
    else
    {
        //--- failed to allocate memory, display the error message
        m_lbl_error.Text("Array is too large, error!\n");
        //--- return the previous array size
        m_arr_size = (int)m_combo_box_step.Value();
    }
}
//+------------------------------------------------------------------+
//| Handler of clicking "Free" button event                           |
//+------------------------------------------------------------------+
void CMemoryControl::OnClickButtonFree(void)
{
    //--- free the memory of the current array
    CurrentArrayFree();
    //--- display the current status on the screen
    m_lbl_memory_available.Text("Memory available = " + (string)TerminalInfoInteger(TERM.
    m_lbl_memory_used.Text("Memory used = " + (string)TerminalInfoInteger(TERM_MEMO
    m_lbl_array_size.Text("Array size = 0\n");
    m_lbl_error.Text("\n");
}
void CMemoryControl::OnChangeComboBoxType() {

    //--- check if the array's type has changed
    if (m_combo_box_type.Value() != m_combo_box_type_value) {

        //--- free the memory of the current array
        OnClickButtonFree();

        //--- work with another array type
        m_combo_box_type_value = (int)m_combo_box_type.Value();

        //--- display the new array type on the screen
        if (m_combo_box_type_value == 0)
            m_lbl_array_type.Text("Array type = char");
        if (m_combo_box_type_value == 1)
            m_lbl_array_type.Text("Array type = int");
        if (m_combo_box_type_value == 2)
            m_lbl_array_type.Text("Array type = float");
        if (m_combo_box_type_value == 3)
            m_lbl_array_type.Text("Array type = double");
        if (m_combo_box_type_value == 4)
            m_lbl_array_type.Text("Array type = long");
    }
}

CMemoryControl CMemoryControl ExtDialog;

int OnInit() {

    //--- create the dialog
    if (!ExtDialog.Create(0, "MemoryControl", 0, X_START, Y_START, X_SIZE, Y_SIZE))
        return INIT_FAILED;

    //--- launch
    ExtDialog.Run();

    return INIT_SUCCEEDED;
}

void OnDeinit(const int reason) {

    ExtDialog.Destroy(reason);
}

//--- CMemoryControl class object
CMemoryControl ExtDialog;
```c
//+------------------------------------------------------------------+
void OnChartEvent(const int id,
    const long &lparam,
    const double &dparam,
    const string &sparam)
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
```
Array Functions

ArrayGetAsSeries

It checks direction of an array index.

```c
bool ArrayGetAsSeries(
    const void& array[]  // array for checking
);
```

Parameters

array

[in] Checked array.

Return Value

Returns `true`, if the specified array has the AS_SERIES flag set, i.e. access to the array is performed back to front as in timeseries. A `timeseries` differs from a usual array in that the indexing of timeseries elements is performed from its end to beginning (from the newest data to old).

Note

To check whether an array belongs to timeseries, use the `ArrayOfSeries()` function. Arrays of price data passed as input parameters into the `OnCalculate()` function do not obligatorily have the indexing direction the same as in timeseries. The necessary indexing direction can be set using the `ArrayOfSeries()` function.

Example:

```c
//--- indicator settings
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_style1 STYLE_SOLID
#property indicator_width1 3
//--- input parameters
input bool InpAsSeries=true;  // Indexing direction in the indicator buffer
input bool InpPrices=true;    // Calculation prices (true - Open,Close; false - High,Low)
//--- indicator buffer
double ExtBuffer[];
///////////////////////////////
//| Calculating indicator values
//----------------------------
void CandleSizeOnBuffer(const int rates_total,const int prev_calculated,
    const double *)&first[],const double *)&second[],double &buffer[])
{
    //--- start variable for calculation of bars
    int start=prev_calculated;
```
//--- work at the last bar if the indicator values have already been calculated at the previous tick
if (prev_calculated > 0)
    start--;

//--- define indexing direction in arrays
bool as_series_first = ArrayGetAsSeries(first);
bool as_series_second = ArrayGetAsSeries(second);
bool as_series_buffer = ArrayGetAsSeries(buffer);

//--- replace indexing direction with direct one if necessary
if (as_series_first)
    ArraySetAsSeries(first, false);
if (as_series_second)
    ArraySetAsSeries(second, false);
if (as_series_buffer)
    ArraySetAsSeries(buffer, false);

//--- calculate indicator values
for (int i = start; i < rates_total; i++)
    buffer[i] = MathAbs(first[i] - second[i]);

int OnInit()
{
    //--- bind indicator buffers
    SetIndexBuffer(0, ExtBuffer);
    //--- set indexing element in the indicator buffer
    ArraySetAsSeries(ExtBuffer, InpAsSeries);
    //--- check for what prices the indicator is calculated
    if (InpPrices)
    {
        //--- Open and Close prices
        PlotIndexSetString(0, PLOT_LABEL, "BodySize");
        //--- set the indicator color
        PlotIndexSetInteger(0, PLOT_LINE_COLOR, clrOrange);
    }
    else
    {
        //--- High and Low prices
        PlotIndexSetString(0, PLOT_LABEL, "ShadowSize");
        //--- set the indicator color
        PlotIndexSetInteger(0, PLOT_LINE_COLOR, clrDodgerBlue);
    }

    //--- return (INIT_SUCCEEDED);
}

int OnCalculate(const int rates_total,
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- calculate the indicator according to the flag value
    if(InpPrices)
        CandleSizeOnBuffer(rates_total,prev_calculated,open,close,ExtBuffer);
    else
        CandleSizeOnBuffer(rates_total,prev_calculated,high,low,ExtBuffer);
    //--- return value of prev_calculated for next call
    return(rates_total);
}

See also

Access to timeseries, ArraySetAsSeries
ArrayFunctions

ArrayInitialize

The function initializes a numeric array by a preset value.

For initialization of an array of char type

```c
int ArrayInitialize(
    char array[], // initialized array
    char value    // value that will be set
);
```

For initialization of an array of short type

```c
int ArrayInitialize(
    short array[], // initialized array
    short value    // value that will be set
);
```

For initialization of an array of int type

```c
int ArrayInitialize(
    int array[],   // initialized array
    int value      // value that will be set
);
```

For initialization of an array of long type

```c
int ArrayInitialize(
    long array[],  // initialized array
    long value      // value that will be set
);
```

For initialization of an array of float type

```c
int ArrayInitialize(
    float array[],  // initialized array
    float value      // value that will be set
);
```

For initialization of an array of double type

```c
int ArrayInitialize(
    double array[], // initialized array
    double value    // value that will be set
);
```

For initialization of an array of bool type

```c
int ArrayInitialize(
    bool array[],   // initialized array
    bool value       // value that will be set
);
```
Array Functions

For initialization of an array of uint type

```c
int ArrayInitialize(
    uint array[], // initialized array
    uint value // value that will be set
);
```

Parameters

array[]
    [out] Numeric array that should be initialized.

value
    [in] New value that should be set to all array elements.

Return Value

Number of initialized elements.

Note

The `ArrayResize()` function allows to set size of an array with a reserve for further expansion without the physical relocation of memory. It is implemented for the better performance, because the operations of memory relocation are reasonably slow.

Initialization of the array using `ArrayInitialize(array, init_val)` does not mean the initialization with the same value of reserve elements allocated for this array. At further expanding of the `array` using `ArrayResize()` function, the elements will be added at the end of the array, their values will be undefined and in most cases will not be equal to `init_value`.

Example:

```c
void OnStart()
{
    //--- dynamic array
    double array[];
    //--- let's set the array size for 100 elements and reserve a buffer for another 10 e.
    ArrayResize(array,100,10);
    //--- initialize the array elements with EMPTY_VALUE=DL_MAX value
    ArrayInitialize(array,EMPTY_VALUE);
    Print("Values of 10 last elements after initialization");
    for(int i=90;i<100;i++) printf("array[%d] = %G",i,array[i]);
    //--- expand the array by 5 elements
    ArrayResize(array,105);
    Print("Values of 10 last elements after ArrayResize(array,105)");
    //--- values of 5 last elements are obtained from reserve buffer
    for(int i=95;i<105;i++) printf("array[%d] = %G",i,array[i]);
}
```
Array Functions

ArrayFill

The function fills an array with the specified value.

```c
void ArrayFill(
    void& array[], // array
    int start,     // starting index
    int count,     // number of elements to fill
    void value    // value
);
```

Parameters

array[]

[out] Array of simple type (`char`, `uchar`, `short`, `ushort`, `int`, `uint`, `long`, `ulong`, `bool`, `color`, `datetime`, `float`, `double`).

start

[in] Starting index. In such a case, specified `AS_SERIES` flag is ignored.

count

[in] Number of elements to fill.

value

[in] Value to fill the array with.

Return Value

No return value.

Note

When `ArrayFill()` function is called, normal indexation direction (from left to right) is always implied. It means that the change of the order of access to the array elements using `ArraySetAsSeries()` function is ignored.

A multidimensional array is shown as one-dimensional when processed by `ArrayFill()` function. For example, `array[2][4]` is processed as `array[8]`. Therefore, you may specify the initial element's index to be equal to 5 when working with this array. Thus, the call of `ArrayFill(array, 5, 2, 3.14)` for `array[2][4]` fills `array[1][1]` and `array[1][2]` elements with 3.14.

Example:

```c
void OnStart()
{
    //--- declare dynamic array
    int a[];
    //--- set size
    ArrayResize(a,10);
    //--- fill first 5 elements with 123
    ArrayFill(a,0,5,123);
    //--- fill next 5 elements with 456
    ArrayFill(a,5,5,456);
}
```
///--- show values
    for(int i=0;i<ArraySize(a);i++) printf("a[%d] = %d",i,a[i]);
}
Array Functions

ArrayIsDynamic

The function checks whether an array is dynamic.

```cpp
bool ArrayIsDynamic(
    const void* array // checked array
);
```

Parameters

`array[]`

[in] Checked array.

Return Value

It returns true if the selected array is `dynamic`, otherwise it returns false.

Example:

```cpp
//--- indicator settings

// Custom indicator initialization function
int OnInit()
{
    // allocate memory for the array
    ArrayResize(ExtDynamic,100);
    // indicator buffers mapping
    SetIndexBuffer(0,ExtBuff);
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    return INIT_SUCCEEDED;
}

// Custom indicator iteration function
int OnCalculate(const int rates_total, const int prev_calculated, const int begin, const double* price[])
```
{  
    //--- perform a single analysis  
    if(ExtFlag)  
    {  
        //--- attempt to free memory for arrays  
        //--- 1. Dynamic array  
        Print("+---------------------------------+");  
        Print("1. Check dynamic array:");  
        Print("Size before memory is freed = ",ArraySize(ExtDynamic));  
        Print("Is this a dynamic array = ",ArrayIsDynamic(ExtDynamic) ? "Yes" : "No");  
        //--- attempt to free array memory  
        ArrayFree(ExtDynamic);  
        Print("Size after memory is freed = ",ArraySize(ExtDynamic));  
        //--- 2. Static array  
        Print("2. Check static array:");  
        Print("Size before memory is freed = ",ArraySize(ExtStatic));  
        Print("Is this a dynamic array = ",ArrayIsDynamic(ExtStatic) ? "Yes" : "No");  
        //--- attempt to free array memory  
        ArrayFree(ExtStatic);  
        Print("Size after memory is freed = ",ArraySize(ExtStatic));  
        //--- 3. Indicator buffer  
        Print("3. Check indicator buffer:");  
        Print("Size before memory is freed = ",ArraySize(ExtBuff));  
        Print("Is this a dynamic array = ",ArrayIsDynamic(ExtBuff) ? "Yes" : "No");  
        //--- attempt to free array memory  
        ArrayFree(ExtBuff);  
        Print("Size after memory is freed = ",ArraySize(ExtBuff));  
        //--- change the flag value  
        ExtFlag=false;  
    }  
    //--- return value of prev_calculated for next call  
    return(rates_total);  
}  

See also  
Access to timeseries and indicators
Array Functions

ArrayIsSeries

The function checks whether an array is a timeseries.

```c
bool ArrayIsSeries(
    const void* array[] // checked array
);
```

Parameters


Return Value

It returns true, if a checked array is an array timeseries, otherwise it returns false. Arrays passed as a parameter to the `OnCalculate()` function must be checked for the order of accessing the array elements by `ArrayGetAsSeries()`.

Example:

```c
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Label1
#property indicator_label1 "Label1"
#property indicator_type1 DRAW_LINE
#property indicator_style1 STYLE_SOLID
#property indicator_color1 clrRed
#property indicator_width1 1
//--- indicator buffers
double Label1Buffer[];
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
void OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,Label1Buffer,INDICATOR_DATA);
    //---
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
```cpp
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //---
    if(ArrayIsSeries(open))
        Print("open[] is timeseries");
    else
        Print("open[] is not timeseries!!");
    //--- return value of prev_calculated for next call
    return(rates_total);
}
```

See also

[Access to timeseries and indicators](#)
Array Functions

ArrayMaximum

Searches for the largest element in the first dimension of a multidimensional numeric array.

```c
int ArrayMaximum(
    const void& array[],    // array for search
    int start=0,            // index to start checking with
    int count=WHOLE_ARRAY   // number of checked elements
);
```

Parameters

`array[]`

[in] A numeric array, in which search is made.

`start=0`

[in] Index to start checking with.

`count=WHOLE_ARRAY`

[in] Number of elements for search. By default, searches in the entire array (count=WHOLE_ARRAY).

Return Value

The function returns an index of a found element taking into account the array serial. In case of failure it returns -1.

Note

The AS_SERIES flag value is taken into account while searching for a maximum.

Functions ArrayMaximum and ArrayMinimum accept any-dimensional arrays as a parameter. However, searching is always applied to the first (zero) dimension.

Example:

```c
#property description "The indicator displays larger timeframe's candlesticks on the chart."
//--- indicator settings
#property indicator_chart_window
#property indicator_buffers 16
#property indicator_plots 8
//---- plot 1
#property indicator_label1  "BearBody"
#property indicator_color1 clrSeaGreen,clrSalmon
//---- plot 2
#property indicator_label2  "BearBodyEnd"
#property indicator_color2 clrSeaGreen,clrSalmon
//---- plot 3
#property indicator_label3  "BearShadow"
#property indicator_color3 clrSalmon,clrSalmon
//---- plot 4
#property indicator_label4  "BearShadowEnd"
#property indicator_color4 clrSalmon,clrSalmon
```
//---- plot 5
#property indicator_label5 "BullBody"
#property indicator_color5 clrOlive,clrOlive
//---- plot 6
#property indicator_label6 "BullBodyEnd"
#property indicator_color6 clrOlive,clrOlive
//---- plot 7
#property indicator_label7 "BullShadow"
#property indicator_color7 clrSkyBlue,clrSkyBlue
//---- plot 8
#property indicator_label8 "BullShadowEnd"
#property indicator_color8 clrSkyBlue,clrSkyBlue
//--- predefined constant
#define INDICATOR_EMPTY_VALUE 0.0
//--- input parameters
input ENUM_TIMEFRAMES InpPeriod=PERIOD_H4; // Time frame for the indicator calculation
input datetime InpDateStart=D'2013.01.01 00:00'; // Analysis start date
//--- indicator buffers for bearish candlesticks
double ExtBearBodyFirst[];
double ExtBearBodySecond[];
double ExtBearBodyEndFirst[];
double ExtBearBodyEndSecond[];
double ExtBearShadowFirst[];
double ExtBearShadowSecond[];
double ExtBearShadowEndFirst[];
double ExtBearShadowEndSecond[];
//--- indicator buffers for bullish candlesticks
double ExtBullBodyFirst[];
double ExtBullBodySecond[];
double ExtBullBodyEndFirst[];
double ExtBullBodyEndSecond[];
double ExtBullShadowFirst[];
double ExtBullShadowSecond[];
double ExtBullShadowEndFirst[];
double ExtBullShadowEndSecond[];
//--- global variables
datetime ExtTimeBuff[]; // larger time frame's time buffer
int ExtSize=0; // time buffer size
int ExtCount=0; // index inside time buffer
int ExtStartPos=0; // initial position for the indicator calculation
bool ExtStartFlag=true; // auxiliary flag for receiving the initial position
datetime ExtCurrentTime[]; // last time of the larger time frame's bar generation
datetime ExtLastTime; // last time from the larger time frame, for which the calculation is performed
bool ExtBearFlag=true; // flag for defining the order of writing the data to bearish indicator buffers
bool ExtBullFlag=true; // flag for defining the order of writing the data to bullish indicator buffers
int ExtIndexMax=0; // index of the maximum element in the array
int ExtIndexMin=0; // index of the minimum element in the array
int ExtDirectionFlag=0; // price movement direction for the current candlestick
//--- shift between the candlestick's open and close price for correct drawing
const double ExtEmptyBodySize=0.2*SymbolInfoDouble(Symbol(),SYMBOL_POINT);

// Filling the basic part of the candlestick
void FillCandleMain(const double &open[], const double &close[],
                    const double &high[], const double &low[],
                    const int start, const int last, const int fill_index,
                    int &index_max, int &index_min)
{
    // find the index of the maximum and minimum elements in the arrays
    index_max=ArrayMaximum(high, ExtStartPos, last-start+1); // maximum in High
    index_min=ArrayMinimum(low, ExtStartPos, last-start+1); // minimum in Low

    // define how many bars from the current time frame are to be filled out
    int count=fill_index-start+1;

    // if the close price at the first bar exceeds the one at the last bar, the candle:
    if(open[start]>close[last])
    {
        // if the candlestick has been bullish before that, clear the values of bullish indicator buffers
        if(ExtDirectionFlag!=1)
        {
            ClearCandle(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond, start, count);
            // bullish candlestick
            ExtDirectionFlag=1;
            // generate the candlestick
            FormCandleMain(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond,
                           close[last], high[index_max], low[index_min], start, count, ExtBullFlag);
        // exit the function
        return;
        }

    // if the close price at the first bar is less than the one at the last bar, the candle:
    if(open[start]<close[last])
    {
        // if the candlestick has been bearish before that, clear the values of bearish indicator buffers
        if(ExtDirectionFlag!=-1)
        {
            ClearCandle(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond, start, count);
            // bearish candlestick
            ExtDirectionFlag=-1;
            // generate the candlestick
            FormCandleMain(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond,
                           open[start], high[index_max], low[index_min], start, count, ExtBearFlag);
        // exit the function
        return;
        }

    // if you are in this part of the function, the open price at the first bar is equal
    // the close price at the last bar; such candlestick is considered bearish
    // if the candlestick has been bullish before that, clear the values of bullish indicator buffers
    if(ExtDirectionFlag!=-1)
    {
        ClearCandle(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond, start, count);
        // bearish candlestick
        ExtDirectionFlag=-1;
    }
}
//--- if close and open prices are equal, use the shift for correct display
if (high[index_max] != low[index_min])
    FormCandleMain(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond, 
    open[start]-ExtEmptyBodySize, high[index_max], low[index_min], start)
else
    FormCandleMain(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond, 
    open[start], open[start]-ExtEmptyBodySize, high[index_max], 
    high[index_max]-ExtEmptyBodySize, start, count, ExtBearFlag);
}

//+------------------------------------------------------------------+
//| Fill out the end of the candlestick                              |
//+------------------------------------------------------------------+
void FillCandleEnd(const double &open[], const double &close[],
    const double &high[], const double &low[],
    const int start, const int last, const int fill_index,
    const int index_max, const int index_min)
{
    //--- do not draw in case of a single bar
    if (last-start==0)
        return;
    //--- if the close price at the first bar exceeds the one at the last bar, the candle:
    if (open[start]>close[last])
    {
        //--- generate the end of the candlestick
        FormCandleEnd(ExtBearBodyEndFirst, ExtBearBodyEndSecond, ExtBearShadowEndFirst, ExtBearShadowEndSecond, 
        open[start], close[last], high[index_max], low[index_min], fill_index,
        //--- exit the function
        return;
    }
    //--- if the close price at the first bar is less than the one at the last bar, the candle:
    if (open[start]<close[last])
    {
        //--- generate the end of the candlestick
        FormCandleEnd(ExtBullBodyEndFirst, ExtBullBodyEndSecond, ExtBullShadowEndFirst, ExtBullShadowEndSecond, 
        close[last], open[start], high[index_max], low[index_min], fill_index,
        //--- exit the function
        return;
    }
    //--- if you are in this part of the function, the open price at the first bar is equal
    //--- the close price at the last bar; such candlestick is considered bearish
    //--- generate the end of the candlestick
    if (high[index_max] == low[index_min])
        FormCandleEnd(ExtBearBodyEndFirst, ExtBearBodyEndSecond, ExtBearShadowEndFirst, ExtBearShadowEndSecond, 
        open[start]-ExtEmptyBodySize, high[index_max], low[index_min], fill_index, 
        ExtBearFlag);
    else
        FormCandleEnd(ExtBearBodyEndFirst, ExtBearBodyEndSecond, ExtBearShadowEndFirst, ExtBearShadowEndSecond, 
        open[start]-ExtEmptyBodySize, high[index_max], high[index_max]-ExtEmptyBodySize, start, count, 
        ExtBearFlag);
}

//+------------------------------------------------------------------+
// Custom indicator initialization function                             |
//---------------------------------------------------------------------|
int OnInit()
{
//--- check the indicator period
if(!CheckPeriod((int)Period(), (int)InpPeriod))
    return(INIT_PARAMETERS_INCORRECT);

//--- display price data in the foreground
    ChartSetInteger(0, CHART_FOREGROUND, 0, 1);

//--- binding indicator buffers
    SetIndexBuffer(0, ExtBearBodyFirst);
    SetIndexBuffer(1, ExtBearBodySecond);
    SetIndexBuffer(2, ExtBearBodyEndFirst);
    SetIndexBuffer(3, ExtBearBodyEndSecond);
    SetIndexBuffer(4, ExtBearShadowFirst);
    SetIndexBuffer(5, ExtBearShadowSecond);
    SetIndexBuffer(6, ExtBearShadowEndFirst);
    SetIndexBuffer(7, ExtBearShadowEndSecond);
    SetIndexBuffer(8, ExtBullBodyFirst);
    SetIndexBuffer(9, ExtBullBodySecond);
    SetIndexBuffer(10, ExtBullBodyEndFirst);
    SetIndexBuffer(11, ExtBullBodyEndSecond);
    SetIndexBuffer(12, ExtBullShadowFirst);
    SetIndexBuffer(13, ExtBullShadowSecond);
    SetIndexBuffer(14, ExtBullShadowEndFirst);
    SetIndexBuffer(15, ExtBullShadowEndSecond);

//--- set some property values for creating the indicator
    for(int i=0; i<8; i++)
    {
        PlotIndexSetInteger(i, PLOT_DRAW_TYPE, DRAW_FILLING); // graphical construction type
        PlotIndexSetInteger(i, PLOT_LINE_STYLE, STYLE_SOLID); // drawing line style
        PlotIndexSetInteger(i, PLOT_LINE_WIDTH, 1); // drawing line width
    }

//---
    return(INIT_SUCCEEDED);
}

// Custom indicator iteration function                                  |
//---------------------------------------------------------------------|
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])}
```c
//--- in case there are no calculated bars yet
if (prev_calculated==0)
{
    //--- receive larger time frame's bars arrival time
    if(!GetTimeData())
        return(0);
}

//--- set direct indexing
ArraySetAsSeries(time,false);
ArraySetAsSeries(high,false);
ArraySetAsSeries(low,false);
ArraySetAsSeries(open,false);
ArraySetAsSeries(close,false);

//--- start variable for calculation of bars
int start=prev_calculated;

//--- if the bar is generated, recalculate the indicator value on it
if(start!=0 && start==rates_total)
    start--;

//--- the loop for calculating the indicator values
for(int i=start;i<rates_total;i++)
{
    //--- fill i elements of the indicator buffers by empty values
    FillIndicatorBuffers(i);
    //--- perform calculation for bars starting from InpDateStart date
    if(time[i]>=InpDateStart)
    {
        //--- define position, from which the values are to be displayed, for the first time
        if(ExtStartFlag)
        {
            //--- store the number of the initial bar
            ExtStartPos=i;
            //--- define the first date from the larger time frame exceeding time[i]
            while(time[i]>=ExtTimeBuff[ExtCount])
                if(ExtCount<ExtSize-1)
                    ExtCount++;
        ExtStartFlag=false;
        }
        //--- check if there are still any elements in the array
        if(ExtCount<ExtSize)
        {
            //--- wait for the current time frame's value to reach the larger time frame
            if(time[i]>=ExtTimeBuff[ExtCount])
            {
                //--- draw the main part of the candlestick (without filling out the area)
                FillCandleMain(open,close,high,low,ExtStartPos,i-1,i-2,ExtIndexMax,ExtIndexMin);
                //--- fill out the end of the candlestick (the area between the last and penultimate bars)
                FillCandleEnd(open,close,high,low,ExtStartPos,i-1,i-1,ExtIndexMax,ExtIndexMin);
            }
        }
    }
}
```
```c
// shift the initial position for drawing the next candlestick
ExtStartPos = i;
// increase the array counter
ExtCount++;
}
else
    continue;
else
{
    // reset the array values
    ResetLastError();
    // receive the last date from the larger time frame
    if (CopyTime(Symbol(), InpPeriod, 0, 1, ExtCurrentTime) == -1)
    {
        Print("Data copy error, code = ", GetLastError());
        return (0);
    }
    // if the new date is later, stop generating the candlestick
    if (ExtCurrentTime[0] > ExtLastTime)
    {
        // clear the area between the last and penultimate bars in the main
        ClearEndOfBodyMain(i-1);
        // fill out the area using auxiliary indicator buffers
        FillCandleEnd(open, close, high, low, ExtStartPos, i-1, i-1, ExtIndexMax, ExtIndexMin);
        // shift the initial position for drawing the next candlestick
        ExtStartPos = i;
        // reset price direction flag
        ExtDirectionFlag = 0;
        // store the new last date
        ExtLastTime = ExtCurrentTime[0];
    }
    else
    {
        // generate the candlestick
        FillCandleMain(open, close, high, low, ExtStartPos, i, i, ExtIndexMax, ExtIndexMin);
    }
}
// return value of prev_calculated for next call
return (rates_total);
}
// Check correctness of the specified indicator period
// the indicator period should exceed the timeframe on which it is displayed
```
if(current_period > high_period)
{
    Print("Error! The value of the indicator period should exceed the value of the current time frame!");
    return(false);
}

//--- if the indicator period is one week or month, the period is correct
if(high_period > 32768)
    return(true);

//--- convert period values to minutes
if(high_period > 30)
    high_period = (high_period - 16384) * 60;
if(current_period > 30)
    current_period = (current_period - 16384) * 60;

//--- the indicator period should be multiple of the time frame it is displayed on
if(high_period % current_period != 0)
{
    Print("Error! The value of the indicator period should be multiple of the value of the current time frame!");
    return(false);
}

//--- the indicator period should exceed the time frame it is displayed on 3 or more times
if(high_period / current_period < 3)
{
    Print("Error! The indicator period should exceed the current time frame 3 or more times!");
    return(false);
}

//--- the indicator period is correct for the current time frame
return(true);

//--- receive time data from the larger time frame
bool GetTimeData(void)
{
    //--- reset the error value
    ResetLastError();
    //--- copy all data for the current time
    if(CopyTime(Symbol(), InpPeriod, InpDateStart, TimeCurrent(), ExtTimeBuff) == -1)
    {
        //--- receive the error code
        int code = GetLastError();
        //--- print out the error message
        PrintFormat("Data copy error! %s", code==4401
            ? "History is still being uploaded!"
            : "Code = " + IntegerToString(code));
        //--- return false to make a repeated attempt to download data
        return(false);
    }
    //--- receive the array size
    ExtSize = ArraySize(ExtTimeBuff);
//--- set the loop index for the array to zero
ExtCount=0;
//--- set the current candlestick's position on the time frame to zero
ExtStartPos=0;
ExtStartFlag=true;
//--- store the last time value from the larger time frame
ExtLastTime=ExtTimeBuff[ExtSize-1];
//--- successful execution
return(true);
}

void FormCandleMain(double &body_fst[], double &body_snd[],
double &shadow_fst[], double &shadow_snd[],
const double fst_value, const double snd_value,
const double fst_extremum, const double snd_extremum,
const int start, const int count, const bool flag)
{
//--- check the flag's value
if(flag)
{
//--- generate the candlestick's body
FormMain(body_fst, body_snd, fst_value, snd_value, start, count);
//--- generate the candlestick's shadow
FormMain(shadow_fst, shadow_snd, fst_extremum, snd_extremum, start, count);
}
else
{
//--- generate the candlestick's body
FormMain(body_fst, body_snd, snd_value, fst_value, start, count);
//--- generate the candlestick's shadow
FormMain(shadow_fst, shadow_snd, snd_extremum, fst_extremum, start, count);
}

void FormCandleEnd(double &body_fst[], double &body_snd[],
double &shadow_fst[], double &shadow_snd[],
const double fst_value, const double snd_value,
const double fst_extremum, const double snd_extremum,
const int end, bool &flag)
{
//--- check the flag's value
if(flag)
{
    //--- generate the end of the candlestick's body
    FormEnd(body_fst, body_snd, fst_value, snd_value, end);
    //--- generate the end of the candlestick's shadow
    FormEnd(shadow_fst, shadow_snd, fst_extremum, snd_extremum, end);
    //--- change the flag's value to the opposite one
    flag=false;
}
else
{
    //--- generate the end of the candlestick's body
    FormEnd(body_fst, body_snd, snd_value, fst_value, end);
    //--- generate the end of the candlestick's shadow
    FormEnd(shadow_fst, shadow_snd, snd_extremum, fst_extremum, end);
    //--- change the flag's value to the opposite one
    flag=true;
}
}
void ClearEndOfBodyMain(const int ind)
{
    ClearCandle(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond, ind, 1);
    ClearCandle(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond, ind, 1);
}
void ClearCandle(double &body_fst[], double &body_snd[], double &shadow_fst[],
                 double &shadow_snd[], const int start, const int count)
{
    //--- check
    if(count!=0)
    {
        //--- fill indicator buffers with empty values
        ArrayFill(body_fst, start, count, INDICATOR_EMPTY_VALUE);
        ArrayFill(body_snd, start, count, INDICATOR_EMPTY_VALUE);
        ArrayFill(shadow_fst, start, count, INDICATOR_EMPTY_VALUE);
        ArrayFill(shadow_snd, start, count, INDICATOR_EMPTY_VALUE);
    }
}
void FormMain(double &fst[], double &snd[], const double fst_value,
              const double snd_value, const int start, const int count)
{  
    //--- check  
    if (count! = 0)  
    {  
        //--- fill indicator buffers with values  
        ArrayFill(fst,start,count,fst_value);  
        ArrayFill(snd,start,count,snd_value);  
    }  
}

void FormEnd(double &fst[],double &snd[],const double fst_value,  
             const double snd_value, const int last)
{
    //--- fill indicator buffers with values  
    ArrayFill(fst,last-1,2,fst_value);  
    ArrayFill(snd,last-1,2,snd_value);  
}

void FillIndicatorBuffers(const int i)
{
    //--- set an empty value in the cell of the indicator buffers  
    ExtBearBodyFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBearBodySecond[i]=INDICATOR_EMPTY_VALUE;  
    ExtBearShadowFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBearShadowSecond[i]=INDICATOR_EMPTY_VALUE;  
    ExtBearBodyEndFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBearBodyEndSecond[i]=INDICATOR_EMPTY_VALUE;  
    ExtBearShadowEndFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBearShadowEndSecond[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullBodyFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullBodySecond[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullShadowFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullShadowSecond[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullBodyEndFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullBodyEndSecond[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullShadowEndFirst[i]=INDICATOR_EMPTY_VALUE;  
    ExtBullShadowEndSecond[i]=INDICATOR_EMPTY_VALUE;  
}
ArrayFunctions

ArrayMinimum

Searches for the lowest element in the first dimension of a multidimensional numeric array.

```cpp
int ArrayMinimum(  
    const void& array[],  // array for search  
    int start=0,        // index to start checking with  
    int count=WHOLE_ARRAY // number of checked elements
);
```

Parameters

- **array[]**
  - [in] A numeric array, in which search is made.

- **start=0**
  - [in] Index to start checking with.

- **count=WHOLE_ARRAY**
  - [in] Number of elements for search. By default, searches in the entire array (count=WHOLE_ARRAY).

Return Value

The function returns an index of a found element taking into account the array serial. In case of failure it returns -1.

Note

The **AS_SERIES** flag value is taken into account while searching for a minimum.

Functions ArrayMaximum and ArrayMinimum accept any-dimensional arrays as a parameter. However, searching is always applied to the first (zero) dimension.

Example:

```cpp
#property description "The indicator displays larger timeframe's candlesticks on the current one."

//--- indicator settings
#property indicator_chart_window
#property indicator_buffers 16
#property indicator_plots 8
//---- plot 1
#property indicator_label1  "BearBody"
#property indicator_color1 clrSeaGreen,clrSeaGreen
//---- plot 2
#property indicator_label2  "BearBodyEnd"
#property indicator_color2 clrSeaGreen,clrSeaGreen
//---- plot 3
#property indicator_label3  "BearShadow"
#property indicator_color3 clrSalmon,clrSalmon
//---- plot 4
#property indicator_label4  "BearShadowEnd"
#property indicator_color4 clrSalmon,clrSalmon
```
//--- plot 5
#property indicator_label5  "BullBody"
#property indicator_color5 clrOlive,clrOlive
//--- plot 6
#property indicator_label6  "BullBodyEnd"
#property indicator_color6 clrOlive,clrOlive
//--- plot 7
#property indicator_label7  "BullShadow"
#property indicator_color7 clrSkyBlue,clrSkyBlue
//--- plot 8
#property indicator_label8  "BullShadowEnd"
#property indicator_color8 clrSkyBlue,clrSkyBlue
//--- predefined constant
#define INDICATOR_EMPTY_VALUE 0.0
//--- input parameters
input ENUM_TIMEFRAMES InpPeriod=PERIOD_H4;  // Time frame for the indicator calculation
input datetime InpDateStart='D'2013.01.01 00:00';  // Analysis start date
//--- indicator buffers for bearish candlesticks
double ExtBearBodyFirst[];
double ExtBearBodySecond[];
double ExtBearBodyEndFirst[];
double ExtBearBodyEndSecond[];
double ExtBearShadowFirst[];
double ExtBearShadowSecond[];
double ExtBearShadowEndFirst[];
double ExtBearShadowEndSecond[];
//--- indicator buffers for bullish candlesticks
double ExtBullBodyFirst[];
double ExtBullBodySecond[];
double ExtBullBodyEndFirst[];
double ExtBullBodyEndSecond[];
double ExtBullShadowFirst[];
double ExtBullShadowSecond[];
double ExtBullShadowEndFirst[];
double ExtBullShadowEndSecond[];
//--- global variables
datetime ExtTimeBuff[];  // larger time frame's time buffer
int ExtSize=0;  // time buffer size
int ExtCount=0;  // index inside time buffer
int ExtStartPos=0;  // initial position for the indicator calculation
bool ExtStartFlag=true;  // auxiliary flag for receiving the initial position
datetime ExtCurrentTime[1];  // last time of the larger time frame's bar generation
datetime ExtLastTime;  // last time from the larger time frame, for which the calculation is performed
bool ExtBearFlag=true;  // flag for defining the order of writing the data to bearish indicator buffers
bool ExtBullFlag=true;  // flag for defining the order of writing the data to bullish indicator buffers
int ExtIndexMax=0;  // index of the maximum element in the array
int ExtIndexMin=0;  // index of the minimum element in the array
int ExtDirectionFlag=0;  // price movement direction for the current candlestick
//--- shift between the candlestick's open and close price for correct drawing
const double ExtEmptyBodySize = 0.2 * SymbolInfoDouble(Symbol(), SYMBOL_POINT);
    // Filling the basic part of the candlestick
    //+------------------------------------------------------------------+
    void FillCandleMain(const double &open[], const double &close[],
                        const double &high[], const double &low[],
                        const int start, const int last, const int fill_index,
                        int &index_max, int &index_min)
    {
      //--- find the index of the maximum and minimum elements in the arrays
      index_max = ArrayMaximum(high, ExtStartPos, last - start + 1); // maximum in High
      index_min = ArrayMinimum(low, ExtStartPos, last - start + 1); // minimum in Low
      //--- define how many bars from the current time frame are to be filled out
      int count = fill_index - start + 1;
      //--- if the close price at the first bar exceeds the one at the last bar, the candlestick is bearish
      if (open[start] > close[last])
      {
        //--- if the candlestick has been bullish before that, clear the values of bullish indicator buffers
        if (ExtDirectionFlag != -1)
          ClearCandle(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond, start, count);
        //--- bearish candlestick
        ExtDirectionFlag = -1;
        //--- generate the candlestick
        FormCandleMain(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond,
                      close[last], high[index_max], low[index_min], start, count, ExtBearFlag);
        //--- exit the function
        return;
      }
      //--- if the close price at the first bar is less than the one at the last bar, the candlestick is bullish
      if (open[start] < close[last])
      {
        //--- if the candlestick has been bearish before that, clear the values of bearish indicator buffers
        if (ExtDirectionFlag != 1)
          ClearCandle(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond, start, count);
        //--- bullish candlestick
        ExtDirectionFlag = 1;
        //--- generate the candlestick
        FormCandleMain(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond,
                       open[start], high[index_max], low[index_min], start, count, ExtBullFlag);
        //--- exit the function
        return;
      }
      //--- if you are in this part of the function, the open price at the first bar is equal to the close price at the last bar; such candlestick is considered bearish
    }
    //--- if the candlestick has been bullish before that, clear the values of bullish indicator buffers
    if (ExtDirectionFlag != -1)
      ClearCandle(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond, start, count);
    //--- bearish candlestick
    ExtDirectionFlag = -1;
//--- if close and open prices are equal, use the shift for correct display
if (high[index_max] != low[index_min])
    FormCandleMain(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond,
    open[start], ExtEmptyBodySize, high[index_max], low[index_min], start,
    FormCandleMain(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond,
    open[start], open[start] - ExtEmptyBodySize, high[index_max],
    high[index_max] - ExtEmptyBodySize, start, count, ExtBearFlag);
else
    FormCandleMain(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond,
    close[last], open[start], high[index_max], low[index_min],
    FormCandleMain(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond,
    close[last], open[start], high[index_max], low[index_min], fill_index,
    high[index_max] - ExtEmptyBodySize, fill_index, ExtBullFlag);

//--- do not draw in case of a single bar
if (last - start == 0)
    return;

//--- if the close price at the first bar exceeds the one at the last bar, the candlestick is bearish
if (open[start] > close[last])
{
    //--- generate the end of the candlestick
    FormCandleEnd(ExtBearBodyEndFirst, ExtBearBodyEndSecond, ExtBearShadowEndFirst, ExtBearShadowEndSecond,
    open[start], close[last], high[index_max], low[index_min], fill_index,
    //--- exit the function
    return;
}

//--- if the close price at the first bar is less than the one at the last bar, the candlestick is bullish
if (open[start] < close[last])
{
    //--- generate the end of the candlestick
    FormCandleEnd(ExtBullBodyEndFirst, ExtBullBodyEndSecond, ExtBullShadowEndFirst, ExtBullShadowEndSecond,
    close[last], open[start], high[index_max], low[index_min], fill_index,
    //--- exit the function
    return;
}

//--- if you are in this part of the function, the open price at the first bar is equal
//--- the close price at the last bar; such candlestick is considered bearish
//--- generate the end of the candlestick
if (high[index_max] != low[index_min])
    FormCandleEnd(ExtBearBodyEndFirst, ExtBearBodyEndSecond, ExtBearShadowEndFirst, ExtBearShadowEndSecond,
    open[start] - ExtEmptyBodySize, high[index_max], low[index_min], fill_index,
    else
    FormCandleEnd(ExtBearBodyEndFirst, ExtBearBodyEndSecond, ExtBearShadowEndFirst, ExtBearShadowEndSecond,
    open[start] - ExtEmptyBodySize, high[index_max], high[index_max] - ExtEmptyBodySize,
    //--- exit the function
    return;
}
// Custom indicator initialization function
int OnInit()
{
//--- check the indicator period
    if(!CheckPeriod((int)Period(), (int)InpPeriod))
        return(INIT_PARAMETERS_INCORRECT);
//--- display price data in the foreground
    ChartSetInteger(0, CHART_FOREGROUND, 0, 1);
//--- binding indicator buffers
    SetIndexBuffer(0, ExtBearBodyFirst);
    SetIndexBuffer(1, ExtBearBodySecond);
    SetIndexBuffer(2, ExtBearBodyEndFirst);
    SetIndexBuffer(3, ExtBearBodyEndSecond);
    SetIndexBuffer(4, ExtBearShadowFirst);
    SetIndexBuffer(5, ExtBearShadowSecond);
    SetIndexBuffer(6, ExtBearShadowEndFirst);
    SetIndexBuffer(7, ExtBearShadowEndSecond);
    SetIndexBuffer(8, ExtBullBodyFirst);
    SetIndexBuffer(9, ExtBullBodySecond);
    SetIndexBuffer(10, ExtBullBodyEndFirst);
    SetIndexBuffer(11, ExtBullBodyEndSecond);
    SetIndexBuffer(12, ExtBullShadowFirst);
    SetIndexBuffer(13, ExtBullShadowSecond);
    SetIndexBuffer(14, ExtBullShadowEndFirst);
    SetIndexBuffer(15, ExtBullShadowEndSecond);
//--- set some property values for creating the indicator
    for(int i=0; i<8; i++)
        {
            PlotIndexSetInteger(i, PLOT_DRAW_TYPE, DRAW_FILLING);  // graphical construction type
            PlotIndexSetInteger(i, PLOT_LINE_STYLE, STYLE_SOLID);  // drawing line style
            PlotIndexSetInteger(i, PLOT_LINE_WIDTH, 1);            // drawing line width
        }
//---
    return(INIT_SUCCEEDED);
}

// Custom indicator iteration function
int OnCalculate(const int rates_total,
               const int prev_calculated,
               const datetime &time[],
               const double &open[],
               const double &high[],
               const double &low[],
               const double &close[],
               const long &tick_volume[],
               const long &volume[],
               const int &spread[])
```c
//--- in case there are no calculated bars yet
if (prev_calculated==0)
{
//--- receive larger time frame's bars arrival time
if(!GetTimeData())
    return(0);
}

//--- set direct indexing
ArraySetAsSeries(time,false);
ArraySetAsSeries(high,false);
ArraySetAsSeries(low,false);
ArraySetAsSeries(open,false);
ArraySetAsSeries(close,false);

//--- start variable for calculation of bars
int start=prev_calculated;

//--- if the bar is generated, recalculate the indicator value on it
if(start!=0 && start==rates_total)
    start--;

//--- the loop for calculating the indicator values
for(int i=start;i<rates_total;i++)
{
//--- fill i elements of the indicator buffers by empty values
FillIndicatorBuffers(i);
//--- perform calculation for bars starting from InpDateStart date
if(time[i]>=InpDateStart)
{
    //--- define position, from which the values are to be displayed, for the first time
    if(ExtStartFlag)
    {
        //--- store the number of the initial bar
        ExtStartPos=i;
        //--- define the first date from the larger time frame exceeding time[i]
        while(time[i]>=ExtTimeBuff[i-ExtSize])
            if(ExtCount<ExtSize-1)
                ExtCount++;
        //--- change the value of the flag in order not to run into this block again
        ExtStartFlag=false;
    }
    //--- check if there are still any elements in the array
    if(ExtCount<ExtSize)
    {
        //--- wait for the current time frame's value to reach the larger time frame
        if(time[i]>=ExtTimeBuff[i-ExtSize])
        {
            //--- draw the main part of the candlestick (without filling out the area between the last and penultimate bar)
            FillCandleMain(open,close,high,low,ExtStartPos,i-1,i-2,ExtIndexMax,ExtIndexMin);
            //--- fill out the end of the candlestick (the area between the last and the penultimate bar)
            FillCandleEnd(open,close,high,low,ExtStartPos,i-1,i-1,ExtIndexMax,ExtIndexMin);
        }
    }
}
```
//--- shift the initial position for drawing the next candlestick
ExtStartPos=i;
//--- increase the array counter
ExtCount++;
}
else
    continue;
}
else
{
    //--- reset the array values
    ResetLastError();
    //--- receive the last date from the larger time frame
    if(CopyTime(Symbol(), InpPeriod, 0, 1, ExtCurrentTime)==-1)
        {
            Print("Data copy error, code = ", GetLastError());
            return(0);
        }
    //--- if the new date is later, stop generating the candlestick
    if(ExtCurrentTime[0]>ExtLastTime)
        {
            //--- clear the area between the last and penultimate bars in the main
            ClearEndOfBodyMain(i-1);
            //--- fill out the area using auxiliary indicator buffers
            FillCandleEnd(open, close, high, low, ExtStartPos, i-1, i-1, ExtIndexMax, ExtIndexMin);
            //--- shift the initial position for drawing the next candlestick
            ExtStartPos=i;
            //--- reset price direction flag
            ExtDirectionFlag=0;
            //--- store the new last date
            ExtLastTime=ExtCurrentTime[0];
        }
    else
    {
        //--- generate the candlestick
        FillCandleMain(open, close, high, low, ExtStartPos, i, i, ExtIndexMax, ExtIndexMin);
    }
}
//--- return value of prev_calculated for next call
    return(rates_total);
}

//+------------------------------------------------------------------+
//| Check correctness of the specified indicator period              |
//+------------------------------------------------------------------+
bool CheckPeriod(int current_period, int high_period)
{
    //--- the indicator period should exceed the timeframe on which it is displayed

if (current_period > high_period)
{
    Print("Error! The value of the indicator period should exceed the value of the current period!");
    return(false);
}

//--- if the indicator period is one week or month, the period is correct
if (high_period > 32768)
    return(true);

//--- convert period values to minutes
if (high_period > 30)
    high_period = (high_period - 16384) * 60;
if (current_period > 30)
    current_period = (current_period - 16384) * 60;

//--- the indicator period should be multiple of the time frame it is displayed on
if (high_period % current_period != 0)
{
    Print("Error! The value of the indicator period should be multiple of the value of the current time frame!");
    return(false);
}

//--- the indicator period should exceed the time frame it is displayed on 3 or more times
if (high_period / current_period < 3)
{
    Print("Error! The indicator period should exceed the current time frame 3 or more times!");
    return(false);
}

//--- the indicator period is correct for the current time frame
return(true);

//--- receive time data from the larger time frame
bool GetTimeData(void)
{
    //--- reset the error value
    ResetLastError();
    //--- copy all data for the current time
    if (CopyTime(Symbol(), InpPeriod, InpDateStart, TimeCurrent(), ExtTimeBuff) == -1)
    {
        //--- receive the error code
        int code = GetLastError();
        //--- print out the error message
        PrintFormat("Data copy error! %s", code == 4401 ? "History is still being uploaded!" : "Code = " + IntegerToString(code));
        //--- return false to make a repeated attempt to download data
        return(false);
    }

    //--- receive the array size
    ExtSize = ArraySize(ExtTimeBuff);
//--- set the loop index for the array to zero
ExtCount=0;
//--- set the current candlestick's position on the time frame to zero
ExtStartPos=0;
ExtStartFlag=true;
//--- store the last time value from the larger time frame
ExtLastTime=ExtTimeBuff[ExtSize-1];
//--- successful execution
return(true);
}

//+--------------------------------------------------------------------------+
//| Function forms the main part of the candlestick. Depending on the flag's |  
//| value, the function defines what data and arrays are                     |  
//| to be used for correct display.                                          |  
//+--------------------------------------------------------------------------+
void FormCandleMain(double &body_fst[], double &body_snd[],
                    double &shadow_fst[], double &shadow_snd[],
                    const double fst_value, const double snd_value,
                    const double fst_extremum, const double snd_extremum,
                    const int start, const int count, const bool flag)
{
    //--- check the flag's value
    if(flag)
    {
        //--- generate the candlestick's body
        FormMain(body_fst, body_snd, fst_value, snd_value, start, count);
        //--- generate the candlestick's shadow
        FormMain(shadow_fst, shadow_snd, fst_extremum, snd_extremum, start, count);
    }
    else
    {
        //--- generate the candlestick's body
        FormMain(body_fst, body_snd, snd_value, fst_value, start, count);
        //--- generate the candlestick's shadow
        FormMain(shadow_fst, shadow_snd, snd_extremum, fst_extremum, start, count);
    }
}

//+--------------------------------------------------------------------------------+
//| The function forms the end of the candlestick. Depending on the flag's value, |  
//| the function defines what data and arrays are                              |  
//| to be used for correct display.                                            |  
//+--------------------------------------------------------------------------------+
void FormCandleEnd(double &body_fst[], double &body_snd[],
                    double &shadow_fst[], double &shadow_snd[],
                    const double fst_value, const double snd_value,
                    const double fst_extremum, const double snd_extremum,
                    const int end, bool &flag)
{
    //--- check the flag's value

if(flag)
{
  //--- generate the end of the candlestick's body
  FormEnd(body_fst, body_snd, fst_value, snd_value, end);
  //--- generate the end of the candlestick's shadow
  FormEnd(shadow_fst, shadow_snd, fst_extremum, snd_extremum, end);
  //--- change the flag's value to the opposite one
  flag=false;
}
else
{
  //--- generate the end of the candlestick's body
  FormEnd(body_fst, body_snd, snd_value, fst_value, end);
  //--- generate the end of the candlestick's shadow
  FormEnd(shadow_fst, shadow_snd, snd_extremum, fst_extremum, end);
  //--- change the flag's value to the opposite one
  flag=true;
}

void ClearEndOfBodyMain(const int ind)
{
  ClearCandle(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond, ind, 1);
  ClearCandle(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond, ind, 1);
}

void ClearCandle(double &body_fst[], double &body_snd[], double &shadow_fst[],
                  double &shadow_snd[], const int start, const int count)
{
  //--- check
  if(count!=0)
  {
    //--- fill indicator buffers with empty values
    ArrayFill(body_fst, start, count, INDICATOR_EMPTY_VALUE);
    ArrayFill(body_snd, start, count, INDICATOR_EMPTY_VALUE);
    ArrayFill(shadow_fst, start, count, INDICATOR_EMPTY_VALUE);
    ArrayFill(shadow_snd, start, count, INDICATOR_EMPTY_VALUE);
  }
}

void FormMain(double &fst[], double &snd[], const double fst_value,
               const double snd_value, const int start, const int count)
{  
  //--- check
  if(count!=0)  
  {  
    //--- fill indicator buffers with values
    ArrayFill(fst,start,count,fst_value);
    ArrayFill(snd,start,count,snd_value);
  }  
}

//+------------------------------------------------------------------+
//|  Generate the end of the candlestick                              |
//+------------------------------------------------------------------+
void FormEnd(double &fst[], double &snd[], const double fst_value,  
              const double snd_value, const int last)  
{
  //--- fill indicator buffers with values
  ArrayFill(fst,last-1,2,fst_value);
  ArrayFill(snd,last-1,2,snd_value);
}

//+------------------------------------------------------------------+
//|  Fill i element of the indicator buffers by empty values          |
//+------------------------------------------------------------------+
void FillIndicatorBuffers(const int i)  
{
  //--- set an empty value in the cell of the indicator buffers
  ExtBearBodyFirst[i]=INDICATOR_EMPTY_VALUE;
  ExtBearBodySecond[i]=INDICATOR_EMPTY_VALUE;
  ExtBearShadowFirst[i]=INDICATOR_EMPTY_VALUE;
  ExtBearShadowSecond[i]=INDICATOR_EMPTY_VALUE;
  ExtBearBodyEndFirst[i]=INDICATOR_EMPTY_VALUE;
  ExtBearBodyEndSecond[i]=INDICATOR_EMPTY_VALUE;
  ExtBullBodyFirst[i]=INDICATOR_EMPTY_VALUE;
  ExtBullBodySecond[i]=INDICATOR_EMPTY_VALUE;
  ExtBullShadowFirst[i]=INDICATOR_EMPTY_VALUE;
  ExtBullShadowSecond[i]=INDICATOR_EMPTY_VALUE;
  ExtBullBodyEndFirst[i]=INDICATOR_EMPTY_VALUE;
  ExtBullBodyEndSecond[i]=INDICATOR_EMPTY_VALUE;
  ExtBullShadowEndFirst[i]=INDICATOR_EMPTY_VALUE;
  ExtBullShadowEndSecond[i]=INDICATOR_EMPTY_VALUE;
}
ArrayPrint

Prints an array of a simple type or a simple structure into journal.

```c
void ArrayPrint(
    const void* array[], // printed array
    uint digits=_Digits, // number of decimal places
    const string separator=NULL, // separator of the structure field values
    ulong start=0, // first printed element index
    ulong count=WHOLE_ARRAY, // number of printed elements
    ulong flags=ARRAYPRINT_HEADER|ARRAYPRINT_INDEX|ARRAYPRINT_LIMIT|ARRAYPRINT_ALIGN); // combination of flags setting the output mode.
```

Parameters

- `array[]` [in] Array of a simple type or a simple structure.

- `digits=_Digits` [in] The number of decimal places for real types. The default value is `_Digits`.

- `separator=NULL` [in] Separator of the structure element field values. The default value `NULL` means an empty line. A space is used as a separator in that case.

- `start=0` [in] The index of the first printed array element. It is printed from the zero index by default.

- `count=WHOLE_ARRAY` [in] Number of the array elements to be printed. The entire array is displayed by default (count=WHOLE_ARRAY).

- `flags=ARRAYPRINT_HEADER|ARRAYPRINT_INDEX|ARRAYPRINT_LIMIT|ARRAYPRINT_ALIGN` [in] Combination of flags setting the output mode. All flags are enabled by default:
  - `ARRAYPRINT_HEADER` - print headers for the structure array
  - `ARRAYPRINT_INDEX` - print index at the left side
  - `ARRAYPRINT_LIMIT` - print only the first 100 and the last 100 array elements. Use if you want to print only a part of a large array.
  - `ARRAYPRINT_ALIGN` - enable alignment of the printed values - numbers are aligned to the right, while lines to the left.
  - `ARRAYPRINT_DATE` - when printing datetime, print the date in the dd.mm.yyyy format
  - `ARRAYPRINT_MINUTES` - when printing datetime, print the time in the HH:MM format
  - `ARRAYPRINT_SECONDS` - when printing datetime, print the time in the HH:MM:SS format

Return Value

- No

Note

ArrayPrint() does not print all structure array fields into journal - array and `object pointer` fields are skipped. These columns are simply not printed for more convenient presentation. If you need to
print all structure fields, you need to write your own mass print function with the desired formatting.

Example:

```c
//--- print the values of the last 10 bars
MqlRates rates[];
if(CopyRates(_Symbol, _Period, 1, 10, rates))
{
    ArrayPrint(rates);
    Print("Check\n[time]\t[open]\t[high]\t[low]\t[close]\t[tick_volume]\t[spread]\t
for(int i=0;i<10;i++)
{
    PrintFormat("[%d]\t%s\t%g\t%g\t%g\t%g\t%ld\t",i,
        TimeToString(rates[i].time,TIME_DATE|TIME_MINUTES|TIME_SECONDS),
        rates[i].open,rates[i].high,rates[i].low,rates[i].close,
        rates[i].tick_volume,rates[i].spread,rates[i].real_volume);
}
}
else
    PrintFormat("CopyRates failed, error code=%d",GetLastError());
```

See also
Array Functions

FileSave, FileLoad
**ArrayRange**

The function returns the number of elements in a selected array dimension.

```c
int  ArrayRange(
    const void  &  array[],  // array for check
    int  rank_index  // index of dimension
);
```

**Parameters**

- `array[]`
  
  [in] Checked array.

- `rank_index`
  
  [in] Index of dimension.

**Return Value**

Number of elements in a selected array dimension.

**Note**

Since indexes start at zero, the number of the array dimensions is one greater than the index of the last dimension.

**Example:**

```c
void OnStart()
{
//--- create four-dimensional array
    double array[][5][2][4];
//--- set the size of the zero dimension
    ArrayResize(array,10,10);
//--- print dimensions
int  temp;
for(int  i=0;i<4;i++)
{
//--- receive the size of i dimension
    temp=ArrayRange(array,i);
//--- print
    PrintFormat("dim = %d, range = %d",i,temp);
}
//--- Result
// dim = 0, range = 10
// dim = 1, range = 5
// dim = 2, range = 2
// dim = 3, range = 4
}
```
Array Functions

ArrayResize

The function sets a new size for the first dimension

```c
int ArrayResize(
    void& array[], // array passed by reference
    int new_size, // new array size
    int reserve_size=0 // reserve size value (excess)
);
```

Parameters

- `array[]` [out] Array for changing sizes.
- `new_size` [in] New size for the first dimension.
- `reserve_size=0` [in] Distributed size to get reserve.

Return Value

If executed successfully, it returns count of all elements contained in the array after resizing, otherwise, returns -1, and array is not resized.

If `ArrayResize()` is applied to a `static` array, a `timeseries` or an `indicator buffer`, the array size remains the same - these arrays will not be reallocated. In this case, if `new_size<=ArraySize(array)`, the function will only return `new_size`; otherwise a value of -1 will be returned.

Note

The function can be applied only to `dynamic arrays`. It should be noted that you cannot change the size of dynamic arrays assigned as indicator buffers by the `SetIndexBuffer()` function. For indicator buffers, all operations of resizing are performed by the runtime subsystem of the terminal.

Total amount of elements in the array cannot exceed 2147483647.

With the frequent memory allocation, it is recommended to use a third parameter that sets a reserve to reduce the number of physical memory allocations. All the subsequent calls of `ArrayResize` do not lead to physical reallocation of memory, but only change the size of the first array dimension within the reserved memory. It should be remembered that the third parameter will be used only during physical memory allocation. For example:

```
ArrayResize(arr,1000,1000);
for(int i=1;i<3000;i++)
    ArrayResize(arr,i,1000);
```

In this case the memory will be reallocated twice, first before entering the 3000 iterations loop (the array size will be set to 1000), and the second time with i equal to 2000. If we skip the third parameter, there will be 2000 physical reallocations of memory, which will slow down the program.

Example:

```c
//+------------------------------------------------------------------+
```
void OnStart()
{
    //--- Counters
    ulong start=GetTickCount();
    ulong now;
    int count=0;
    //--- An array for demonstration of a quick version
    double arr[];
    ArrayResize(arr,100000,100000);
    //--- Check how fast the variant with memory reservation works
    Print("--- Test Fast: ArrayResize(arr,100000,100000)");
    for(int i=1;i<300000;i++)
    {
        //--- Set a new array size specifying the reserve of 100,000 elements!
        ArrayResize(arr,i,100000);
        //--- When reaching a round number, show the array size and the time spent
        if(ArraySize(arr)%100000==0)
        {
            now=GetTickCount();
            count++;
            PrintFormat("%d. ArraySize(arr)=%d Time=%d ms",count,ArraySize(arr),(now-start);
            start=now;
        }
    }
    //--- Now show, how slow the version without memory reservation is
    double slow[];
    ArrayResize(slow,100000,100000);
    //---
    count=0;
    start=GetTickCount();
    Print("---- Test Slow: ArrayResize(slow,100000)");
    //---
    for(int i=1;i<300000;i++)
    {
        //--- Set a new array size, but without the additional reserve
        ArrayResize(slow,i);
        //--- When reaching a round number, show the array size and the time spent
        if(ArraySize(slow)%100000==0)
        {
            now=GetTickCount();
            count++;
            PrintFormat("%d. ArraySize(slow)=%d Time=%d ms",count,ArraySize(slow),(now-start);
            start=now;
        }
    }
    //--- A sample result of the script
```c
/*
   Test_ArrayResize (EURUSD,H1)   --- Test Fast: ArrayResize(arr,100000,100000)
   Test_ArrayResize (EURUSD,H1)   1. ArraySize(arr)=100000 Time=0 ms
   Test_ArrayResize (EURUSD,H1)   2. ArraySize(arr)=200000 Time=0 ms
   Test_ArrayResize (EURUSD,H1)   3. ArraySize(arr)=300000 Time=0 ms
   Test_ArrayResize (EURUSD,H1)   ---- Test Slow: ArrayResize(slow,100000)
   Test_ArrayResize (EURUSD,H1)   1. ArraySize(slow)=100000 Time=0 ms
   Test_ArrayResize (EURUSD,H1)   2. ArraySize(slow)=200000 Time=0 ms
   Test_ArrayResize (EURUSD,H1)   3. ArraySize(slow)=300000 Time=228511 ms
*/

See also

   ArrayInitialize
```
Array Functions

ArrayInsert

Inserts the specified number of elements from a source array to a receiving one starting from a specified index.

```
bool ArrayInsert(
    void& dst_array[],  // receiving array
    const void& src_array[],  // source array
    uint dst_start,  // receiver array index to be inserted
    uint src_start=0,  // source array index to be copied
    uint count=WHOLE_ARRAY  // number of elements to insert
);
```

Parameters

dst_array[]
    [in][out] Receiving array the elements should be added to.

src_array[]
    [in] Source array the elements are to be added from.

dst_start
    [in] Index in the receiving array for inserting elements from the source array.

src_start=0
    [in] Index in the receiving array, starting from which the elements of the source array are taken for insertion.

count
    [in] Number of elements to be added from the source array. The WHOLE_ARRAY means all elements from the specified index up to the end of the array.

Return Value

Returns true if successful, otherwise - false. To get information about the error, call the GetLastError() function. Possible errors:

- 5052 - ERR_SMALL_ARRAY (the start and/or count parameters are set incorrectly or the src_array[] source array is empty),
- 5056 - ERR_SERIES_ARRAY (the array cannot be changed, indicator buffer),
- 4006 - ERR_INVALID_ARRAY (copying to oneself is not allowed, or the arrays are of different types, or there is a fixed-size array containing class objects or destructor structures),
- 4005 - ERR_STRUCT_WITHOBJECTS_ORCLASS (the array contains no POD structures meaning a simple copying is impossible),
- Errors occurred when changing the dst_array[] receiving array size are provided in the ArrayRemove() function description.

Note

If the function is used for a fixed-size array, the size of the dst_array[] receiving array itself does not change. Starting from the dst_start position, the elements of the receiving array are shifted to
the right (the last counts of the elements "come off"), while the elements copied from the source array take their place.

You cannot insert the elements to the dynamic arrays designated as the indicator buffers by the `SetIndexBuffer()` function. For indicator buffers, all size changing operations are performed by the terminal's executing subsystem.

In the source array, the elements are copied starting from the src_start index. The source array size remains unchanged. The elements to be added to the receiving array are not links to the source array elements. This means that subsequent changes of the elements in any of the two arrays are not reflected in the second one.

Example:

```cpp
// Script program start function
void OnStart()
{
    //--- declare the fixed-size array and fill in the values
    int array_dest[10];
    for(int i=0;i<10;i++)
    {
        array_dest[i]=i;
    }
    //--- source array
    int array_source[10];
    for(int i=0;i<10;i++)
    {
        array_source[i]=10+i;
    }
    //--- display arrays before inserting the elements
    Print("Before calling ArrayInsert()");
    ArrayPrint(array_dest);
    ArrayPrint(array_source);
    //--- insert 3 elements from the source array and show the new set of the receiving array
    ArrayInsert(array_dest,array_source,4,0,3);
    Print("After calling ArrayInsert()");
    ArrayPrint(array_dest);
}
```

Execution result

Before calling `ArrayInsert()`
0 1 2 3 4 5 6 7 8 9
After calling `ArrayInsert()`
0 1 2 3 10 11 12 7 8 9

See also

`ArrayRemove`, `ArrayCopy`, `ArrayResize`, `ArrayFree`
Array Functions

ArrayRemove

Removes the specified number of elements from the array starting with a specified index.

```cpp
bool ArrayRemove(
    void& array[], // array of any type
    uint start,    // index the removal starts from
    uint count=WHOLE_ARRAY // number of elements
);
```

Parameters

- `start`: [in] Index, starting from which the array elements are removed.
- `count=WHOLE_ARRAY`: [in] Number of removed elements. The `WHOLE_ARRAY` value means removing all elements from the specified index up the end of the array.

Return Value

Returns true if successful, otherwise - false. To get information about the error, call the `GetLastError()` function. Possible errors:

- 5052 - ERR_SMALL_ARRAY (too big `start` value),
- 5056 - ERR_SERIES_ARRAY (the array cannot be changed, indicator buffer),
- 4003 - ERR_INVALID_PARAMETER (too big `count` value),
- 4005 - ERR_STRUCT_WITHOBJECTS_ORCLASS (fixed-size array containing complex objects with the destructor),
- 4006 - ERR_INVALID_ARRAY (fixed-size array containing structure or class objects with a destructor).

Note

If the function is used for a fixed-size array, the array size does not change: the remaining "tail" is physically copied to the `start` position. For accurate understanding of how the function works, see the example below. "Physical" copying means the copied objects are not created by calling the constructor or copying operator. Instead, the binary representation of an object is copied. For this reason, you cannot apply the `ArrayRemove()` function to the fixed-size array containing objects with the destructor (the ERR_INVALID_ARRAY or ERR_STRUCT_WITHOBJECTS_ORCLASS error is activated). When removing such an object, the destructor should be called twice - for the original object and its copy.

You cannot remove elements from dynamic arrays designated as the indicator buffers by the `SetIndexBuffer()` function. This will result in the ERR_SERIES_ARRAY error. For indicator buffers, all size changing operations are performed by the terminals executing subsystem.

Example:

```cpp
//+------------------------------------------------------------------+
```
// Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
  //--- declare the fixed-size array and fill in the values
  int array[10];
  for(int i=0;i<10;i++)
  {
    array[i]=i;
  }
  //--- display the array before removing the elements
  Print("Before calling ArrayRemove()");
  ArrayPrint(array);
  //--- delete 2 elements from the array and display the new set
  ArrayRemove(array,4,2);
  Print("After calling ArrayRemove()");
  ArrayPrint(array);
  /*
   Execution result:
   Before calling ArrayRemove()
   0 1 2 3 4 5 6 7 8 9
   After calling ArrayRemove()
   0 1 2 3 6 7 8 9
   */
}

See also

ArrayInsert, ArrayCopy, ArrayResize, ArrayFree
Array Functions

ArrayReverse

Reverses the specified number of elements in the array starting with a specified index.

```c
bool ArrayReverse(
    void& array[],  // array of any type
    uint start=0,   // index to start reversing the array from
    uint count=WHOLE_ARRAY  // number of elements
);
```

Parameters

- `start=0`: [in] Index the array reversal starts from.
- `count=WHOLE_ARRAY`: [in] Number of reversed elements. If WHOLE_ARRAY, then all array elements are moved in the inversed manner starting with the specified `start` index up to the end of the array.

Return Value

Returns true if successful, otherwise - false.

Note

The `ArraySetAsSeries()` function does not move the array elements physically. Instead, it only changes the indexation direction backwards to arrange the access to the elements as in the `timeseries`. The `ArrayReverse()` function physically moves the array elements so that the array is "reversed".

Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- declare the fixed-size array and fill in the values
    int array[10];
    for(int i=0;i<10;i++)
    {
        array[i]=i;
    }
    //--- display the array before reversing the elements
    Print("Before calling ArrayReverse()");
    ArrayPrint(array);
    //--- reverse 3 elements in the array and show the new set
    ArrayReverse(array,4,3);  
    Print("After calling ArrayReverse()");
}
```

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Array Functions

```c
ArrayPrint(array);
/*
   Execution result:
   Before calling ArrayReverse()
   0 1 2 3 4 5 6 7 8 9
   After calling ArrayReverse()
   0 1 2 3 6 5 4 7 8 9
*/
```

See also

ArrayInsert, ArrayRemove, ArrayCopy, ArrayResize, ArrayFree, ArraygetAsSeries, ArraySetAsSeries
Array Set As Series

The function sets the AS_SERIES flag to a selected object of a dynamic array, and elements will be indexed like in timeseries.

```cpp
bool ArraySetAsSeries(
    const void& array[], // array by reference
    bool flag           // true denotes reverse order of indexing
);
```

**Parameters**

*array[]*  
[in][out] Numeric array to set.

*flag*  
[in] Array indexing direction.

**Return Value**

The function returns true on success, otherwise - false.

**Note**

The AS_SERIES flag can't be set for multi-dimensional arrays or static arrays (arrays, whose size in square brackets is preset already on the compilation stage). Indexing in timeseries differs from a common array in that the elements of timeseries are indexed from the end towards the beginning (from the newest to oldest data).

**Example: Indicator that shows bar number**

```cpp
//---- plot Numeration
```

```cpp
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
```

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#property indicator_label1 "Numeration"
#property indicator_type1 DRAW_LINE
#property indicator_color1 CLR_NONE

//--- indicator buffers
double NumerationBuffer[];

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,NumerationBuffer,INDICATOR_DATA);
    //--- set indexing for the buffer like in timeseries
    ArraySetAsSeries(NumerationBuffer,true);
    //--- set accuracy of showing in DataWindow
    IndicatorSetInteger(INDICATOR_DIGITS,0);
    //--- how the name of the indicator array is displayed in DataWindow
    PlotIndexSetString(0,PLOT_LABEL,"Bar #");

    //--- return (INIT_SUCCEEDED);
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
               const int prev_calculated,
               const datetime &time[],
               const double &open[],
               const double &high[],
               const double &low[],
               const double &close[],
               const long &tick_volume[],
               const long &volume[],
               const int &spread[])
{
    //--- we'll store the time of the current zero bar opening
    static datetime currentBarTimeOpen=0;
    //--- revert access to array time[] - do it like in timeseries
    ArraySetAsSeries(time,true);
    //--- If time of zero bar differs from the stored one
    if(currentBarTimeOpen!=time[0])
    {
        //--- enumerate all bars from the current to the chart depth
        for(int i=rates_total-1;i>=0;i--) NumerationBuffer[i]=i;
        currentBarTimeOpen=time[0];
    }

    //--- return value of prev_calculated for next call
    return(rates_total);
}
See also

Access to timeseries, ArraygetAsSeries
Array Functions

ArraySize

The function returns the number of elements of a selected array.

```
int ArraySize(const void* array) // checked array
```

**Parameters**

- `array[]`  

**Return Value**

- Value of `int` type.

**Note**

For a one-dimensional array, the value to be returned by the `ArraySize` is equal to that of `ArrayRange(array,0)`.

**Example:**

```c
void OnStart()
{
    //--- create arrays
    double one_dim[];
    double four_dim[][10][5][2];
    //--- sizes
    int one_dim_size=25;
    int reserve=20;
    int four_dim_size=5;
    //--- auxiliary variable
    int size;
    //--- allocate memory without backup
    ArrayResize(one_dim,one_dim_size);
    ArrayResize(four_dim,four_dim_size);
    //--- 1. one-dimensional array
    Print("+==========================================================+`);
    Print("Array sizes:");
    Print("1. One-dimensional array");
    size=ArraySize(one_dim);
    PrintFormat("Zero dimension size = %d, Array size = %d",one_dim_size,size);
    //--- 2. multidimensional array
    Print("2. Multidimensional array");
    size=ArraySize(four_dim);
    PrintFormat("Zero dimension size = %d, Array size = %d",four_dim_size,size);
    //--- dimension sizes
    int d_1=ArrayRange(four_dim,1);
    int d_2=ArrayRange(four_dim,2);
    int d_3=ArrayRange(four_dim,3);
```
Array Functions

Print("Check:");
Print("Zero dimension = Array size / (First dimension * Second dimension * Third dimension)\nPrintFormat("%d = %d / (%d * %d * %d)\n","size/(d_1*d_2*d_3),size,d_1,d_2,d_3);

//--- 3. one-dimensional array with memory backup
Print("3. One-dimensional array with memory backup\n
//--- double the value
one_dim_size*=2;

//--- allocate memory with backup
ArrayResize(one_dim,one_dim_size,reserve);

//--- print out the size
size=ArraySize(one_dim);
PrintFormat("Size with backup = %d, Actual array size = %d",one_dim_size+reserve,s:}
Array Functions

ArraySort

Sorts the values in the first dimension of a multidimensional numeric array in the ascending order.

```c
bool ArraySort(
    void& array[]  // array for sorting
);
```

Parameters

`array[]`

[in][out] Numeric array for sorting.

Return Value

The function returns true on success, otherwise - false.

Note

An array is always sorted in the ascending order irrespective of the AS_SERIES flag value.

Functions ArraySort and ArrayBSearch accept any-dimensional arrays as a parameter. However, searching and sorting are always applied to the first (zero) dimension.

Example:

```c
#property description "The indicator analyzes data for the last month and draws all candlesticks with small and large tick volumes. The tick volume array is sorted out to define such candlesticks. The candlesticks having the volume per cent of the array are considered small. The candlesticks having the tick volumes comprising the last InpBigVolume per cent of the array are considered large."
//--- indicator settings
#property indicator_chart_window
#property indicator_buffers 5
#property indicator_plots 1
//--- plot
#property indicator_label1 "VolumeFactor"
#property indicator_type1 DRAW_COLOR_CANDLES
#property indicator_color1 clrDodgerBlue,clrOrange
#property indicator_style1 STYLE_SOLID
#property indicator_width1 2
//--- predefined constant
#define INDICATOR_EMPTY_VALUE 0.0
//--- input parameters
input int InpSmallVolume=15; // Percentage value of small volumes (<50)
input int InpBigVolume=20; // Percentage value of large volumes (<50)
//--- analysis start time (will be shifted)
datetime ExtStartTime;
//--- indicator buffers
double ExtOpenBuff[];
double ExtHighBuff[];
double ExtLowBuff[];
```
Array Functions

double ExtCloseBuff[];
double ExtColorBuff[];
//--- volume boundary values for displaying the candlesticks
long ExtLeftBorder=0;
long ExtRightBorder=0;

//+------------------------------------------------------------------+
//| Receive border values for tick volumes                          |
//+------------------------------------------------------------------+
bool GetVolumeBorders(void)
{
    //--- variables
    datetime stop_time; // copy end time
    long buff[]; // buffer for copying
    //--- end time is the current one
    stop_time=TimeCurrent();
    //--- start time is one month earlier from the current one
    ExtStartTime=GetStartTime(stop_time);
    //--- receive the values of tick volumes
    ResetLastError();
    if (CopyTickVolume(Symbol(),Period(),ExtStartTime,stop_time,buff)==-1)
    {
        //--- failed to receive the data, return false to launch recalculation command
        PrintFormat("Failed to receive tick volume values. Error code = \%d",GetLastError());
        return(false);
    }
    //--- calculate array size
    int size=ArraySize(buff);
    //--- sort out the array
    ArraySort(buff);
    //--- define the values of the left and right border for tick volumes
    ExtLeftBorder=buff[size*InpSmallVolume/100];
    ExtRightBorder=buff[(size-1)*(100-InpBigVolume)/100];
    //--- successful execution
    return(true);
}

//+------------------------------------------------------------------+
//| Receive the data that is one month less than the passed one       |
//+------------------------------------------------------------------+
datetime GetStartTime(const datetime stop_time)
{
    //--- convert end time into MqlDateTime type structure variable
    MqlDateTime temp;
    TimeToStruct(stop_time,temp);
    //--- receive the data that is one month less
    if (temp.mon>1)
        temp.mon-=1; // the current month is not the first one in the year, therefore,
    else
    {
        temp.mon=12; // the current month is the first in the year, therefore, the num
temp.year-=1; // while the year number is one less
}
//--- day number will not exceed 28
if(temp.day>28)  
temp.day=28;
//--- return the obtained date
return(StructToTime(temp));
}//------------------------------------------------------------------------------------------------
//| Custom indicator initialization function |
//------------------------------------------------------------------------------------------------
int OnInit()
{
//--- check if input parameters satisfy the conditions
if(InpSmallVolume<0 || InpSmallVolume>=50 || InpBigVolume<0 || InpBigVolume>=50)
{
  Print("Incorrect input parameters");
  return(INIT_PARAMETERS_INCORRECT);
}
//--- indicator buffers mapping
SetIndexBuffer(0,ExtOpenBuff);
SetIndexBuffer(1,ExtHighBuff);
SetIndexBuffer(2,ExtLowBuff);
SetIndexBuffer(3,ExtCloseBuff);
SetIndexBuffer(4,ExtColorBuff,INDICATOR_COLOR_INDEX);
//--- set the value that will not be displayed
PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,INDICATOR_EMPTY_VALUE);
//--- set labels for indicator buffers
PlotIndexSetString(0,PLOT_LABEL,"Open;High;Low;Close");
//---
return(INIT_SUCCEEDED);
}
//------------------------------------------------------------------------------------------------
//| Custom indicator iteration function |
//------------------------------------------------------------------------------------------------
int OnCalculate(const int rates_total,
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
//--- check if unhandled bars are still present
if(prev_calculated<rates_total)
{
//--- receive new values of the right and left borders for volumes
if(!GetVolumeBorders())
    return(0);

//--- start variable for bar calculation
int start=prev_calculated;

//--- work at the last bar if the indicator values have already been calculated at the previous tick
if(start>0)
    start--;

//--- set direct indexing in time series
ArraySetAsSeries(time, false);
ArraySetAsSeries(open, false);
ArraySetAsSeries(high, false);
ArraySetAsSeries(low, false);
ArraySetAsSeries(close, false);
ArraySetAsSeries(tick_volume, false);

//--- the loop of calculation of the indicator values
for(int i=start;i<rates_total;i++)
{
    //--- fill out candlesticks starting from the initial date
    if(ExtStartTime<=time[i])
    {
        //--- if the value is not less than the right border, fill out the candlestick
        if(tick_volume[i]>=ExtRightBorder)
        {
            //--- receive data for drawing the candlestick
            ExtOpenBuff[i]=open[i];
            ExtHighBuff[i]=high[i];
            ExtLowBuff[i]=low[i];
            ExtCloseBuff[i]=close[i];
            //--- DodgerBlue color
            ExtColorBuff[i]=0;
            //--- continue the loop
            continue;
        }
    }

    //--- fill out the candlestick if the value does not exceed the left border
    if(tick_volume[i]<=ExtLeftBorder)
    {
        //--- receive data for drawing the candlestick
        ExtOpenBuff[i]=open[i];
        ExtHighBuff[i]=high[i];
        ExtLowBuff[i]=low[i];
        ExtCloseBuff[i]=close[i];
        //--- Orange color
        ExtColorBuff[i]=1;
        //--- continue the loop
        continue;
    }
}
//--- set empty values for bars that have not been included in the calculation
ExtOpenBuff[i]=INDICATOR_EMPTY_VALUE;
ExtHighBuff[i]=INDICATOR_EMPTY_VALUE;
ExtLowBuff[i]=INDICATOR_EMPTY_VALUE;
ExtCloseBuff[i]=INDICATOR_EMPTY_VALUE;
}
//--- return value of prev_calculated for next call
return(rates_total);
}
Array Functions

ArraySwap

Swaps the contents of two dynamic arrays of the same type. For multidimensional arrays, the number of elements in all dimensions except the first one should match.

```cpp
bool ArraySwap(
    void* array1[],  // first array
    void* array2[]   // second array
);
```

Parameters

- `array1[]` [in][out] Array of numerical type.
- `array2[]` [in][out] Array of numerical type.

Return Value

Returns true if successful, otherwise false. In this case, `GetLastError()` returns the `ERR_INVALID_ARRAY` error code.

Note

The function accepts dynamic arrays of the same type and the same dimensions except the first one. For integer types, the sign is ignored, i.e. `char==uchar`.

Example:

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- arrays for storing quotes
    double source_array[8];
    double dest_array[8];
    MqlRates rates[];
    //--- get the data of the last 20 candles on the current timeframe
    int copied=CopyRates(NULL,0,0,20,rates);
    if(copied<=0)
    {
        PrintFormat("CopyRates(%s,0,0,20,rates) failed, error=%d",
            Symbol(),GetLastError());
        return;
    }
    //--- set the array size for the amount of copied data
    ArrayResize(source_array,copied);
    //--- fill the rate_array_1[] array by data from rates[]
    for(int i=0;i<copied;i++)
    {
```
source_array[i][0]=(double)rates[i].time;
source_array[i][1]=rates[i].open;
source_array[i][2]=rates[i].high;
source_array[i][3]=rates[i].low;
source_array[i][4]=rates[i].close;
source_array[i][5]=(double)rates[i].tick_volume;
source_array[i][6]=(double)rates[i].spread;
source_array[i][7]=(double)rates[i].real_volume;
}

//--- swap data between source_array[] and dest_array[]
if(!ArraySwap(source_array,dest_array))
{
    PrintFormat("ArraySwap(source_array,rate_array_2) failed, error code=%d",GetLastError());
    return;
}

//--- ensure that the source array has become zero after the swap
    PrintFormat("ArraySwap() done: ArraySize(source_array)=%d",ArraySize(source_array))

//--- display the data of the dest_array[] destination array
    ArrayPrint(dest_array);
}

See also

ArrayCopy, ArrayFill, ArrayRange, ArrayIsDynamic
Conversion Functions

This is a group of functions that provide conversion of data from one format into another.

The `NormalizeDouble()` function must be specially noted as it provides the necessary accuracy of the price presentation. In trading operations, no unnormalized prices may be used if their accuracy even a digit exceeds that required by the trade server.

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</tr>
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## Conversion Functions

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<td>Converting number into string according to preset format</td>
</tr>
</tbody>
</table>

**See also**

- Use of a Codepage
CharToString

Converting a symbol code into a one-character string.

```cpp
string CharToString(
    uchar char_code // numeric code of symbol
);
```

Parameters

- `char_code`

Return Value

String with a ANSI symbol.

See also

[StringToCharArray, ShortToString, StringGetCharacter]
CharArrayToString

It copies and converts part of array of uchar type into a returned string.

```c
string CharArrayToString(
    uchar array[],          // array
    int start=0,            // starting position in the array
    int count=-1            // number of symbols
    uint codepage=CP_ACP    // code page
);
```

**Parameters**

- `array[]`
  - [in] Array of uchar type.
- `start=0`
  - [in] Position from which copying starts. by default 0 is used.
- `count=-1`
  - [in] Number of array elements for copying. Defines the length of a resulting string. Default value is -1, which means copying up to the array end, or till terminal 0.
- `codepage=CP_ACP`
  - [in] The value of the code page. There is a number of built-in constants for the most used code pages.

**Return Value**

String.

**See also**

[StringToCharArray, ShortArrayToString, Use of a Codepage](#)
CharArrayToStruct

Copy uchar type array to POD structure.

```c
bool CharArrayToStruct(
    void& struct_object, // structure
    const uchar& char_array[], // array
    uint start_pos=0 // starting position in the array
);
```

### Parameters

**struct_object**
- [in] Reference to any type of POD structure (containing only simple data types).

**char_array[]**
- [in] uchar type array.

**start_pos=0**
- [in] Position in the array, data copying starts from.

### Return Value

Returns true if successful, otherwise false.

### See also

[StringToCharArray, ShortArrayToString, StructToCharArray, Use of a Codepage, FileReadStruct, Unions (union), MathSwap]
**StructToCharArray**

Copy POD structure to uchar type array.

```cpp
bool StructToCharArray(
    const void & struct_object, // structure
    uchar& char_array[], // array
    uint start_pos=0 // starting position in the array
);
```

**Parameters**

- **struct_object**
  
  [in] Reference to any type of POD structure (containing only simple data types).

- **char_array[]**
  
  [in] uchar type array.

- **start_pos=0**
  
  [in] Position in the array, starting from which the copied data are added.

**Return Value**

Returns true if successful, otherwise false.

**Note**

When copying, the dynamic array automatically expands (ArrayResize) if there is not enough space. If the array cannot be expanded up to the required value, the function returns an error.

**See also**

StringToCharArray, ShortArrayToString, CharArrayToStruct, Use of a Codepage, FileWriteStruct, Unions (union), MathSwap
ColorToARGB

The function converts color type into uint type to get ARGB representation of the color. ARGB color format is used to generate a graphical resource, text display, as well as for CCanvas standard library class.

```c
uint ColorToARGB(
    color clr, // converted color in color format
    uchar alpha=255 // alpha channel managing color transparency
);
```

**Parameters**

- `clr`  
  [in] Color value in color type variable.

- `alpha`  
  [in] The value of the alpha channel used to receive the color in ARGB format. The value may be set from 0 (a color of a foreground pixel does not change the display of an underlying one) up to 255 (a color of an underlying pixel is completely replaced by the foreground pixel's one). Color transparency in percentage terms is calculated as (1-alpha/255)*100%. In other words, the lesser value of the alpha channel leads to more transparent color.

**Return Value**

Presenting the color in ARGB format where Alpha, Red, Green, Blue (alpha channel, red, green, blue) values are set in series in four uint type bytes.

**Note**

RGB is a basic and commonly used format for pixel color description on a screen in computer graphics. Names of basic colors are used to set red, green and blue color components. Each component is described by one byte specifying the color saturation in the range of 0 to 255 (0x00 to 0xFF in hexadecimal format). Since the white color contains all colors, it is described as 0xFFFFFF, that is, each one of three components is presented by the maximum value of 0xFF.

However, some tasks require to specify the color transparency to describe the look of an image in case it is covered by the color with some degree of transparency. The concept of alpha channel is introduced for such cases. It is implemented as an additional component of RGB format. ARGB format structure is shown below.

<table>
<thead>
<tr>
<th>8</th>
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<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alpha</td>
<td>Red</td>
<td>Green</td>
<td>Blue</td>
</tr>
<tr>
<td>31</td>
<td>30</td>
<td>29</td>
<td>28</td>
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<tr>
<td>27</td>
<td>26</td>
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<td>9</td>
<td>8</td>
</tr>
<tr>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

ARGB values are typically expressed using hexadecimal format with each pair of digits representing the values of Alpha, Red, Green and Blue channels, respectively. For example, 80FFFFFF00 color represents 50.2% opaque yellow. Initially, 0x80 sets 50.2% alpha value, as it is 50.2% of 0xFF value. Then, the first FF pair defines the highest value of the red component; the next FF pair is like the previous but for the green component; the final 00 pair represents the lowest value the blue component can have (absence of blue). Combination of green and red colors yields yellow one. If the
alpha channel is not used, the entry can be reduced down to 6 RRGGBB digits, this is why the alpha channel values are stored in the top bits of uint integer type.

Depending on the context, hexadecimal digits can be written with '0x' or '#' prefix, for example, 80FFFF00, 0x80FFFF00 or #80FFFF00.

Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
  //--- set transparency
  uchar alpha=0x55;  // 0x55 means 55/255=21.6 % of transparency
  //--- derive conversion to ARGB for clrBlue color
  PrintFormat("0x%.8X - clrBlue", clrBlue);
  PrintFormat("0x%.8X - clrBlue ARGB with alpha=0x55 (transparency 21.6%%)", ColorToARGB(clrBlue, alpha));
  //--- derive conversion to ARGB for clrGreen color
  PrintFormat("0x%.8X - clrGreen", clrGreen);
  PrintFormat("0x%.8X - clrGreen ARGB with alpha=0x55 (transparency 21.6%%)", ColorToARGB(clrGreen, alpha));
  //--- derive conversion to ARGB for clrRed color
  PrintFormat("0x%.8X - clrRed", clrRed);
  PrintFormat("0x%.8X - clrRed ARGB with alpha=0x55 (transparency 21.6%%)", ColorToARGB(clrRed, alpha));
}
```

See also

Resources, ResourceCreate(), TextOut(), color type, char, short, int and long types
Conversion Functions

**ColorToString**

It converts color value into string of "R,G,B" form.

```cpp
string ColorToString(
    color  color_value,  // color value
    bool  color_name    // show color name or not
);
```

**Parameters**

*color_value*  
[in] Color value in color type variable.

*color_name*  
[in] Return color name if it is identical to one of predefined color constants.

**Return Value**

String presentation of color as "R,G,B", where R, G and B are decimal constants from 0 to 255 converted into a string. If the color_name=true parameter is set, it will try to convert color value into color name.

**Example:**

```cpp
string clr=ColorToString(C'0,255,0');  // green color
Print(clr);

clr=ColorToString(C'0,255,0',true);  // get color constant
Print(clr);
```

**See also**

[StringToColor, ColorToARGB]
**DoubleToString**

Converting numeric value into text string.

```csharp
string DoubleToString(
    double value, // number
    int digits=8   // number of digits after decimal point
);
```

**Parameters**

**value**

- [in] Value with a floating point.

**digits**

- [in] Accuracy format. If the `digits` value is in the range between 0 and 16, a string presentation of a number with the specified number of digits after the point will be obtained. If the `digits` value is in the range between -1 and -16, a string representation of a number in the scientific format with the specified number of digits after the decimal point will be obtained. In all other cases the string value will contain 8 digits after the decimal point.

**Return Value**

String containing a symbol representation of a number with the specified accuracy.

**Example:**

```csharp
Print("DoubleToString(120.0 + M_PI) : ", DoubleToString(120.0+M_PI));
Print("DoubleToString(120.0 + M_PI,16) : ", DoubleToString(120.0+M_PI,16));
Print("DoubleToString(120.0 + M_PI,-16) : ", DoubleToString(120.0+M_PI,-16));
Print("DoubleToString(120.0 + M_PI,-1) : ", DoubleToString(120.0+M_PI,-1));
Print("DoubleToString(120.0 + M_PI,-20) : ", DoubleToString(120.0+M_PI,-20));
```

**See also**

NormalizeDouble, StringToDouble
**EnumToString**

Converting an enumeration value of any type to a text form.

```c
string EnumToString(
    any_enum value /* any type enumeration value */
);
```

### Parameters

- **value**
  - [in] Any type enumeration value.

### Return Value

A string with a text representation of the enumeration. To get the error message call the `GetLastError()` function.

### Note

The function can set the following error values in the `_LastError` variable:

- **ERR_INTERNAL_ERROR** - error of the execution environment
- **ERR_NOT_ENOUGH_MEMORY** - not enough memory to complete the operation
- **ERR_INVALID_PARAMETER** - can’t allow the name of the enumeration value

### Example:

```c
enum interval // enumeration of named constants
{
    month=1, // one-month interval
    two_months,// two months
    quarter, // three months - a quarter
    halfyear=6, // half a year
    year=12, // a year - 12 months
};
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- set the time interval equal to one month
    interval period=month;
    Print(EnumToString(period)+"="+IntegerToString(period));

    //--- set the time interval equal to a quarter (three months)
    period=quarter;
    Print(EnumToString(period)+"="+IntegerToString(period));

    //--- set the time interval equal to one year (12 months)
    period=year;
    Print(EnumToString(period)+"="+IntegerToString(period));

    //--- check how the order type is shown
```
Conversion Functions

```csharp
ENUM_ORDER_TYPE type=ORDER_TYPE_BUY;
Print(EnumToString(type)+"="+IntegerToString(type));

//--- check how incorrect values are shown

if (type==WRONG_VALUE) {
    Print(EnumToString(type)+"="+IntegerToString(type));
}

// Result:
// month=1
// quarter=3
// year=12
// ORDER_TYPE_BUY=0
// ENUM_ORDER_TYPE::-1=-1
```

See also

Enumerations, Input variables
**IntegerToString**

This function converts value of integer type into a string of a specified length and returns the obtained string.

```c
string IntegerToString(
    long   number,       // number
    int    str_len=0,    // length of result string
    ushort fill_symbol=' ' // filler
);
```

**Parameters**

- `number` [in] Number for conversion.
- `str_len=0` [in] String length. If the resulting string length is larger than the specified one, the string is not cut off. If it is smaller, filler symbols will be added to the left.
- `fill_symbol=' '` [in] Filler symbol. By default it is a space.

**Return Value**

String.

**See also**

[StringToInteger](#)
ShortToString

It converts the symbol code (unicode) into one-symbol string and returns resulting string.

```csharp
string ShortToString(
    ushort symbol_code  // symbol
);
```

**Parameters**

symbol_code

- [in] Symbol code. Instead of a symbol code you can use literal string containing a symbol or a literal string with 2-byte hexadecimal code corresponding to the symbol from the Unicode table.

**Return Value**

String.

**See also**

[StringToCharArray], [CharToString], [StringGetCharacter]
ShortArrayToString

It copies part of array into a returned string.

```c
string ShortArrayToString(
    ushort array[],    // array
    int start=0,       // starting position in the array
    int count=-1       // number of symbols
);
```

**Parameters**

array[]
- [in] Array of ushort type (analog of wchar_t type).

start=0
- [in] Position, from which copying starts, Default - 0.

count=-1
- [in] Number of array elements to copy. Defines the length of a resulting string. Default value is -1, which means copying up to the array end, or till terminal 0.

**Return Value**

String.

**See also**

[StringToShortArray], [CharArrayToString], [Use of a Codepage]
TimeToString

Converting a value containing time in seconds elapsed since 01.01.1970 into a string of “yyyy.mm.dd hh:mm” format.

```c
string TimeToString(  
    datetime value,    // number  
    int mode=TIME_DATE|TIME_MINUTES  // output format  
);
```

Parameters

- `value`  
  - [in] Time in seconds from 00:00 1970/01/01.

- `mode=TIME_DATE|TIME_MINUTES`  
  - [in] Additional data input mode. Can be one or combined flag:  
    - TIME_DATE gets result as “yyyy.mm.dd”,  
    - TIME_MINUTES gets result as “hh:mm”,  
    - TIME_SECONDS gets results as “hh:mm:ss”.

Return Value

- String.

See also

- `StringToTime`, `TimeToStruct`
NormalizeDouble

Rounding floating point number to a specified accuracy.

```c
double NormalizeDouble(
    double value,   // normalized number
    int digits      // number of digits after decimal point
);
```

Parameters

- **value**
  - [in] Value with a floating point.

- **digits**
  - [in] Accuracy format, number of digits after point (0-8).

Return Value

Value of double type with preset accuracy.

Note

Calculated values of StopLoss, TakeProfit, and values of open prices for pending orders must be normalized with the accuracy, the value of which can be obtained by `Digits()`.

Please note that when output to Journal using the Print() function, a normalized number may contain a greater number of decimal places than you expect. For example, for:

```c
double a=76.671; // A normalized number with three decimal places
Print("Print(76.671)="); // Output as is
Print("DoubleToString(a,8)="); // Output with a preset accuracy
```

you will have the following in the terminal:

```
DoubleToString(a,8)=76.67100000
Print(76.671)=76.67100000000001
```

Example:

```c
double pi=M_PI;
Print("pi = ",DoubleToString(pi,16));

double pi_3=NormalizeDouble(M_PI,3);
Print("NormalizeDouble(pi,3) = ",DoubleToString(pi_3,16));

double pi_8=NormalizeDouble(M_PI,8);
Print("NormalizeDouble(pi,8) = ",DoubleToString(pi_8,16));

double pi_0=NormalizeDouble(M_PI,0);
Print("NormalizeDouble(pi,0) = ",DoubleToString(pi_0,16));
/*
Result:
```

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Conversion Functions

\[
\begin{align*}
\pi &= 3.1415926535897931 \\
\text{NormalizeDouble} (\pi, 3) &= 3.1419999999999999 \\
\text{NormalizeDouble} (\pi, 8) &= 3.1415926499999998 \\
\text{NormalizeDouble} (\pi, 0) &= 3.0000000000000000
\end{align*}
\]

See also

[DoubleToString], [Real types (double, float)], [Typecasting]
StringToCharArray

Symbol-wise copies a string converted from Unicode to ANSI, to a selected place of array of uchar type. It returns the number of copied elements.

```c
int StringToCharArray(
    string text_string,       // source string
    uchar* array[],           // array
    int start=0,              // starting position in the array
    int count=-1              // number of symbols
    uint codepage=CP_ACP      // code page
);
```

**Parameters**

- `text_string` [in] String to copy.
- `array[]` [out] Array of uchar type.
- `start=0` [in] Position from which copying starts. Default - 0.
- `count=-1` [in] Number of array elements to copy. Defines length of a resulting string. Default value is -1, which means copying up to the array end, or till terminal 0. Terminal 0 will also be copied to the recipient array, in this case the size of a dynamic array can be increased if necessary to the size of the string. If the size of the dynamic array exceeds the length of the string, the size of the array will not be reduced.
- `codepage=CP_ACP` [in] The value of the code page. For the most-used code pages provide appropriate constants.

**Return Value**

Number of copied elements.

**See also**

CharArrayToString, StringToShortArray, Use of a Codepage
StringToColor

Converting “R,G,B” string or string with color name into color type value.

```cpp
color StringToColor(
    string color_string  // string representation of color
);
```

Parameters

- `color_string`  
  [in] String representation of a color of “R,G,B” type or name of one of predefined Web-colors.

Return Value

Color value.

Example:

```cpp
    color str_color=StringToColor("0,127,0");
    Print(str_color);
    Print((string)str_color);
    //--- change color a little
    str_color=StringToColor("0,128,0");
    Print(str_color);
    Print((string)str_color);
```

See also

- [ColorToString](#)
- [ColorToARGB](#)
StringToDouble

The function converts string containing a symbol representation of number into number of double type.

```c
double StringToDouble(
    string value // string
);
```

Parameters

- `value` [in] String containing a symbol representation of a number.

Return Value

Value of double type.

See also

- `NormalizeDouble`, `Real types (double, float)`, `Typecasting`
**StringToInteger**

The function converts string containing a symbol representation of number into number of long (integer) type.

```c
long StringToInteger(
    string value  // string
);
```

**Parameters**

- `value` 
  [in] String containing a number.

**Return Value**

Value of long type.

**See also**

*IntegerToString*, *Real types (double, float)*, *Typecasting*
StringToShortArray

The function symbol-wise copies a string into a specified place of an array of ushort type. It returns the number of copied elements.

```csharp
int StringToShortArray(
    string text_string, // source string
    ushort& array[],    // array
    int start=0,        // starting position in the array
    int count=-1        // number of symbols
);
```

Parameters

text_string
   [in] String to copy

array[]
   [out] Array of ushort type (analog of wchar_t type).

start=0
   [in] Position, from which copying starts. Default - 0.

count=-1
   [in] Number of array elements to copy. Defines length of a resulting string. Default value is -1, which means copying up to the array end, or till terminal 0. Terminal 0 will also be copied to the recipient array, in this case the size of a dynamic array can be increased if necessary to the size of the string. If the size of the dynamic array exceeds the length of the string, the size of the array will not be reduced.

Return Value

Number of copied elements.

See also

ShortArrayToString, StringToCharArray, Use of a Codepage
StringToTime

Transforms the string containing time and/or date in the "yyyy.mm.dd [hh:mi]" format into the datetime type number.

```cpp
datetime StringToTime(
    const string time_string // date string
);
```

**Parameters**

- `time_string` [in] String in one of the specified formats:
  - "yyyy.mm.dd [hh:mi]"
  - "yyyy.mm.dd [hh:mi:ss]"
  - "yyyymmdd [hh:mm:ss]"
  - "yyyymmdd [hh:miss]"
  - "yyyy/mm/dd [hh:mm:ss]"
  - "yyyy-mm-dd [hh:mm:ss]"

**Return Value**

- `datetime` type value containing the number of seconds elapsed since 01.01.1970.

**Note**

Any sequence of space and tabulation characters between date and time is considered to be a single space to avoid additional processing of the `time_string` before calling StringToTime().

**See also**

- `TimeToString`, `TimeToStruct`
**StringFormat**

The function formats obtained parameters and returns a string.

```c
string  StringFormat(  
    string  format,  // string with format description  
    ...        // parameters  
);
```

**Parameters**

- `format`  
  - [in] String containing method of formatting. Formatting rules are the same as for the `PrintFormat` function.

- `...`  
  - [in] Parameters, separated by a comma.

**Return Value**

String.

**Example:**
Conversion Functions

void OnStart()
{
    //--- string variables
    string output_string;
    string temp_string;
    string format_string;
    //--- prepare the specification header
    temp_string=StringFormat("Contract specification for %s:\n",_Symbol);
    StringAdd(output_string,temp_string);
    //--- int value output
    int digits=(int)SymbolInfoInteger(_Symbol,Symbol_DIGITS);
    temp_string=StringFormat(" SYMBOL_DIGITS = %d (number of digits after the decimal digits);\n", digits);
    StringAdd(output_string,temp_string);
    //--- double value output with variable number of digits after the decimal point
    double point_value=SymbolInfoDouble(_Symbol,Symbol_POINT);
    format_string=StringFormat(" SYMBOL_POINT = %%.%f (point value)\n", digits);
    temp_string=StringFormat(format_string,point_value);
    StringAdd(output_string,temp_string);
    //--- int value output
    int spread=(int)SymbolInfoInteger(_Symbol,Symbol_SPREAD);
    temp_string=StringFormat(" SYMBOL_SPREAD = %d (current spread in points)\n", spread);
    StringAdd(output_string,temp_string);
    //--- int value output
    int min_stop=(int)SymbolInfoInteger(_Symbol,Symbol_TRADE_STOPS_LEVEL);
    temp_string=StringFormat(" SYMBOL_TRADE_STOPS_LEVEL = %d (minimal indention in points)\n", min_stop);
    StringAdd(output_string,temp_string);
    //--- double value output without the fractional part
    double contract_size=SymbolInfoDouble(_Symbol,Symbol_TRADE_CONTRACT_SIZE);
    temp_string=StringFormat(" SYMBOL_TRADE_CONTRACT_SIZE = %.f (contract size)\n", contract_size);
    StringAdd(output_string,temp_string);
    //--- double value output with default accuracy
    double tick_size=SymbolInfoDouble(_Symbol,Symbol_TRADE_TICK_SIZE);
    temp_string=StringFormat(" SYMBOL_TRADE_TICK_SIZE = %.f (minimal price change)\n", tick_size);
    StringAdd(output_string,temp_string);
    //--- determining the swap calculation mode
    int swap_mode=(int)SymbolInfoInteger(_Symbol,Symbol_SWAP_MODE);
    string str_swap_mode;
    switch(swap_mode)
    {
        case SYMBOL_SWAP_MODE_DISABLED: str_swap_mode="SYMBOL_SWAP_MODE_DISABLED" (no swap
        case SYMBOL_SWAP_MODE_POINTS: str_swap_mode="SYMBOL_SWAP_MODE_POINTS" (in points)
        case SYMBOL_SWAP_MODE_CURRENCY_SYMBOL: str_swap_mode="SYMBOL_SWAP_MODE_CURRENCY
        case SYMBOL_SWAP_MODE_CURRENCY_MARGIN: str_swap_mode="SYMBOL_SWAP_MODE_CURRENCY
        case SYMBOL_SWAP_MODE_CURRENCY_DEPOSIT: str_swap_mode="SYMBOL_SWAP_MODE_CURRENCY
        case SYMBOL_SWAP_MODE_INTEREST_CURRENT: str_swap_mode="SYMBOL_SWAP_MODE_INTEREST
        case SYMBOL_SWAP_MODE_INTEREST_OPEN: str_swap_mode="SYMBOL_SWAP_MODE_INTEREST open
        case SYMBOL_SWAP_MODE_REOPEN_CURRENT: str_swap_mode="SYMBOL_SWAP_MODE_REOPEN_CURRENT
        case SYMBOL_SWAP_MODE_REOPEN_BID: str_swap_mode="SYMBOL_SWAP_MODE_REOPEN_BID (by
    }
    //--- string value output
    temp_string=StringFormat(" SYMBOL_SWAP_MODE = %s\n", str_swap_mode);
    StringAdd(output_string,temp_string);
    //--- double value output with default accuracy
    double swap_long=SymbolInfoDouble(_Symbol,Symbol_SWAP_LONG);
Conversion Functions

```cpp
//--- string value output
temp_string=StringFormat("  SYMBOL_SWAP_LONG = %.2f (long swap value)\n", swap_long);
StringAdd(output_string,temp_string);

//--- double value output with default accuracy
double swap_short=SymbolInfoDouble(_Symbol,SYMBOL_SWAP_SHORT);
temp_string=StringFormat("  SYMBOL_SWAP_SHORT = %.2f (short swap value)\n", swap_short);
StringAdd(output_string,temp_string);

//--- determining the trading mode
int trade_mode=(int)SymbolInfoInteger(_Symbol,SYMBOL_TRADE_MODE);
string str_trade_mode;
switch(trade_mode)
{
  case SYMBOL_TRADE_MODE_DISABLED: str_trade_mode="SYMBOL_TRADE_MODE_DISABLED (trading disabled)\n";
  break;
  case SYMBOL_TRADE_MODE_LONGONLY: str_trade_mode="SYMBOL_TRADE_MODE_LONGONLY (only long positions are allowed)\n";
  break;
  case SYMBOL_TRADE_MODE_SHORTONLY: str_trade_mode="SYMBOL_TRADE_MODE_SHORTONLY (only short positions are allowed)\n";
  break;
  case SYMBOL_TRADE_MODE_CLOSEONLY: str_trade_mode="SYMBOL_TRADE_MODE_CLOSEONLY (no trade restrictions)\n";
  break;
  case SYMBOL_TRADE_MODE_FULL: str_trade_mode="SYMBOL_TRADE_MODE_FULL (no trade restrictions)\n";
  break;
}

//--- string value output
temp_string=StringFormat("  SYMBOL_TRADE_MODE = %s\n", str_trade_mode);
StringAdd(output_string,temp_string);

//--- double value output in a compact format
double volume_min=SymbolInfoDouble(_Symbol,SYMBOL_VOLUME_MIN);
temp_string=StringFormat("  SYMBOL_VOLUME_MIN = %g (minimal volume for a deal)\n", volume_min);
StringAdd(output_string,temp_string);

//--- double value output in a compact format
double volume_step=SymbolInfoDouble(_Symbol,SYMBOL_VOLUME_STEP);
temp_string=StringFormat("  SYMBOL_VOLUME_STEP = %g (minimal volume change step)\n", volume_step);
StringAdd(output_string,temp_string);

//--- double value output in a compact format
double volume_max=SymbolInfoDouble(_Symbol,SYMBOL_VOLUME_MAX);
temp_string=StringFormat("  SYMBOL_VOLUME_MAX = %g (maximal volume for a deal)\n", volume_max);
StringAdd(output_string,temp_string);

//--- determining the contract price calculation mode
int calc_mode=(int)SymbolInfoInteger(_Symbol,SYMBOL_TRADE_CALC_MODE);
string str_calc_mode;
switch(calc_mode)
{
  case SYMBOL_CALC_MODE_FOREX:str_calc_mode="SYMBOL_CALC_MODE_FOREX (Forex)\n";
  break;
  case SYMBOL_CALC_MODE_FUTURES:str_calc_mode="SYMBOL_CALC_MODE_FUTURES (futures)\n";
  break;
  case SYMBOL_CALC_MODE_CFD:str_calc_mode="SYMBOL_CALC_MODE_CFD (CFD)\n";
  break;
  case SYMBOL_CALC_MODE_CFDINDEX:str_calc_mode="SYMBOL_CALC_MODE_CFDINDEX (CFD for indices)\n";
  break;
  case SYMBOL_CALC_MODE_CDFLEVERAGE:str_calc_mode="SYMBOL_CALC_MODE_CDFLEVERAGE (CFD leverage)\n";
  break;
  case SYMBOL_CALC_MODE_EXCH_STOCKS:str_calc_mode="SYMBOL_CALC_MODE_EXCH_STOCKS (trading securities on a stock exchange)\n";
  break;
  case SYMBOL_CALC_MODE_EXCH_FUTURES: str_calc_mode="SYMBOL_CALC_MODE_EXCH_FUTURES (trading futures contracts on a stock exchange)\n";
  break;
}

//--- string value output
temp_string=StringFormat("  SYMBOL_TRADE_CALC_MODE = %s\n", str_calc_mode);
StringAdd(output_string,temp_string);

//--- double value output with 2 digits after the decimal point
double margin_initial=SymbolInfoDouble(_Symbol,SYMBOL_MARGIN_INITIAL);
temp_string=StringFormat("  SYMBOL_MARGIN_INITIAL = %.2f (initial margin)\n", margin_initial);
StringAdd(output_string,temp_string);

//--- double value output with 2 digits after the decimal point
double margin_maintenance=SymbolInfoDouble(_Symbol,SYMBOL_MARGIN_MAINTENANCE);
temp_string=StringFormat("  SYMBOL_MARGIN_MAINTENANCE = %.2f (maintenance margin)\n", margin_maintenance);
StringAdd(output_string,temp_string);
```

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Conversion Functions

margin_maintenance);
StringAdd(output_string,temp_string);
//--- int value output
int freeze_level=(int)SymbolInfoInteger(_Symbol,SYMBOLEX_CUSTOM_LEVEL);
temp_string=StringFormat("SYMBOL_FREEZE_LEVEL = %d (order freeze level in
freeze_level);
StringAdd(output_string,temp_string);
Print(output_string);
Comment(output_string);
/* execution result
Contract specification for EUR/USD:
SYMBOL_DIGITS = 5 (number of digits after the decimal point)
SYMBOL_POINT = 0.00001 (point value)
SYMBOL_SPREAD = 10 (current spread in points)
SYMBOL_TRADE_STOPS_LEVEL = 10 (minimal indentation in points for Stop orders)
SYMBOL_TRADE_CONTRACT_SIZE = 100000 (contract size)
SYMBOL_TRADE_TICK_SIZE = 0.00001 (minimal price change)
SYMBOL_SWAP_MODE = SYMBOL_SWAP_MODE_POINTS (in points)
SYMBOL_SWAP_LONG = -0.700000 (buy order swap value)
SYMBOL_SWAP_SHORT = -1.000000 (sell order swap value)
SYMBOL_TRADE_MODE = SYMBOL_TRADE_MODE_FULL (no trade restrictions)
SYMBOL_VOLUME_MIN = 0.01 (minimal volume for a deal)
SYMBOL_VOLUME_STEP = 0.01 (minimal volume change step)
SYMBOL_VOLUME_MAX = 500 (maximal volume for a deal)
SYMBOL_TRADE_CALC_MODE = SYMBOL_CALC_MODE_FOREX (Forex)
SYMBOL_MARGIN_INIT = 0.00 (initial margin)
SYMBOL_MARGIN_MAINTENANCE = 0.00 (maintenance margin)
SYMBOL_TRADE_FREEZE_LEVEL = 0 (order freeze level in points)
*/
}

See also
PrintFormat, DoubleToString, ColorToString, TimeToString
## Mathematical Functions

A set of mathematical and trigonometric functions.

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<td>MathExpM1</td>
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<td>MathLog1p</td>
<td>Returns the value of the expression MathLog(1+x)</td>
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<tr>
<td>MathArccosh</td>
<td>Returns the hyperbolic arccosine</td>
</tr>
<tr>
<td>MathArcsinh</td>
<td>Returns the hyperbolic arcsine</td>
</tr>
<tr>
<td>MathArctanh</td>
<td>Returns the hyperbolic arctangent</td>
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<tr>
<td>MathCosh</td>
<td>Returns the hyperbolic cosine</td>
</tr>
<tr>
<td>MathSinh</td>
<td>Returns the hyperbolic sine</td>
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<td>Returns the hyperbolic tangent</td>
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<tr>
<td>MathSwap</td>
<td>Change the order of bytes in the ushort/uint/ushort types value</td>
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</table>
Math Functions

MathAbs

The function returns the absolute value (modulus) of the specified numeric value.

```c
double MathAbs(
    double value // numeric value
);
```

Parameters

value

[in] Numeric value.

Return Value

Value of double type more than or equal to zero.

Note

Instead the MathAbs() function you can use fabs().
MathArccos

The function returns the arccosine of x within the range 0 to π in radians.

```c
double MathArccos(
    double val  // -1<val<1
);
```

**Parameters**

val

[in] The val value between -1 and 1, the arc cosine of which is to be calculated.

**Return Value**

Arc cosine of a number in radians. If val is less than -1 or more than 1, the function returns NaN (indeterminate value).

**Note**

Instead of the MathArccos() function you can use acos().

**See also**

Real types (double, float)
MathArcsin

The function returns the arc sine of x within the range of \(-\pi/2\) to \(\pi/2\) radians.

```c
double MathArcsin(
    double val       // -1<value<1
);
```

### Parameters

**val**

[in] The val value between -1 and 1, the arc sine of which is to be calculated.

### Return Value

Arc sine of the val number in radians within the range of \(-\pi/2\) to \(\pi/2\) radians. If val is less than -1 or more than 1, the function returns NaN (indeterminate value).

### Note

Instead of the MathArcsin() function you can use asin().

### See also

[Real types (double, float)](#)
MathArctan

The function returns the arc tangent of x. If x is equal to 0, the function returns 0.

```c
double MathArctan(
    double value     // tangent
);
```

Parameters

value

[in] A number representing a tangent.

Return Value

MathArctan returns a value within the range of $-\pi/2$ to $\pi/2$ radians.

Note

Instead of the MathArctan() function you can use atan().
MathFunctions

**MathArctan2**

Return the angle (in radians) whose tangent is the quotient of two specified numbers.

```c
double MathArctan2(
    double y, // The y coordinate of a point
    double x  // The x coordinate of a point
);
```

**Parameters**

- `y`  
  - [in] Y coordinate value.
- `x`  
  - [in] X coordinate value.

**Return Value**

MathArctan2 returns an angle, $\theta$, within the range from $-\pi$ to $\pi$ radians, so that $\text{MathTan}(\theta) = y/x$.

Please note as follows:

- For $(x, y)$ in quadrant 1, $0 < \theta < \pi/2$
- For $(x, y)$ in quadrant 2, $\pi/2 < \theta \leq \pi$
- For $(x, y)$ in quadrant 3, $-\pi < \theta < -\pi/2$
- For $(x, y)$ in quadrant 4, $-\pi/2 < \theta < 0$

For points on the boundaries of the quadrants, the return value is the following:

- If $y$ is 0 and $x$ is not negative, $\theta = 0$.
- If $y$ is 0 and $x$ is negative, $\theta = \pi$.
- If $y$ is positive and $x$ is 0, $\theta = \pi/2$.
- If $y$ is negative and $x$ is 0, $\theta = -\pi/2$.
- If $y$ is 0 and $x$ is 0, $\theta = 0$.

**Note**

Instead of the MathArctan2() function, you can use the `atan2()` function.
MathClassify

Determines the type of a real number and returns a result as a value from the `ENUM_FP_CLASS` enumeration

```c
ENUM_FP_CLASS MathClassify(
    double value       // real number
);
```

**Parameters**

- **value**
  - [in] The real number to be checked

**Return Value**

A value from the `ENUM_FP_CLASS` enumeration

<table>
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<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FP_SUBNORMAL</td>
<td>A subnormal number which is closer to zero than the smallest representable normal number <code>DBL_MIN</code> (2.2250738585072014\times10^{-308})</td>
</tr>
<tr>
<td>FP_NORMAL</td>
<td>A normal number in the range between (2.2250738585072014\times10^{-308}) and (1.7976931348623158\times10^{308})</td>
</tr>
<tr>
<td>FP_ZERO</td>
<td>A positive or a negative zero</td>
</tr>
<tr>
<td>FP_INFINITY</td>
<td>A number which cannot be represented by the appropriate type, positive or negative infinity</td>
</tr>
<tr>
<td>FP_NAN</td>
<td>Not a number.</td>
</tr>
</tbody>
</table>

**Example:**

```c
// +------------------------------------------------------------------+
// | Script program start function                                    |
// +------------------------------------------------------------------+
void OnStart()
{
    //--- test NaN
    double nan=double("nan");
    PrintFormat("Test NaN: %G is %s, MathIsValidNumber(NaN)=%s",
                  nan,
                  EnumToString(MathClassify(nan)),
                  (string)MathIsValidNumber(nan));

    //--- test infinity
    double inf=double("inf");
    PrintFormat("Test Inf: %G is %s, MathIsValidNumber(inf)=%s",
                     inf,
                     EnumToString(MathClassify(inf)),
                     (string)MathIsValidNumber(inf));
}
```

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inf,
EnumToString(MathClassify(inf)),
(string)MathIsValidNumber(inf));

//--- test normal value
double normal=1.2345e6;
Printf("Test Normal: %G is %s, MathIsValidNumber(normal)=%s",
normal,
EnumToString(MathClassify(normal)),
(string)MathIsValidNumber(normal));

//--- test subnormal value
double sub_normal=DBL_MIN/2.0;
Printf("Test Subnormal: %G is %s, MathIsValidNumber(sub_normal)=%s",
sub_normal,
EnumToString(MathClassify(sub_normal)),
(string)MathIsValidNumber(sub_normal));

//--- test zero value
double zero=0.0/(-1);
Printf("Test Zero: %G is %s, MathIsValidNumber(zero)=%s",
zero,
EnumToString(MathClassify(zero)),
(string)MathIsValidNumber(zero));

} /*
Result:
Test NaN: NaN is FP_NAN, MathIsValidNumber(NaN)=false
Test Inf: INF is FP_INFINITE, MathIsValidNumber(inf)=false
Test Normal: 1.2345E+06 is FP_NORMAL, MathIsValidNumber(normal)=true
Test Subnormal: 1.11254E-308 is FP_SUBNORMAL, MathIsValidNumber(sub_normal)=true
Test Zero: -0 is FP_ZERO, MathIsValidNumber(zero)=true
*/

See also
Real types (double, float), MathIsValidNumber
MathCeil

The function returns integer numeric value closest from above.

```c
double MathCeil(
    double val     // number
);
```

Parameters

- `val`
  - [in] Numeric value.

Return Value

Numeric value representing the smallest integer that exceeds or equals to `val`.

Note

Instead of the `MathCeil()` function you can use `ceil()`.
MathCos

The function returns the cosine of an angle.

def double MathCos(
    double value // number
);

Parameters

value

Return Value

Value of double type within the range of -1 to 1.

Note

Instead of MathCos() you can use cos().
**MathExp**

The function returns the value of e raised to the power of d.

```cpp
double MathExp(
    double value  // power for the number e
);
```

**Parameters**

- `value`  
  [in] A number specifying the power.

**Return Value**

A number of double type. In case of overflow the function returns INF (infinity), in case of underflow MathExp returns 0.

**Note**

Instead of MathExp() you can use `exp()`.

**See also**

- [Real types (double, float)](Real_types_double_float)
MathFloor

The function returns integer numeric value closest from below.

```c
double MathFloor(
    double val  // number
);
```

**Parameters**

- **val**
  - [in] Numeric value.

**Return Value**

A numeric value representing the largest integer that is less than or equal to val.

**Note**

Instead of MathFloor() you can use floor().
MathLog

The function returns a natural logarithm.

```c
double MathLog(
    double val    // value to take the logarithm
);
```

Parameters

val

[in] Value logarithm of which is to be found.

Return Value

The natural logarithm of val in case of success. If val is negative, the function returns NaN (undetermined value). If val is equal to 0, the function returns INF (infinity).

Note

Instead of MathLog() you can use log().

See also

Real types (double, float)
MathLog

Returns the logarithm of a number by base 10.

```c
double MathLog10(
    double val       // number to take logarithm
);
```

**Parameters**

val

[in] Numeric value the common logarithm of which is to be calculated.

**Return Value**

The common logarithm in case of success. If val is negative, the function returns NaN (undetermined value). If val is equal to 0, the function returns INF (infinity).

**Note**

Instead of MathLog10() you can use log10().

**See also**

Real types (double, float)
MathMax

The function returns the maximal value of two values.

```c
double MathMax(
    double value1, // first value
    double value2, // second value
);
```

Parameters

- `value1`
  - [in] First numeric value.
- `value2`
  - [in] Second numeric value.

Return Value

The largest of the two values.

Note

Instead of `MathMax()` you can use `fmax()`. Functions `fmax()`, `fmin()`, `MathMax()`, `MathMin()` can work with integer types without typecasting them to the type of double.

If parameters of different types are passed into a function, the parameter of the smaller type is automatically cast to the larger type. The type of the return value corresponds to the larger type.

If data of the same type are passed, no casting is performed.
MathMin

The function returns the minimal value of two values.

```c
double MathMin(
    double value1,    // first value
    double value2     // second value
);
```

Parameters

- `value1`
  - [in] First numeric value.
- `value2`
  - [in] Second numeric value.

Return Value

The smallest of the two values.

Note

Instead of MathMin() you can use `fmin()`. Functions `fmax()`, `fmin()`, `MathMax()`, `MathMin()` can work with integer types without typecasting them to the type of double.

If parameters of different types are passed into a function, the parameter of the smaller type is automatically cast to the larger type. The type of the return value corresponds to the larger type.

If data of the same type are passed, no casting is performed.
MathMod

The function returns the real remainder of division of two numbers.

```c
double MathMod(
    double value,    // dividend value
    double value2    // divisor value
);
```

Parameters

- `value`  
  [in] Dividend value.

- `value2`  
  [in] Divisor value.

Return Value

The MathMod function calculates the real remainder \( f \) from expression \( \text{val}/y \) so that \( \text{val} = i \times y + f \), where \( i \) is an integer, \( f \) has the same sign as \( \text{val} \), and the absolute value of \( f \) is less than the absolute value of \( y \).

Note

Instead of MathMod() you can use \text{fmod}().
Math Functions

MathPow

The function raises a base to a specified power.

def MathPow(
    base,  # base
    exponent  # exponent value
):

Parameters

base
  [in] Base.

exponent
  [in] Exponent value.

Return Value

Value of base raised to the specified power.

Note

Instead of MathPow() you can use pow().
MathRand

Returns a pseudorandom integer within the range of 0 to 32767.

```c
int MathRand();
```

Return Value

Integer value within the range of 0 to 32767.

Note

Before the first call of the function, it's necessary to call `MathRand` to set the generator of pseudorandom numbers to the initial state.

Note

Instead of `MathRand()` you can use `rand()`.
Math Functions

MathRound

The function returns a value rounded off to the nearest integer of the specified numeric value.

```c
double MathRound(
    double value // value to be rounded
);
```

Parameters

value

[in] Numeric value before rounding.

Return Value

Value rounded till to the nearest integer.

Note

Instead of MathRound() you can use round().
Math Functions

MathSin

Returns the sine of a specified angle.

```c
double MathSin(
    double value    // argument in radians
);
```

Parameters

- `value`

Return Value

Sine of an angle measured in radians. Returns value within the range of -1 to 1.

Note

Instead of `MathSin()` you can use `sin()`. 
MathSqrt

Returns the square root of a number.

```c
double MathSqrt(
    double value  // positive number
);
```

**Parameters**

`value`

[in] Positive numeric value.

**Return Value**

Square root of `value`. If `value` is negative, `MathSqrt` returns `NaN` (indeterminate value).

**Note**

Instead of `MathSqrt()` you can use `sqrt()`.

**See also**

[Real types (double, float)]
MathSrand

Sets the starting point for generating a series of pseudorandom integers.

```c
void MathSrand(
    int seed  // initializing number
);
```

**Parameters**

*seed*

[in] Starting number for the sequence of random numbers.

**Return Value**

No return value.

**Note**

The `MathRand()` function is used for generating a sequence of pseudorandom numbers. Call of `MathSrand()` with a certain initializing number allows to always produces the same sequence of pseudorandom numbers.

To ensure receipt of non-recurring sequence, use the call of `MathSrand(GetTickCount())`, since the value of `GetTickCount()` increases from the moment of the start of the operating system and is not repeated within 49 days, until the built-in counter of milliseconds overflows. Use of `MathSrand(TimeCurrent())` is not suitable, because the `TimeCurrent()` function returns the time of the last tick, which can be unchanged for a long time, for example at the weekend.

Initialization of the random number generator using `MathSrand()` for indicators and Expert Advisors is better performed in the `OnInit()` handler; it saves you from the following multiple restarts of the generator in `OnTick()` and `OnCalculate()`.

Instead of the `MathSrand()` function you can use the `srand()` function.

**Example:**

```c
#property description "The indicator shows the central limit theorem, which states:"
#property description "The sum of a sufficiently large number of weakly dependent random numbers, having approximately equal magnitude (none of the summands dominates), or makes a determining contribution to the sum), has a distribut"n"n
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//--- Properties of the graphical construction
#property indicator_label1 "Label"
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_color1 clrRoyalBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 5
//--- An input variable
input int sample_number=10;
//--- An indicator buffer to for drawing the distribution
```
```c
double LabelBuffer[];
//--- A counter of ticks

double ticks_counter;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+

void OnInit()
{
//--- Binding an array and an indicator buffer
    SetIndexBuffer(0, LabelBuffer, INDICATOR_DATA);
//--- turn the indicator buffer around from the present to the past
    ArraySetAsSeries(LabelBuffer, true);
//--- Initialize the generator of random numbers
    MathSrand(GetTickCount());
//--- Initialize the counter of ticks
    ticks_counter=0;
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
//--- For a zero counter reset the indicator buffer
    if(ticks_counter==0) ArrayInitialize(LabelBuffer, 0);
//--- Increase the counter
    ticks_counter++;
//--- We should periodically reset the counter ticks, to revive the distribution
    if(ticks_counter>100)
    {
        Print("We've reset the indicator values, let's start filling the cells once aga.
            ticks_counter=0;
    }
//--- Get a sample of random values as the sum of three numbers from 0 to 7
    for(int i=0;i<sample_number;i++)
    {
        //--- Calculation of the index of the cell, where the random number falls as the
            int rand_index=0;
//--- Get three random numbers from 0 to 7
        for(int k=0;k<3;k++)
            {
```
```cpp
//--- A remainder in the division by 7 will return a value from 0 to 6
rand_index+=MathRand()%7;
}
//--- Increase the value in the cell number rand_index by 1
LabelBuffer[rand_index]++;

//-- Exit the OnCalculate() handler
return(rates_total);
```
Math Functions

MathTan

The function returns a tangent of a number.

```c
double MathTan(
    double rad // argument in radians
);
```

Parameters

`rad`


Return Value

Tangent of `rad`. If `rad` is greater than or equal to 263, or less than or equal to -263, a loss of significance in the result occurs, in which case the function returns an indefinite number.

Note

Instead of `MathTan()` you can use `tan()`.

See also

Real types (double, float)
MathIsValidNumber

It checks the correctness of a real number.

```cpp
bool MathIsValidNumber(
    double number       // number to check
);
```

**Parameters**

- `number`
  - [in] Checked numeric value.

**Return Value**

It returns `true`, if the checked value is an acceptable real number. If the checked value is a plus or minus infinity, or "not a number" (NaN), the function returns `false`.

**Example:**

```cpp
double abnormal=MathArcsin(2.0);
if(!MathIsValidNumber(abnormal)) Print("Attention! MathArcsin(2.0) = ",abnormal);
```

**See also**

- [Real types (double, float)](MQL5:MathFunctions)
MathExpm1

Returns the value of the expression MathExp(x)-1.

```c
double MathExpm1(
    double value      // power for the number e
);
```

Parameters

value

[in] The number specifying the power.

Return Value

A value of the double type. In case of overflow the function returns INF (infinity), in case of underflow MathExpm1 returns 0.

Note

At values of x close to 0, the MathExpm1(x) function generates much more accurate values than the MathExp(x)-1 function.

Instead of the MathExpm1() function you can use the expm1() function.

See also

Real types (double, float)
Math Functions

**MathLog1p**

Returns the value of the expression MathLog(1+x).

```c
double MathLog1p(
    double value       // value to take the logarithm
);
```

**Parameters**

- `value`

  [in] The value, the logarithm of which is to be calculated.

**Return Value**

The natural logarithm of the value (value + 1) if successful. If value is < -1, the function returns NaN (undefined value). If value is equal to -1, the function returns INF (infinity).

**Note**

At values of x close to 0, the MathLog1p(x) function generates much more accurate values than the MathLog(1+x) function.

Instead of the MathLog1p() function you can use the `log1p()` function.

**See also**

- [Real types (double, float)]
Math Arccosh

Returns the hyperbolic arccosine.

```c
double MathArccosh(
    double value  // 1 <= value < \infty
);
```

**Parameters**

- `value` [in] The value, the hyperbolic arccosine of which is to be calculated.

**Return Value**

The hyperbolic arccosine of the number. If `value` is less than +1, the function returns \texttt{NaN} (undefined value).

**Note**

Instead of the MathArccosh() function you can use the `acosh()` function.

**See also**

- \texttt{Real types (double, float)}
MathArcsinh

Returns the hyperbolic arcsine.

```c
double MathArcsinh(
    double value // -∞ < value < +∞
);
```

Parameters

val

[in] The value, the hyperbolic arcsine of which is to be calculated.

Return Value

The hyperbolic arcsine of the number.

Note

Instead of the MathArcsinh() function you can use the asinh() function.

See also

Real types (double, float)
MathArctanh

Returns the hyperbolic arctangent.

```c
double MathArctanh(  
    double value         // value in the range of -1 < value < 1  
);  
```

Parameters

value

[in] Number within the range of \(-1 < value < 1\), which represents the tangent.

Return Value

The hyperbolic arctangent of the number.

Note

Instead of the MathArctanh() function you can use the atanh() function.
Math Functions

MathCosh

Returns the hyperbolic cosine of the number.

```c
double MathCosh(
    double value    // number
);
```

Parameters

- `value`
  - [in] Value.

Return Value

The hyperbolic cosine of the number, value within the range of +1 to positive infinity.

Note

Instead of the MathCosh() function you can use the `cosh()` function.
**MathSinh**

**MathSinh**

Returns the hyperbolic sine of the number.

```c
double MathSinh(
    double value    // number
);
```

**Parameters**

`value`

[in] Value.

**Return Value**

The hyperbolic sine of the number.

**Note**

Instead of the MathSinh() function you can use the `sinh()` function.
MathTanh

Returns the hyperbolic tangent of the number.

```cpp
double MathTanh(
    double value  // number
);
```

Parameters

value

[in] Value.

Return Value

The hyperbolic tangent of the number, value within the range of -1 to +1.

Note

Instead of the MathTanh() function you can use the tanh() function.

See also

Real types (double, float)
Math Functions

MathSwap

Change the order of bytes in the `ushort` type value.

```c
ushort MathSwap(  
    ushort value       // value
);
```

Parameters

- `value`
  - [in] Value for changing the order of bytes.

Return Value

- `ushort` value with the reverse byte order.

MathSwap

Change the order of bytes in the `uint` type value.

```c
uint MathSwap(  
    uint value       // value
);
```

Parameters

- `value`
  - [in] Value for changing the order of bytes.

Return Value

- `uint` value with the reverse byte order.

MathSwap

Change the order of bytes in the `ulong` type value.

```c
ulong MathSwap(  
    ulong value       // value
);
```

Parameters

- `value`
  - [in] Value for changing the order of bytes.

Return Value

- `ulong` value with the reverse byte order.

See also

- `Network functions`, `SocketRead`, `SocketSend`, `SocketTlsRead`, `SocketTlsReadAvailable`, `SocketTlsSend`
# String Functions

This is a group of functions intended for working with data of the string type.

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<td>Cuts line feed characters, spaces and tabs in the right part of the string</td>
</tr>
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StringAdd

The function adds a substring to the end of a string.

```c
bool StringAdd( 
    string& string_var, // string, to which we add 
    string add_substring  // string, which is added
);
```

Parameters

*string_var*
- [in][out] String, to which another one is added.

*add_substring*
- [in] String that is added to the end of a source string.

Return Value

In case of success returns true, otherwise false. In order to get an error code, the `GetLastError()` function should be called.

Example:

```c
void OnStart()
{
    long length=1000000;
    string a="a",b="b",c;
    //--- first method
    uint start=GetTickCount(),stop;
    long i;
    for(i=0;i<length;i++)
    {
        c=a+b;
    }
    stop=GetTickCount();
    Print("time for 'c = a + b' = ", (stop-start)," milliseconds, i = ",i);

    //--- second method
    start=GetTickCount();
    for(i=0;i<length;i++)
    {
        StringAdd(a,b);
    }
    stop=GetTickCount();
    Print("time for 'StringAdd(a,b)' = ", (stop-start)," milliseconds, i = ",i);

    //--- third method
    start=GetTickCount();
    a="a"; // re-initialize variable a
    for(i=0;i<length;i++)
```
### String Functions

```lang-none
{  
    StringConcatenate(c,a,b);  
}
```

```lang-none
stop=GetTickCount();
Print("time for 'StringConcatenate(c,a,b)' = ", (stop-start), " milliseconds, i = ", i);
```

See also

[StringConcatenate], [StringSplit], [StringSubstr]
StringBufferLen

The function returns the size of buffer allocated for the string.

```c
int StringBufferLen(
    string string_var  // string
)
```

Parameters

`string_var`


Return Value

The value 0 means that the string is constant and buffer size can't be changed. -1 means that the string belongs to the client terminal, and modification of the buffer contents can have indeterminate results.

Example:

```c
void OnStart()
{
    long length=1000;
    string a="a",b="b``;``
    //---
    long i;
    Print("before: StringBufferLen(a) = ",StringBufferLen(a),
            " StringLen(a) = ",StringLen(a));
    for(i=0;i<length;i++)
    {
        StringAdd(a,b);
    }
    Print("after: StringBufferLen(a) = ",StringBufferLen(a),
            " StringLen(a) = ",StringLen(a));
}
```

See also

[StringAdd], [StringInit], [StringLen], [StringFill]
String Functions

StringCompare

The function compares two strings and returns the comparison result in form of an integer.

```c
int StringCompare(
    const string& string1, // the first string in the comparison
    const string& string2, // the second string in the comparison
    bool case_sensitive=true // case sensitivity mode selection for the
);
```

Parameters

- **string1**  
  [in] The first string.

- **string2**  
  [in] The second string.

- **case_sensitive=true**  
  [in] Case sensitivity mode selection. If it is true, then “A” > “a”. If it is false, then “A” = “a”. By default the value is equal to true.

Return Value

- -1 (minus one), if string1 < string2
- 0 (zero), if string1 = string2
- 1 (one), if string1 > string2

Note

The strings are compared symbol by symbol, the symbols are compared in the alphabetic order in accordance with the current code page.

Example:

```c
void OnStart()
{
    //--- what is larger - apple or home?
    string s1="Apple";
    string s2="home";

    //--- compare case sensitive
    int result1=StringCompare(s1,s2);
    if(result1>0) Printf("Case sensitive comparison: %s > %s",s1,s2);
    else
    {
        if(result1<0) Printf("Case sensitive comparison: %s < %s",s1,s2);
        else Printf("Case sensitive comparison: %s = %s",s1,s2);
    }

    //--- compare case-insensitive
    int result2=StringCompare(s1,s2,false);
    if(result2>0) Printf("Case insensitive comparison: %s > %s",s1,s2);
    else
```
```c
{  
    if(result2<0) PrintFormat("Case insensitive comparison: %s < %s",s1,s2);
    else PrintFormat("Case insensitive comparison: %s = %s",s1,s2);
  }

/* Result:  
  Case-sensitive comparison: Apple < home  
  Case insensitive comparison: Apple < home  
*/
```

See also

[String Type](#), [CharTostring()](#), [ShortToString()](#), [stringToCharArray()](#), [stringToShortArray()](#), [stringGetCharacter()](#), [Use of a Codepage](#)
String Concatenate

The function forms a string of passed parameters and returns the size of the formed string. Parameters can be of any type. Number of parameters can't be less than 2 or more than 64.

```c
int StringConcatenate(
    string& string_var,  // string to form
    void argument1       // first parameter of any simple type
    void argument2       // second parameter of any simple type
    ...                  // next parameter of any simple type
);
```

Parameters

- **string_var**
  - [out] String that will be formed as a result of concatenation.

- **argumentN**
  - [in] Any comma separated values. From 2 to 63 parameters of any simple type.

Return Value

Returns the string length, formed by concatenation of parameters transformed into string type. Parameters are transformed into strings according to the same rules as in `Print()` and `Comment()`.

See also

- `StringAdd`, `StringSplit`, `StringSubstr`
StringFill

It fills out a selected string by specified symbols.

```cpp
bool StringFill(
    string& string_var, // string to fill
    ushort character   // symbol that will fill the string
);
```

**Parameters**

- `string_var`  
  
  [in][out] String, that will be filled out by the selected symbol.

- `character`  
  
  [in] Symbol, by which the string will be filled out.

**Return Value**

In case of success returns true, otherwise - false. To get the error code call `GetLastError()`.

**Note**

Filling out a string at place means that symbols are inserted directly to the string without transitional operations of new string creation or copying. This allows to save the operation time.

**Example:**

```cpp
void OnStart()
{
    string str;
    StringInit(str,20,'_');
    Print("str = ",str);
    StringFill(str,0);
    Print("str = ",str,: StringBufferLen(str) = ", StringBufferLen(str));
}
```

// Result
//  str = ____________________
//  str = : StringBufferLen(str) = 20
```

**See also**

- `StringBufferLen`, `StringLen`, `StringInit`
String Functions

StringFind

Search for a substring in a string.

```c
int StringFind(
    string string_value,  // string in which search is made
    string match_substring,  // what is searched
    int start_pos=0  // from what position search starts
);
```

Parameters

- `string_value`
  - [in] String, in which search is made.
- `match_substring`
  - [in] Searched substring.
- `start_pos`
  - [in] Position in the string from which search is started.

Return Value

Returns position number in a string, from which the searched substring starts, or -1, if the substring is not found.

See also

- `StringSubstr`, `StringGetCharacter`, `StringLen`, `StringLength`
String Functions

StringGetCharacter

Returns value of a symbol, located in the specified position of a string.

```c
ushort StringGetCharacter(
    string string_value,  // string
    int pos               // symbol position in the string
);
```

Parameters

- `string_value` [in] String.
- `pos` [in] Position of a symbol in the string. Can be from 0 to `StringLen(text) -1`.

Return Value

Symbol code or 0 in case of an error. To get the error code call `GetLastError()`.

See also

- `StringSetCharacter`, `StringBufferLen`, `StringLen`, `StringFill`, `StringInit`, `StringToCharArray`, `StringToShortArray`
StringInit

Initializes a string by specified symbols and provides the specified string size.

```cpp
bool StringInit(
    string& string_var, // string to initialize
    int new_len=0,       // required string length after initialization
    ushort character=0   // symbol, by which the string will be filled
);
```

**Parameters**

- `string_var`  
  [in][out] String that should be initialized and deinitialized.

- `new_len=0`  
  [in] String length after initialization. If length=0, it deinitializes the string, i.e. the string buffer is cleared and the buffer address is zeroed.

- `character=0`  
  [in] Symbol to fill the string.

**Return Value**

In case of success returns true, otherwise - false. To get the error code call `GetLastError()`.

**Note**

If `character=0` and the length `new_len>0`, the buffer of the string of indicated length will be distributed and filled by zeroes. The string length will be equal to zero, because the whole buffer is filled out by string terminators.

**Example:**

```cpp
void OnStart()
{
    //---
    string str;
    StringInit(str,200,0);
    Print("str = ",str," : StringBufferLen(str) = ",
          StringBufferLen(str)," StringLen(str) = ",StringLen(str));
}
/* Result
str = : StringBufferLen(str) = 200 StringLen(str) = 0 */
```

**See also**

`StringBufferLen, StringLen`
**StringLen**

Returns the number of symbols in a string.

```c
int StringLen(
    string string_value  // string
);
```

**Parameters**

*string_value*

[in] String to calculate length.

**Return Value**

Number of symbols in a string without the ending zero.

**See also**

[StringBufferLen](#), [StringTrimLeft](#), [StringTrimRight](#), [StringToCharArray](#), [StringToShortArray](#)
String Functions

StringSetLength

Sets a specified length (in characters) for a string.

```c
bool StringSetLength(
    string& string_var,  // string
    uint new_length      // new string length
);
```

Parameters

**string_var**

[in][out] String, for which a new length in characters should be set.

**new_capacity**

[in] Required string length in characters. If new_length is less than the current size, the excessive characters are discarded.

Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

Note

The `StringSetLength()` function does not change the size of the buffer allocated for a string.

See also

`StringLen`, `StringBufferLen`, `StringReserve`, `StringInit`, `StringSetCharacter`
**StringReplace**

It replaces all the found substrings of a string by a set sequence of symbols.

```c
int StringReplace(
    string& str,        // the string in which substrings will be replaced
    const string find,  // the searched substring
    const string replacement // the substring that will be inserted to the found
);
```

**Parameters**

- `str`  
  [in][out] The string in which you are going to replace substrings.

- `find`  
  [in] The desired substring to replace.

- `replacement`  
  [in] The string that will be inserted instead of the found one.

**Return Value**

The function returns the number of replacements in case of success, otherwise -1. To get an error code call the `GetLastError()` function.

**Note**

If the function has run successfully but no replacements have been made (the substring to replace was not found), it returns 0.

The error can result from incorrect `str` or `find` parameters (empty or non-initialized string, see `StringInit()`). Besides, the error occurs if there is not enough memory to complete the replacement.

**Example:**

```c
string text="The quick brown fox jumped over the lazy dog."
int replaced=StringReplace(text,"quick","slow")
replaced+=StringReplace(text,"brown","black")
replaced+=StringReplace(text,"fox","bear")
Print("Replaced: ", replaced,": Result="text);

// Result
// Replaced: 3. Result=The slow black bear jumped over the lazy dog.
```

**See also**

- `StringSetCharacter()`  
- `StringSubstr()`
String Reserve

Reserves the buffer of a specified size for a string in memory.

```c
bool StringReserve(
    string& string_var,     // string
    uint new_capacity       // buffer size for storing a string
);
```

**Parameters**

`string_var`
- `[in][out]` String the buffer size should change the size for.

`new_capacity`
- `[in]` Buffer size required for a string. If the `new_capacity` size is less than the string length, the size of the current buffer does not change.

**Return Value**

If successful, returns `true`, otherwise - `false`. To receive an `error` code, the `GetLastError()` function should be called.

**Note**

Generally, the string size is not equal to the size of the buffer meant for storing the string. When creating a string, the appropriate buffer is usually allocated with a margin. The `StringReserve()` function allows managing the buffer size and specify the optimal size for future operations.

Unlike `StringInit()`, the `StringReserve()` function does not change the string contents and does not fill it with characters.

**Example:**

```c
void OnStart()
{
    string s;
    //--- check the operation speed without using StringReserve
    ulong t0=GetMicrosecondCount();
    for(int i=0; i<1024; i++)
        s+="\"+(string)i;
    ulong msc_no_reserve=GetMicrosecondCount()-t0;
    s=NULL;
    //--- now, let's do the same using StringReserve
    StringReserve(s,1024 * 3);
    t0=GetMicrosecondCount();
    for(int i=0; i<1024; i++)
        s+="\"+(string)i;
    ulong msc_reserve=GetMicrosecondCount()-t0;
    //--- check the time
    Print("Test with StringReserve passed for \"+(string)msc_reserve+\" msc");
    Print("Test without StringReserve passed for \"+(string)msc_no_reserve+\" msc");
    /* Result:
    */
}```
String Functions

```cpp
Test with StringReserve passed for 50 msc
Test without StringReserve passed for 121 msc
*/
```

See also

- StringBufferLen
- StringSetLength
- StringInit
- StringSetCharacter
StringSetCharacter

Returns copy of a string with a changed character in a specified position.

```csharp
bool StringSetCharacter(
    string& string_var,  // string
    int pos,             // position
    ushort character    // character
);
```

Parameters

- `string_var`  
  
  [in][out] String.

- `pos`  
  
  [in] Position of a character in a string. Can be from 0 to `StringLength(text)`.

- `character`  
  

Return Value

In case of success returns true, otherwise false. In order to get an error code, the `GetLastError()` function should be called.

Note

If `pos` is less than string length and the symbol code value = 0, the string is cut off (but the buffer size, distributed for the string remains unchanged). The string length becomes equal to pos.

If `pos` is equal to string length, the specified symbol is added at the string end, and the length is enlarged by one.

Example:

```csharp
void OnStart()
{
    string str="0123456789";
    Print("before: str = ",str,",StringBufferLen(str) = ",
        StringBufferLen(str)," StringLen(str) = ",StringLen(str));
    //--- add zero value in the middle
    StringSetCharacter(str,6,0);
    Print("after: str = ",str,",StringBufferLen(str) = ",
        StringBufferLen(str)," StringLen(str) = ",StringLen(str));
    //--- add symbol at the end
    int size=StringLength(str);
    StringSetCharacter(str,size,'+');
    Print("addition: str = ",str,",StringBufferLen(str) = ",
        StringBufferLen(str)," StringLen(str) = ",StringLen(str));
}
/* Result
before: str = 0123456789 ,StringBufferLen(str) = 0  StringLen(str) = 10
addition: str = 0123456789 ++ ,StringBufferLen(str) = 0  StringLen(str) = 10
*/
```
after: \texttt{str = 012345}, \texttt{StringLength(str) = 16} \quad \texttt{StringLen(str) = 6}

addition: \texttt{str = 012345+}, \texttt{StringLength(str) = 16} \quad \texttt{StringLen(str) = 7}

\*/

See also \texttt{StringBufferLen, StringLen, StringFill, StringInit, CharToString, ShortToString, CharArrayToString, ShortArrayToString}
StringSplit

Gets substrings by a specified separator from the specified string, returns the number of substrings obtained.

```c
int StringSplit(
    const string string_value, // A string to search in
    const ushort separator,    // A separator using which substrings will be searched
    string & result[]         // An array passed by reference to get the found substrings
);
```

**Parameters**

- **string_value**
  - [in] The string from which you need to get substrings. The string will not change.

- **pos**
  - [in] The code of the separator character. To get the code, you can use the `StringGetCharacter()` function.

- **result[]**
  - [out] An array of strings where the obtained substrings are located.

**Return Value**

The number of substrings in the `result[]` array. If the separator is not found in the passed string, only one source string will be placed in the array.

If `string_value` is empty or `NULL`, the function will return zero. In case of an error the function returns -1. To get the error code, call the `GetLastErrorCode()` function.

**Example:**

```c
string to_split="_life_is_good_"); // A string to split into substrings
string sep="_";              // A separator as a character
ushort u_sep;                // The code of the separator character
string result[];            // An array to get strings

//--- Get the separator code
u_sep=StringGetCharacter(sep,0);

//--- Split the string to substrings
int k=StringSplit(to_split,u_sep,result);

//--- Show a comment
PrintFormat("Strings obtained: %d. Used separator '%s' with the code %d",k,sep,u_sep);

//--- Now output all obtained strings
if(k>0)
{
    for(int i=0;i<k;i++)
    {
        PrintFormat("result[%d]="\%s"",i,result[i]);
    }
}
```
See also

StringReplace(), StringSubstr(), StringConcatenate()
**StringSubstr**

Extracts a substring from a text string starting from the specified position.

```c
string StringSubstr(
    string string_value,   // string
    int start_pos,         // position to start with
    int length=-1          // length of extracted string
);
```

### Parameters

- **string_value**
  - [in] String to extract a substring from.

- **start_pos**
  - [in] Initial position of a substring. Can be from 0 to `StringLength(text)` - 1.

- **length=-1**
  - [in] Length of an extracted substring. If the parameter value is equal to -1 or parameter isn't set, the substring will be extracted from the indicated position till the string end.

### Return Value

Copy of a extracted substring, if possible. Otherwise returns an empty string.

### See also

- `StringSplit`, `StringFind`, `StringGetCharacter`
StringToLower

Transforms all symbols of a selected string into lowercase.

```cpp
bool StringToLower(
    string& string_var  // string to process
);
```

Parameters

`string_var`  
[in][out] String.

Return Value

In case of success returns true, otherwise - false. To get the error code call `GetLastError`.

See also

`StringToUpper`, `StringTrimLeft`, `StringTrimRight`
String Functions

StringToUpper

Transforms all symbols of a selected string into capitals.

```c++
bool StringToUpper(
    string& string_var  // string to process
);
```

Parameters

- `string_var`
  - [in][out] String.

Return Value

In case of success returns true, otherwise - false. To get the error code call `GetLastErrorCode()`.

See also

- `StringToLower`, `StringTrimLeft`, `StringTrimRight`
**StringTrimLeft**

The function cuts line feed characters, spaces and tabs in the left part of the string till the first meaningful symbol. The string is modified at place.

```c
int StringTrimLeft(
    string& string_var    // string to cut
);
```

**Parameters**

- `string_var`  
  [in][out] String that will be cut from the left.

**Return Value**

Returns the number of cut symbols.

**See also**

[**StringTrimRight**](#), [**StringToLower**](#), [**StringToUpper**](#)
StringTrimRight

The function cuts line feed characters, spaces and tabs in the right part of the string after the last meaningful symbol. The string is modified at place.

```cpp
int StringTrimRight(
    string& string_var  // string to cut
);
```

Parameters

`string_var`

[in][out] String that will be cut from the right.

Return Value

Returns the number of cut symbols.

See also

StringTrimLeft, StringToLower, StringToUpper
Date and Time

This is the group of functions for working with data of `datetime` type (an integer that represents the number of seconds elapsed from 0 hours of January 1, 1970).

To arrange high-resolution counters and timers, use the `GetTickCount()` function, which produces values in milliseconds.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>TimeCurrent</code></td>
<td>Returns the last known server time (time of the last quote receipt) in the datetime format</td>
</tr>
<tr>
<td><code>TimeTradeServer</code></td>
<td>Returns the current calculation time of the trade server</td>
</tr>
<tr>
<td><code>TimeLocal</code></td>
<td>Returns the local computer time in datetime format</td>
</tr>
<tr>
<td><code>TimeGMT</code></td>
<td>Returns GMT in datetime format with the Daylight Saving Time switch by local time of the computer, where the client terminal is running</td>
</tr>
<tr>
<td><code>TimeDaylightSavings</code></td>
<td>Returns the sign of Daylight Saving Time switch</td>
</tr>
<tr>
<td><code>TimeGMTOffset</code></td>
<td>Returns the current difference between GMT time and the local computer time in seconds, taking into account DST switch</td>
</tr>
<tr>
<td><code>TimeToStruct</code></td>
<td>Converts a datetime value into a variable of MqlDateTime structure type</td>
</tr>
<tr>
<td><code>StructToTime</code></td>
<td>Converts a variable of MqlDateTime structure type into a datetime value</td>
</tr>
</tbody>
</table>
### TimeCurrent

Returns the last known server time, time of the last quote receipt for one of the symbols selected in the "Market Watch" window. In the OnTick() handler, this function returns the time of the received handled tick. In other cases (for example, call in handlers OnInit(), OnDeinit(), OnTimer() and so on) this is the time of the last quote receipt for any symbol available in the "Market Watch" window, the time shown in the title of this window. The time value is formed on a trade server and does not depend on the time settings on your computer. There are 2 variants of the function.

**Call without parameters**

```c
datetime   TimeCurrent();
```

**Call with MqlDateTime type parameter**

```c
datetime   TimeCurrent(
    MqlDateTime&   dt_struct  // structure type variable
);```

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>dt_struct</code></td>
<td>[out] MqlDateTime structure type variable.</td>
</tr>
</tbody>
</table>

**Return Value**

Value of `datetime` type

**Note**

If the MqlDateTime structure type variable has been passed as a parameter, it is filled accordingly.

To arrange high-resolution counters and timers, use the `GetTickCount()` function, which produces values in milliseconds.

During testing in the strategy tester, TimeCurrent() is simulated according to historical data.
TimeTradeServer

Returns the calculated current time of the trade server. Unlike TimeCurrent(), the calculation of the time value is performed in the client terminal and depends on the time settings on your computer. There are 2 variants of the function.

Call without parameters

```mql
datetime TimeTradeServer();
```

Call with MqlDateTime type parameter

```mql
datetime TimeTradeServer(
    MqlDateTime& dt_struct // Variable of structure type
);
```

Parameters

- `dt_struct` [out] Variable of structure type MqlDateTime.

Return Value

Value of `datetime` type

Note

If the MqlDateTime structure type variable has been passed as a parameter, it is filled accordingly.

To arrange high-resolution counters and timers, use the GetTickCount() function, which produces values in milliseconds.

During testing in the strategy tester, TimeTradeServer() is simulated according to historical data and always equal to TimeCurrent().
Date and Time

**TimeLocal**

Returns the local time of a computer, where the client terminal is running. There are 2 variants of the function.

**Call without parameters**

```c
datetime TimeLocal();
```

**Call with MqlDateTime type parameter**

```c
datetime TimeLocal(
    MqlDateTime& dt_struct  // Variable of structure type
);
```

**Parameters**

`dt_struct`

[out] Variable of structure type `MqlDateTime`.

**Return Value**

Value of `datetime` type

**Note**

If the MqlDateTime structure type variable has been passed as a parameter, it is filled accordingly.

To arrange high-resolution counters and timers, use the `GetTickCount()` function, which produces values in milliseconds.

During testing in the strategy tester, `TimeLocal()` is always equal to `TimeCurrent()` simulated server time.
**TimeGMT**

Returns the GMT, which is calculated taking into account the DST switch by the local time on the computer where the client terminal is running. There are 2 variants of the function.

**Call without parameters**

```c
datetime TimeGMT();
```

**Call with MqlDateTime type parameter**

```c
datetime TimeGMT(
    MqlDateTime& dt_struct       // Variable of structure type
);
```

**Parameters**

- `dt_struct`  
  [out] Variable of structure type `MqlDateTime`.

**Return Value**

Value of `datetime` type

**Note**

If the `MqlDateTime` structure type variable has been passed as a parameter, it is filled accordingly.

To arrange high-resolution counters and timers, use the `GetTickCount()` function, which produces values in milliseconds.

During testing in the strategy tester, `TimeGMT()` is always equal to `TimeTradeServer()` simulated server time.
**TimeDaylightSavings**

Returns correction for daylight saving time in seconds, if the switch to summer time has been made. It depends on the time settings of your computer.

```c
int TimeDaylightSavings();
```

**Return Value**

If switch to winter (standard) time has been made, it returns 0.
**TimeGMTOffset**

Returns the current difference between GMT time and the local computer time in seconds, taking into account switch to winter or summer time. Depends on the time settings of your computer.

```cpp
int TimeGMTOffset();
```

**Return Value**

The value of int type, representing the current difference between GMT time and the local time of the computer `TimeLocal` in seconds.

```cpp
TimeGMTOffset() = TimeGMT() - TimeLocal();
```
Date and Time

**TimeToStruct**

Converts a value of datetime type (number of seconds since 01.01.1970) into a structure variable MqlDateTime.

```cpp
bool TimeToStruct(
    datetime dt, // date and time
    MqlDateTime& dt_struct // structure for the adoption of values
);
```

**Parameters**

- **dt**
  - [in] Date value to convert.

- **dt_struct**
  - [out] Variable of structure type MqlDateTime.

**Return Value**

True if successful, otherwise false. To get information about the error, call the **GetLastError()** function.
**StructToTime**

Converts a structure variable `MqlDateTime` into a value of `datetime` type and returns the resulting value.

```c
datetime StructToTime(
    MqlDateTime& dt_struct          // structure of the date and time
);
```

**Parameters**

`dt_struct`

[in] Variable of structure type `MqlDateTime`.

**Return Value**

The value of `datetime` type containing the number of seconds since 01.01.1970.
## Account Information

Functions that return parameters of the current account.

<table>
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<tr>
<th>Function</th>
<th>Action</th>
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<tbody>
<tr>
<td><code>AccountInfoDouble</code></td>
<td>Returns a value of double type of the corresponding account property</td>
</tr>
<tr>
<td><code>AccountInfoInteger</code></td>
<td>Returns a value of integer type (bool, int or long) of the corresponding account property</td>
</tr>
<tr>
<td><code>AccountInfoString</code></td>
<td>Returns a value string type corresponding account property</td>
</tr>
</tbody>
</table>
AccountInformation

**AccountInfoDouble**

Returns the value of the appropriate account property.

```c
double AccountInfoDouble(
    ENUM_ACCOUNT_INFO_DOUBLE property_id  // Property identifier
);
```

**Parameters**

- `property_id`  
  [in] Property identifier. The value can be one of the values of `ENUM_ACCOUNT_INFO_DOUBLE`.

**Return Value**

Value of `double` type.

**Example:**

```c
void OnStart()
{
    //--- Show all the information available from the function AccountInfoDouble()
    printf("ACCOUNT_BALANCE = %G", AccountInfoDouble(ACCOUNT_BALANCE));
    printf("ACCOUNT_CREDIT = %G", AccountInfoDouble(ACCOUNT_CREDIT));
    printf("ACCOUNT_PROFIT = %G", AccountInfoDouble(ACCOUNT_PROFIT));
    printf("ACCOUNT_EQUITY = %G", AccountInfoDouble(ACCOUNT_EQUITY));
    printf("ACCOUNT_MARGIN = %G", AccountInfoDouble(ACCOUNT_MARGIN));
    printf("ACCOUNT_MARGIN_FREE = %G", AccountInfoDouble(ACCOUNT_MARGIN_FREE));
    printf("ACCOUNT_MARGIN_LEVEL = %G", AccountInfoDouble(ACCOUNT_MARGIN_LEVEL));
    printf("ACCOUNT_MARGIN_SO_CALL = %G", AccountInfoDouble(ACCOUNT_MARGIN_SO_CALL));
    printf("ACCOUNT_MARGIN_SO_SO = %G", AccountInfoDouble(ACCOUNT_MARGIN_SO_SO));
}
```

**See also**

[SymbolInfoDouble](#), [SymbolInfoString](#), [SymbolInfoInteger](#), [PrintFormat](#)
Account Information

AccountInfoInteger

Returns the value of the appropriate account property.

```c
long AccountInfoInteger(  
    ENUM_ACCOUNT_INFO_INTEGER property_id  // Identifier of the property
);
```

Parameters

`property_id`

[in] Property identifier. The value can be one of the values of `ENUM_ACCOUNT_INFO_INTEGER`.

Return Value

Value of `long` type.

Note

The property must be of `bool`, `int` or `long` type.

Example:

```c
void OnStart()
{
    //--- Show all the information available from the function AccountInfoInteger()
    printf("ACCOUNT_LOGIN = %d",AccountInfoInteger(ACCOUNT_LOGIN));
    printf("ACCOUNT_LEVERAGE = %d",AccountInfoInteger(ACCOUNT_LEVERAGE));
    bool thisAccountTradeAllowed=AccountInfoInteger(ACCOUNT_TRADE_ALLOWED);
    bool EATradeAllowed=AccountInfoInteger(ACCOUNT_TRADE_EXPERT);
    ENUM_ACCOUNT_TRADE_MODE tradeMode=(ENUM_ACCOUNT_TRADE_MODE)AccountInfoInteger(ACCOUNT_TRADE_MODE);

    //--- Inform about the possibility to perform a trade operation
    if(thisAccountTradeAllowed)
        Print("Trade for this account is permitted");
    else
        Print("Trade for this account is prohibited!");

    //--- Find out if it is possible to trade on this account by Expert Advisors
    if(EATradeAllowed)
        Print("Trade by Expert Advisors is permitted for this account");
    else
        Print("Trade by Expert Advisors is prohibited for this account");

    //--- Find out the account type
    switch(tradeMode)
    {
    case(ACCOUNT_TRADE_MODE_DEMO):
        Print("This is a demo account");
        break;
    case(ACCOUNT_TRADE_MODE_CONTEST):
```
```cpp
    Print("This is a competition account");
    break;
    default: Print("This is a real account!");
}

//--- Find out the StopOut level setting mode
switch(stopOutMode)
{
    case(ACCOUNT_STOPOUT_MODE_PERCENT):
        Print("The StopOut level is specified percentage");
        break;
    default: Print("The StopOut level is specified in monetary terms");
}

See also

Account Information
```
Account Information

**AccountInfoString**

Returns the value of the appropriate account property.

```cpp
string AccountInfoString(
    ENUM_ACCOUNT_INFO_STRING property_id  // Property identifier
);
```

**Parameters**

property_id

[in] Property identifier. The value can be one of the values of `ENUM_ACCOUNT_INFO_STRING`.

**Return Value**

Value of `string` type.

**Example:**

```cpp
void OnStart()
{
    //--- Show all the information available from the function AccountInfoString()
    Print("The name of the broker = ", AccountInfoString(ACCOUNT_COMPANY));
    Print("Deposit currency = ", AccountInfoString(ACCOUNT_CURRENCY));
    Print("Client name = ", AccountInfoString(ACCOUNT_NAME));
    Print("The name of the trade server = ", AccountInfoString(ACCOUNT_SERVER));
}
```

**See also**

[Account Information](#)
## State Checking

Functions that return parameters of the current state of the client terminal

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
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<tbody>
<tr>
<td>GetLastError</td>
<td>Returns the last error</td>
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<tr>
<td>IsStopped</td>
<td>Returns true, if an mql5 program has been commanded to stop its operation</td>
</tr>
<tr>
<td>UninitializeReason</td>
<td>Returns the code of the reason for deinitialization</td>
</tr>
<tr>
<td>TerminalInfoInteger</td>
<td>Returns an integer value of a corresponding property of the mql5 program environment</td>
</tr>
<tr>
<td>TerminalInfoDouble</td>
<td>Returns a double value of a corresponding property of the mql5 program environment</td>
</tr>
<tr>
<td>TerminalInfoString</td>
<td>Returns a string value of a corresponding property of the mql5 program environment</td>
</tr>
<tr>
<td>MQLInfoInteger</td>
<td>Returns an integer value of a corresponding property of a running mql5 program</td>
</tr>
<tr>
<td>MQLInfoString</td>
<td>Returns a string value of a corresponding property of a running mql5 program</td>
</tr>
<tr>
<td>Symbol</td>
<td>Returns the name of a symbol of the current chart</td>
</tr>
<tr>
<td>Period</td>
<td>Returns the current chart timeframe</td>
</tr>
<tr>
<td>Digits</td>
<td>Returns the number of decimal digits determining the accuracy of the price value of the current chart symbol</td>
</tr>
<tr>
<td>Point</td>
<td>Returns the point size of the current symbol in the quote currency</td>
</tr>
</tbody>
</table>
GetLastError

Returns the contents of the system variable `LastError`.

```c
int GetLastError();
```

Return Value

Returns the value of the last `error` that occurred during the execution of an mql5 program.

Note

After the function call, the contents of `LastError` are not reset. To reset this variable, you need to call `ResetLastError()`.

See also

* Trade Server Return Codes*
IsStopped

Checks the forced shutdown of an mql5 program.

```cpp
bool IsStopped();
```

Return Value

Returns true, if the _StopFlag_ system variable contains a value other than 0. A nonzero value is written into _StopFlag_, if a mql5 program has been commanded to complete its operation. In this case, you must immediately terminate the program, otherwise the program will be completed forcibly from the outside after 3 seconds.
UninitializeReason

Returns the code of a `reason for deinitialization`.

```c
int UninitializeReason();
```

Return Value

Returns the value of `UninitReason` which is formed before `OnDeinit()` is called. Value depends on the reasons that led to deinitialization.
### TerminalInfoInteger

Returns the value of a corresponding property of the mql5 program environment.

```cpp
int TerminalInfoInteger(  
    int property_id  // identifier of a property
);
```

#### Parameters

- `property_id`
  
  [in] Identifier of a property. Can be one of the values of the `ENUM_TERMINAL_INFO_INTEGER` enumeration.

#### Return Value

Value of int type.
TerminalInfoDouble

Returns the value of a corresponding property of the mql5 program environment.

```cpp
double TerminalInfoDouble(
    int property_id  // identifier of a property
);
```

**Parameters**

- `property_id`
  
  [in] Identifier of a property. Can be one of the values of the `ENUM_TERMINAL_INFO_DOUBLE` enumeration.

**Return Value**

Value of double type.
TerminalInfoString

Returns the value of a corresponding property of the mql5 program environment. The property must be of string type.

```c
string TerminalInfoString(
    int property_id // identifier of a property
);
```

Parameters

- `property_id`
  - [in] Identifier of a property. Can be one of the values of the `ENUM_TERMINAL_INFO_STRING` enumeration.

Return Value

Value of string type.
**MQLInfoInteger**

Returns the value of a corresponding property of a running mql5 program.

```c
int MQLInfoInteger(
    int property_id // identifier of a property
);
```

**Parameters**

- `property_id`
  
  [in] Identifier of a property. Can be one of values of the `ENUM_MQL_INFO_INTEGER` enumeration.

**Return Value**

- Value of int type.
MQLInfoString

Returns the value of a corresponding property of a running mql5 program.

```c
string MQLInfoString(
    int  property_id  // Identifier of a property
);
```

Parameters

`property_id`

[in] Identifier of a property. Can be one of the `ENUM_MQL_INFO_STRING` enumeration.

Return Value

Value of string type.
Symbol

Returns the name of a symbol of the current chart.

```cpp
string Symbol();
```

Return Value

Value of the `Symbol` system variable, which stores the name of the current chart symbol.

Note

Unlike Expert Advisors, indicators and scripts, services are not bound to a specific chart. Therefore, `Symbol()` returns an empty string (""") for a service.
**Period**

Returns the current chart timeframe.

```
ENUM_TIMEFRAMES Period();
```

**Return Value**

The contents of the `Period` variable that contains the value of the current chart timeframe. The value can be one of the values of the `ENUM_TIMEFRAMES` enumeration.

**Note**

Unlike Expert Advisors, indicators and scripts, services are not bound to a specific chart. Therefore, `Period()` returns 0 for a service.

**See also**

`PeriodSeconds`, `Chart timeframes`, `Date and Time`, `Visibility of objects`
**Digits**

Returns the number of decimal digits determining the accuracy of price of the current chart symbol.

```c
int Digits();
```

**Return Value**

The value of the `Digits` variable which stores the number of decimal digits determining the accuracy of price of the current chart symbol.
Point

Returns the point size of the current symbol in the quote currency.

```plaintext
double Point();
```

Return Value

The value of the `Point` variable which stores the point size of the current symbol in the quote currency.
Event Handling

The MQL5 language provides handling of certain predefined events. The functions for handling these events should be defined in an MQL5 program: function name, return type, a set of parameters (if any) and their types should strictly correspond to the description of an event handling function.

The client terminal event handler uses the return and parameter types to identify functions processing an event. If a certain function has some parameters or a return type not corresponding to the descriptions below, such a function cannot be used for handling an event.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnStart</td>
<td>The function is called when the Start event occurs to perform actions set in the script</td>
</tr>
<tr>
<td>OnInit</td>
<td>The function is called in indicators and EAs when the Init event occurs to initialize a launched MQL5 program</td>
</tr>
<tr>
<td>OnDeinit</td>
<td>The function is called in indicators and EAs when the Deinit event occurs to de-initialize a launched MQL5 program</td>
</tr>
<tr>
<td>OnTick</td>
<td>The function is called in EAs when the NewTick event occurs to handle a new quote</td>
</tr>
<tr>
<td>OnCalculate</td>
<td>The function is called in indicators when the Calculate event occurs to handle price data changes</td>
</tr>
<tr>
<td>OnTimer</td>
<td>The function is called in indicators and EAs during the Timer periodic event generated by the terminal at fixed time intervals</td>
</tr>
<tr>
<td>OnTrade</td>
<td>The function is called in EAs during the Trade event generated at the end of a trading operation on a trade server</td>
</tr>
<tr>
<td>OnTradeTransaction</td>
<td>The function is called in EAs when the TradeTransaction event occurs to process a trade request execution results</td>
</tr>
<tr>
<td>OnBookEvent</td>
<td>The function is called in EAs when the BookEvent event occurs to process changes in the market depth</td>
</tr>
<tr>
<td>OnChartEvent</td>
<td>The function is called in indicators and EAs when the ChartEvent event occurs to process chart changes made by a user or an MQL5 program</td>
</tr>
<tr>
<td>OnTester</td>
<td>The function is called in EAs when the Tester event occurs to perform necessary actions after testing an EA on history data</td>
</tr>
</tbody>
</table>
# Event Handling

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnTesterInit</strong></td>
<td>The function is called in EAs when the <code>TesterInit</code> event occurs to perform necessary actions before optimization in the strategy tester</td>
</tr>
<tr>
<td><strong>OnTesterDeinit</strong></td>
<td>The function is called in EAs when the <code>TesterDeinit</code> event occurs after EA optimization in the strategy tester</td>
</tr>
<tr>
<td><strong>OnTesterPass</strong></td>
<td>The function is called in EAs when the <code>TesterPass</code> event occurs to handle an arrival of a new data frame during EA optimization in the strategy tester</td>
</tr>
</tbody>
</table>

The client terminal sends incoming events to corresponding open charts. Also, events may be generated by charts ([chart events](#)) or mql5 programs ([custom events](#)). Generating graphical object creation/deletion events can be enabled/disabled by setting the `CHART_EVENT_OBJECT_CREATE` and `CHART_EVENT_OBJECT_DELETE` chart properties. Each mql5 application and chart have their own queue of events where all newly arrived events are placed.

A program gets events only from the chart it is running on. All events are handled one after another in the order of their receipt. If the queue already contains the `NewTick` event or this event is in the processing stage, then the new `NewTick` event is not added to mql5 application queue. Similarly, if the `ChartEvent` is already in an mql5 program queue or such an event is being handled, then a new event of this type is not placed into a queue. Timer event handling is processed in the same way - if the `Timer` event is already in the queue or is being handled, no new timer event is set into a queue.

Event queues have a limited but sufficient size, so the queue overflow is unlikely for a correctly developed program. When the queue overflows, new events are discarded without being set into a queue.

It is strongly recommended not to use infinite loops to handle events. Possible exceptions are scripts handling a single `Start` event.

Libraries do not handle any events.
**OnStart**

The function is called in scripts and services when the **Start** event occurs. The function is intended for one-time execution of actions implemented in a program. There are two function types.

The version that returns the result

```c
int  OnStart(void);
```

Return Value

The value of `int` type displayed in the **Journal** tab.

The entry "script script_name removed (result code N)" is created in the terminal journal after a script execution is complete. Here N is a value returned by the OnStart() function.

The entry "service service_name stopped (result code N)" is created in the terminal journal after a service execution is complete. Here N is a value returned by the OnStart() function.

The OnStart() call that returns the execution result is recommended for use since it not only allows for a script or service execution, but also returns an error code or other useful data to analyze the program execution result.

The version without a result return is left only for compatibility with old codes. It is not recommended for use

```c
void  OnStart(void);
```

Note

OnStart() is the only function for handling events in scripts and services. No other events are sent to these programs. In turn, the **Start** event is not passed to EAs and custom indicators.

Sample script:

```c
//--- macros for working with colors
#define XRGB(r,g,b)  (0xFF000000 | (uchar(r)<<16) | (uchar(g)<<8) | uchar(b))
#define GETRGB(clr)  ((clr) & 0xFFFFFF)

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- set a downward candle color
    Comment("Set a downward candle color");
    ChartSetInteger(0,CHART_COLOR_CANDLE_BEAR,GetRandomColor());
    ChartRedraw(); // update the chart immediately without waiting for a new tick
    Sleep(1000);   // pause for 1 second to see all the changes

    //--- set an upward candle color
    Comment("Set an upward candle color");
    ChartSetInteger(0,CHART_COLOR_CANDLE_BULL,GetRandomColor());
    ChartRedraw();
    Sleep(1000);

    //--- set the background color
    Comment("Set the background color");
    ChartSetInteger(0,CHART_COLOR_BGCOLOR,GetRandomColor());
    ChartRedraw();
    Sleep(1000);
}
```
Comment("Set the background color");
ChartSetInteger(0,CHART_COLOR_BACKGROUND,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set color of Ask line");
ChartSetInteger(0,CHART_COLOR_ASK,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set color of Bid line");
ChartSetInteger(0,CHART_COLOR_BID,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set color of a downward bar and a downward candle frame");
ChartSetInteger(0,CHART_COLOR_CHART_DOWN,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set color of a chart line and Doji candlesticks");
ChartSetInteger(0,CHART_COLOR_CHART_LINE,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set color of an upward bar and an upward candle frame");
ChartSetInteger(0,CHART_COLOR_CHART_UP,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set color of axes, scale and OHLC line");
ChartSetInteger(0,CHART_COLOR_FOREGROUND,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set a grid color");
ChartSetInteger(0,CHART_COLOR_GRID,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set Last price color");
ChartSetInteger(0,CHART_COLOR_LAST,GetRandomColor());
ChartRedraw();
Sleep(1000);

Comment("Set color of Stop Loss and Take Profit order levels");
ChartSetInteger(0,CHART_COLOR_STOP_LEVEL,GetRandomColor());
ChartRedraw();
Sleep(1000);
//--- set color of volumes and market entry levels
Comment("Set color of volumes and market entry levels");
ChartSetInteger(0, CHART_COLOR_VOLUME, GetRandomColor());
ChartRedraw();

//+------------------------------------------------------------------+
//| Return a randomly generated color                               |
//+------------------------------------------------------------------+

color GetRandomColor()
{
    color clr={color} GETRGB(xrgb(rand()%255, rand()%255, rand()%255));
    return clr;
}

See also

Event handling functions, Program running, Client terminal events
OnInit

The function is called in indicators and EAs when the init event occurs. It is used to initialize a running MQL5 program. There are two function types.

The version that returns the result

```c
int OnInit(void);
```

Return Value

`int` type value, zero means successful initialization.

The OnInit() call that returns the execution result is recommended for use since it not only allows for program initialization, but also returns an error code in case of an early program termination.

The version without a result return is left only for compatibility with old codes. It is not recommended for use.

```c
void OnInit(void);
```

Note

The Init event is generated immediately after loading an EA or an indicator. The event is not generated for scripts. The OnInit() function is used to initialize an MQL5 program. If OnInit() has a return value of `int` type, the non-zero return code means failed initialization and generates the Deinit event with the REASON_INIT_FAILED deinitialization reason code.

OnInit() function of `void` type always means successful initialization and is not recommended for use.

For optimizing the EA inputs, it is recommended to use values from the ENUM_INIT RETCODE enumeration as a return code. These values are intended for establishing the optimization process management, including selection of the most suitable test agents. It is possible to request data on agent configuration and resources (number of cores, free memory amount, etc.) using the TerminalInfoInteger() function during the EA initialization before launching the test. Based on the obtained data, you can either allow using the test agent or ban it from optimizing the EA.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INIT_SUCCEEDED</td>
<td>Initialization successful, EA test can be continued.</td>
</tr>
<tr>
<td></td>
<td>This code means the same as the zero value - the EA initialization in the tester is successful.</td>
</tr>
<tr>
<td>INIT_FAILED</td>
<td>Initialization failed. There is no point in continuing the test due to unavoidable errors. For example, it is impossible to create an indicator necessary for the EA operation. The return of this value means the same as returning the value different from zero - EA initialization in the tester failed.</td>
</tr>
<tr>
<td>INIT_PARAMETERS_INCORRECT</td>
<td>Designed to denote an incorrect set of input parameters by a programmer. In the general</td>
</tr>
</tbody>
</table>
optimization table, the result string with this return code is highlighted in red. A test for such a set of EA inputs is not performed. The agent is ready to receive a new task. When this value is received, the strategy tester does not pass this task to other agents for repeated execution.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INIT_AGENT_NOT_SUITABLE</td>
<td>No program execution errors during initialization. However, for some reasons, the agent is not suitable for conducting a test. For example, there is not enough RAM, no OpenCL support, etc. After returning this code, the agent no longer receives tasks until the very end of this optimization.</td>
</tr>
</tbody>
</table>

Using `OnInit()` returning INIT_FAILED/INIT_PARAMETERS_INCORRECT in the tester have some peculiarities that should be considered when optimizing EAs:

- the set of parameters the OnInit() returned INIT_PARAMETERS_INCORRECT for is considered unsuitable for testing and is not used to obtain the next population during genetic optimization. Too many 'discarded' parameter sets may lead to incorrect results when searching for optimal EA parameters. The search algorithm assumes that the optimization criterion function is smooth and has no gaps on the entire multitude of input parameters.
- if OnInit() returns INIT_FAILED, this means that a test cannot be launched, and the EA is unloaded from the agent's memory. The EA is loaded again to perform the next pass with a new set of parameters. Launching the next optimization pass takes much more time as compared to calling TesterStop().

Sample OnInit() function for an EA

```c
//--- input parameters
input int ma_period=20; // moving average period

//--- handle of the indicator used in the EA
int indicator_handle;

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- check ma_period validity
    if(ma_period<=0)
    {
        PrintFormat("Invalid ma_period input value: %d",ma_period);
        return (INIT_PARAMETERS_INCORRECT);
    }

    //--- during optimization
```
if(MQLInfoInteger(MQL_OPTIMIZATION))
{
    //--- check available RAM for the agent
    int available_memory_mb=TerminalInfoInteger(TERMINAL_MEMORY_TOTAL);
    if(available_memory_mb<2000)
    {
        PrintFormat("Insufficient memory for the test agent: %d MB",
                     available_memory_mb);
        return(INIT_AGENT_NOT_SUITABLE);
    }
}

    //--- check for the indicator
    indicator_handle=iCustom(_Symbol,_Period,"My_Indicator",ma_period);
    if(indicator_handle==INVALID_HANDLE)
    {
        PrintFormat("Failed to generate My_Indicator handle. Error code %d",
                     GetLastError());
        return(INIT_FAILED);
    }
    
    //--- EA initialization successful
    return(INIT_SUCCEEDED);

See also

OnDeinit, Event handling functions, Program running, Client terminal events, Initialization of variables, Creating and deleting objects
OnDeinit

The function is called in indicators and EAs when the Deinit event occurs. It is used to deinitialize a running MQL5 program.

```cpp
void OnDeinit(
    const int reason  // deinitialization reason code
);
```

Parameters

`reason`

[in] Deinitialization reason code.

Return Value

No return value.

Note

Deinit event is generated for EAs and indicators in the following cases:
- before a re-initialization due to the change of a symbol or a chart period the mql5 program is attached to;
- before a re-initialization due to the change of the inputs;
- before unloading an mql5 program.

The `reason` parameter may have the following values:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>REASON_PROGRAM</td>
<td>0</td>
<td>The EA has stopped working calling the <code>ExpertRemove()</code> function</td>
</tr>
<tr>
<td>REASON_REMOVE</td>
<td>1</td>
<td>Program removed from a chart</td>
</tr>
<tr>
<td>REASON_RECOMPILE</td>
<td>2</td>
<td>Program recompiled</td>
</tr>
<tr>
<td>REASON_CHARTCHANGE</td>
<td>3</td>
<td>A symbol or a chart period is changed</td>
</tr>
<tr>
<td>REASON_CHARTCLOSE</td>
<td>4</td>
<td>Chart closed</td>
</tr>
<tr>
<td>REASON_PARAMETERS</td>
<td>5</td>
<td>Inputs changed by a user</td>
</tr>
<tr>
<td>REASON_ACCOUNT</td>
<td>6</td>
<td>Another account has been activated or reconnection to the trade server has occurred due to changes in the account settings</td>
</tr>
<tr>
<td>REASON_TEMPLATE</td>
<td>7</td>
<td>Another chart template applied</td>
</tr>
<tr>
<td>REASON_INITFAILED</td>
<td>8</td>
<td>The <code>OnInit()</code> handler returned a non-zero value</td>
</tr>
</tbody>
</table>
### Constant Table

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>REASON_CLOSE</td>
<td>9</td>
<td>Terminal closed</td>
</tr>
</tbody>
</table>

**EA deinitialization reason codes** can be received by the `UninitializeReason()` function or from the predefined `UninitReason` variable.

**Sample OnInit() and OnDeinit() functions for the EA**

```c
input int fake_parameter=3; // useless parameter

//+------------------------------------------------------------------+
//| Expert initialization function                                 |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- Get the number of a build where the program is compiled
    Print(__FUNCTION__," Build ",__MQLBUILD__); 
    //--- Reset reason code can also be obtained in OnInit()
    Print(__FUNCTION__," Deinitialization reason code can be received during the EA reset
    //--- The first way to get a deinitialization reason code
    Print(__FUNCTION__," _UninitReason = ",getUninitReasonText(_UninitReason)); 
    //--- The second way to get a deinitialization reason code
    Print(__FUNCTION__," UninitializeReason() = ",getUninitializeReason());
    //---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- The first way to get a deinitialization reason code
    Print(__FUNCTION__," Deinitialization reason code = ",reason);
    //--- The second way to get a deinitialization reason code
    Print(__FUNCTION__," _UninitReason = ",getUninitReasonText(_UninitReason));
    //--- The third way to get a deinitialization reason code
    Print(__FUNCTION__," UninitializeReason() = ",getUninitializeReason());
    //---
}

string getUninitReasonText(int reasonCode)
{
    string text="";
    //---
    switch(reasonCode)
    {
        case REASON_ACCOUNT:
        text="Account was changed";break;
        case REASON_CHARTCHANGE:
```
```
text="Symbol or timeframe was changed"; break;
case REASON_CHARTCLOSE:
    text="Chart was closed"; break;
case REASON_PARAMETERS:
    text="Input-parameter was changed"; break;
case REASON_RECOMPILE:
    text="Program " + __FILE__ + " was recompiled"; break;
case REASON_REMOVE:
    text="Program " + __FILE__ + " was removed from chart"; break;
case REASON_TEMPLATE:
    text="New template was applied to chart"; break;
default:text="Another reason";
}

//---
return text;

See also

OnInit, Event handling functions, Program running, Client terminal events, Uninitialization reason codes, Visibility scope and lifetime of variables, Creating and deleting objects
OnTick

The function is called in EAs when the NewTick event occurs to handle a new quote.

```c
void OnTick(void);
```

Return Value

No return value

Note

The NewTick event is generated only for EAs upon receiving a new tick for a symbol of the chart the EA is attached to. There is no point in defining the OnTick() function in a custom indicator or a script since a NewTick event is not generated for them.

The Tick event is generated only for EAs, but this does not mean that EAs have to feature the OnTick() function, since Timer, BookEvent and ChartEvent events are also generated for EAs in addition to NewTick.

All events are handled one after another in the order of their receipt. If the queue already contains the NewTick event or this event is in the processing stage, then the new NewTick event is not added to mql5 application queue.

The NewTick event is generated regardless of whether auto trading is enabled (AutoTrading button). Disabled auto trading means only a ban on sending trade requests from an EA. The EA operation is not stopped.

Disabling auto trading by pressing the AutoTrading button does not interrupt the current execution of the OnTick() function.

Example of the EA featuring its entire trading logic in the OnTick() function

```c
//+------------------------------------------------------------------+
//|                                                   TradeByATR.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Sample EA trading in the \"explosive\" candle direction"
#property description "\"Explosive\" candle has the body size exceeding k*ATR"
#property description "The \"revers\" parameter reverses the signal direction"

input double lots=0.1; // volume in lots
input double kATR=3;   // signal candle length in ATR
input int  ATRperiod=20; // ATR indicator period
input int  holdbars=8;  // number of bars to hold position on
input int  slippage=10; // allowable slippage
input bool revers=false; // reverse the signal?
input ulong EXPERT_MAGIC=0; // EA's MagicNumber
//--- for storing the ATR indicator handle
```
int atr_handle;
//--- here we will store the last ATR values and the candle body
double last_atr, last_body;
datetime lastbar_timeopen;
double trade_lot;

//+------------------------------------------------------------------+
//| Expert initialization function                                      |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- initialize global variables
    last_atr=0;
    last_body=0;
    //--- set the correct volume
    double min_lot=SymbolInfoDouble(_Symbol, SYMBOL_VOLUME_MIN);
    trade_lot=lots>min_lot? lots:min_lot;
    //--- create ATR indicator handle
    atr_handle=iATR(_Symbol, _Period, ATRperiod);
    if(atr_handle==INVALID_HANDLE)
    {
        PrintFormat("%s: failed to create iATR, error code %d", __FUNCTION__, GetLastError());
        return(INIT_FAILED);
    }
    //--- successful EA initialization
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                  |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- inform of the EA operation end code
    Print(__FILE__,": Deinitialization reason code = ", reason);
}

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    //--- trading signal
    static int signal=0; // +1 means a buy signal, -1 means a sell signal
    //--- check and close old positions opened more than 'holdbars' bars ago
    ClosePositionsByBars(holdbars, slippage, EXPERT_MAGIC);
    //--- check for a new bar
    if(isNewBar())
    {
        //--- check for a signal presence
        signal=CheckSignal();
    }
Event Handling

```mql5
//--- if a netting position is opened, skip the signal - wait till it closes
if(signal!=0 && PositionsTotal()>0 && (ENUM_ACCOUNT_MARGIN_MODE)AccountInfoInteger
{
    signal=0;
    return; // exit the NewTick event handler and do not enter the market before a
}
//--- for a hedging account, each position is held and closed separately
if(signal!=0)
{
    //--- buy signal
    if(signal>0)
    {
        PrintFormat("%s: Buy signal! Revers=%s",__FUNCTION__,string(revers));
        if(Buy(trade_lot,slippage,EXPERT_MAGIC))
            signal=0;
    }
    //--- sell signal
    if(signal<0)
    {
        PrintFormat("%s: Sell signal! Revers=%s",__FUNCTION__,string(revers));
        if(Sell(trade_lot,slippage,EXPERT_MAGIC))
            signal=0;
    }
}
//--- OnTick function end
}
//+------------------------------------------------------------------+
//| Check for a new trading signal                                   |
//+------------------------------------------------------------------+
int CheckSignal()
{
    //--- 0 means no signal
    int res=0;
    //--- get ATR value on a penultimate complete bar (the bar index is 2)
    double atr_value[1];
    if(CopyBuffer(atr_handle,0,2,1,atr_value)!=-1)
    {
        last_atr=atr_value[0];
        //--- get data on the last closed bar to the MqlRates type array
        MqlRates bar[1];
        if(CopyRates(_Symbol,_Period,1,1,bar)!=-1)
        {
            //--- calculate the bar body size on the last complete bar
            last_body=bar[0].close-bar[0].open;
            //--- if the body of the last bar (with index 1) exceeds the previous ATR va.
            if(MathAbs(last_body)>kATR*last_atr)
                res=last_body>0?1:-1; // positive value for the upward candle
        }
    }else
```

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PrintFormat("%s: Failed to receive the last bar! Error",__FUNCTION__,GetLastError());
else
  PrintFormat("%s: Failed to receive ATR indicator value! Error",__FUNCTION__,GetLastError());

  if (reverse)
  
    res *= -1;
  
  //--- return a trading signal value
  
  return (res);

//--- if reverse trading mode is enabled
  
  res *= reverse ? -1 : 1;

//--- return a trading signal value
  
  return (res);

//+------------------------------------------------------------------+
//|
//+------------------------------------------------------------------+

bool isNewBar(const bool print_log=true)
{
  static datetime bartime=0; // store open time of the current bar

  //--- get open time of the zero bar
  
  datetime currbartime=iTime(_Symbol,_Period,0);

  //--- if open time changes, a new bar has arrived
  if (bartime!=currbartime)
  
    
      //--- display data on open time of a new bar in the log

      if (print_log && ! (MQLInfoInteger(MQL_OPTIMIZATION) || MQLInfoInteger(MQL_TESTER)))
      {

        //--- display a message with a new bar open time

        PrintFormat("%s: new bar on %s %s opened at %s",__FUNCTION__,_Symbol,
          StringSubstr(EnumToString(_Period),7),
          TimeToString(TimeCurrent(),TIME_SECONDS));

      //--- get data on the last tick

      MqlTick last_tick;

      if (SymbolInfoTick(_Symbol, last_tick))
      
        Print("SymbolInfoTick() failed, error = ", GetLastError());

      //--- display the last tick time up to milliseconds

      PrintFormat("Last tick was at %s.%03d",
        TimeToString(last_tick.time,TIME_SECONDS), last_tick.time_msec%1000);

      //--- get data on the last tick

      return (true);

    }

    //--- no new bar

    return (false);

  //+------------------------------------------------------------------+
//|
//+------------------------------------------------------------------+

bool Buy(double volume, ulong deviation=10, ulong magicnumber=0)
{
  //--- buy at a market price
```csharp
        return (MarketOrder(ORDER_TYPE_BUY, volume, deviation, magicnumber));
    }
    //+---------------------------------------------------------------------+
    //| Sell at a market price with a specified volume                      |
    //+---------------------------------------------------------------------+
    bool Sell(double volume, ulong deviation=10, ulong magicnumber=0)
    {
        //--- sell at a market price
        return (MarketOrder(ORDER_TYPE_SELL, volume, deviation, magicnumber));
    }
    //+---------------------------------------------------------------------+
    //| Close positions by hold time in bars                               |
    //+---------------------------------------------------------------------+
    void ClosePositionsByBars(int holdtimebars, ulong deviation=10, ulong magicnumber=0)
    {
        int total=PositionsTotal(); // number of open positions
        //--- iterate over open positions
        for(int i=total-1; i>=0; i--)
        {
            //--- position parameters
            ulong position_ticket=PositionGetTicket(i);
            string position_symbol=PositionGetString(POSITION_SYMBOL);
            ulong magic=PositionGetInteger(POSITION_MAGIC);
            datetime position_open=(datetime)PositionGetInteger(POSITION_TIME);
            int bars=iBarShift(_Symbol, PERRIOD_CURRENT, position_open)+1;

            //--- if a position's lifetime is already large, while MagicNumber and a symbol
            if(bars>holdtimebars && magic==magicnumber && position_symbol==_Symbol)
            {
                int digits=(int)SymbolInfoInteger(position_symbol,SYMBOL_DIGITS);
                double volume=PositionGetDouble(POSITION_VOLUME);
                ENUM_POSITION_TYPE type=(ENUM_POSITION_TYPE)PositionGetInteger(POSITION_TYPE)
                string str_type=StringSubstr(EnumToString(type),14);
                StringToLower(str_type); // lower the text case for correct message formatting
                printf("Close position %d %s %s %.2f",
                position_ticket, position_symbol, str_type, volume);
                //--- set an order type and sending a trade request
                if(type==POSITION_TYPE_BUY)
                    MarketOrder(ORDER_TYPE_BUY, volume, deviation, magicnumber, position_ticket);
                else
                    MarketOrder(ORDER_TYPE_SELL, volume, deviation, magicnumber, position_ticket);
            }
        }
    }
```
Event Handling

```c
//--- declaring and initializing structures
MqlTradeRequest request={};
MqlTradeResult result={};
double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
if(type==ORDER_TYPE_BUY)
    price=SymbolInfoDouble(Symbol(),SYMBOL_ASK);

//--- request parameters
request.action =TRADE_ACTION_DEAL;     // trading operation type
request.position=pos_ticket;           // position ticket if closing
request.symbol =Symbol();             // symbol
request.volume =volume;                // volume
request.type =type;                    // order type
request.price =price;                  // trade price
request.deviation=slip;               // allowable deviation from the price
request.magic =magicnumber;           // order MagicNumber

//--- send a request
if(!OrderSend(request,result))
{
    //--- display data on failure
    PrintFormat("OrderSend %s %s %.2f at %.5f error %d",
                request.symbol,EnumToString(type),volume,request.price,GetLastError
    return (false);
}

//--- inform of a successful operation
PrintFormat("retcode=%u deal=%I64u order=%I64u",result.retcode,result.deal,result.order);
return (true);
```

See also

Event handling functions, Program running, Client terminal events, OnTimer, OnBookEvent, OnChartEvent
OnCalculate

The function is called in the indicators when the Calculate event occurs for processing price data changes. There are two function types. Only one of them can be used within a single indicator.

Calculation based on data array

```c
int OnCalculate(
    const int rates_total, // price[] array size
    const int prev_calculated, // number of handled bars at the previous call
    const int begin, // index number in the price[] array meaningful data starts from
    const double& price[] // array of values for calculation
);```

Calculations based on the current timeframe timeseries

```c
int OnCalculate(
    const int rates_total, // size of input time series
    const int prev_calculated, // number of handled bars at the previous call
    const datetime& time{}, // Time array
    const double& open[], // Open array
    const double& high[], // High array
    const double& low[], // Low array
    const double& close[], // Close array
    const long& tick_volume[], // Tick Volume array
    const long& volume[], // Real Volume array
    const int& spread[] // Spread array
);```

Parameters

`rates_total`
[in] Size of the price[] array or input series available to the indicator for calculation. In the second function type, the parameter value corresponds to the number of bars on the chart it is launched at.

`prev_calculated`
[in] Contains the value returned by the OnCalculate() function during the previous call. It is designed to skip the bars that have not changed since the previous launch of this function.

`begin`
[in] Index value in the price[] array meaningful data starts from. It allows you to skip missing or initial data, for which there are no correct values.

`price[]`
[in] Array of values for calculations. One of the price timeseries or a calculated indicator buffer can be passed as the price[] array. Type of data passed for calculation can be defined using the _AppliedTo predefined variable.

`time[]`
[in] Array with bar open time values.
Event Handling

open[]
  [in] Array with Open price values.

high[]
  [in] Array with High price values.

low[]
  [in] Array with Low price values.

close[]
  [in] Array with Close price values.

tick_volume[]
  [in] Array with tick volume values.

volume[]
  [in] Array with trade volume values.

spread[]
  [in] Array with spread values for bars.

Return Value

int type value to be passed as the prev_calculated parameter during the next function call.

Note

If the OnCalculate() function is equal to zero, no indicator values are shown in the DataWindow of the client terminal.

If the price data have been changed since the last call of the OnCalculate() function (a deeper history has been loaded or gaps in the history have been filled), the value of the prev_calculated input parameter is set to zero by the terminal itself.

To define the indexing direction in the time[], open[], high[], low[], close[], tick_volume[], volume[] and spread[] arrays, call the ArraygetAsSeries() function. In order not to depend on defaults, call the ArraySetAsSeries() function for the arrays to work with.

When using the first function type, a necessary timeseries or indicator is selected by a user as the price[] array in the Parameters tab when launching the indicator. To do this, specify the necessary element in the drop-down list of the “Apply to” field.

To get custom indicator values from other mql5 programs, the iCustom() function is used. It returns the indicator handle for subsequent operations. It is also possible to specify the required price[] array or the handle of another indicator. This parameter should be passed the last in the list of input variables of a custom indicator.

It is necessary to use the connection between the value returned by the OnCalculate() function and the prev_calculated second input parameter. When calling the function, the prev_calculated parameter contains the value returned by the OnCalculate() function during the previous call. This makes it possible to implement resource-saving algorithms for calculating a custom indicator in order to avoid repetitive calculations for the bars that have not changed since the previous launch of this function.
Sample indicator

```csharp
//+------------------------------------------------------------------+
//|                                           OnCalculate_Sample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Sample Momentum indicator calculation";

//---- indicator settings
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
#property indicator_type1 DRAW_LINE
#property indicator_color1 Blue

//---- inputs
input int MomentumPeriod=14; // Calculation period

//---- indicator buffer
double MomentumBuffer[];

//--- global variable for storing calculation period
int IntPeriod;

void OnInit()
{
    //--- check the input parameter
    if (MomentumPeriod<0)
    {
        IntPeriod=14;
        Print("Period parameter has an incorrect value. The following value is to be used ");
    }
    else
    {
        IntPeriod=MomentumPeriod;
    }
    //---- buffers
    SetIndexBuffer(0,MomentumBuffer,INDICATOR_DATA);

    //---- indicator name to be displayed in DataWindow and subwindow
    IndicatorSetString(INDICATOR_SHORTNAME,"Momentum"+"("+string(IntPeriod)+")");
    //--- set index of the bar the drawing starts from
    PlotIndexSetInteger(0,PLOT_DRAW_BEGIN,IntPeriod-1);
    //--- set 0.0 as an empty value that is not drawn
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0.0);
    //--- indicator accuracy to be displayed
    IndicatorSetInteger(INDICATOR_DIGITS,2);
}
```

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//| Momentum indicator calculation | |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total, // price[] array size
    const int prev_calculated, // number of previously handled bars
    const int begin, // where significant data start from
    const double *price[]) // value array for handling
{
    //--- initial position for calculations
    int StartCalcPosition=(IntPeriod-1)+begin;
    //---- if calculation data is insufficient
    if(rates_total<StartCalcPosition)
        return(0); // exit with a zero value - the indicator is not calculated
    //--- correct draw begin
    if(begin>0)
        PlotIndexSetInteger(0,PLOT_DRAW_BEGIN,StartCalcPosition+(IntPeriod-1));
    //--- start calculations, define the starting position
    int pos=prev_calculated-1;
    if(pos<StartCalcPosition)
        pos=begin+IntPeriod;
    //--- main calculation loop
    for(int i=pos;i<rates_total && !IsStopped();i++)
        MomentumBuffer[i]=price[i]*100/price[i-IntPeriod];
    //--- OnCalculate execution is complete. Return the new prev_calculated value for the subsequence call
    return(rates_total);
}

See also
ArrayGetAsSeries, ArraySetAsSeries, iCustom, Event handling functions, Program running, Client terminal events, Access to timeseries and indicators
OnTimer

The function is called in EAs during the Timer event generated by the terminal at fixed time intervals.

```c
void OnTimer(void);
```

**Return Value**

No return value

**Note**

The Timer event is periodically generated by the client terminal for an EA, which activated the timer using the EventSetTimer() function. Usually, this function is called in the OnInit() function. When the EA stops working, the timer should be eliminated using EventKillTimer(), which is usually called in the OnDeinit() function.

Each Expert Advisor and each indicator work with its own timer receiving events solely from this timer. During mql5 application shutdown, the timer is forcibly destroyed in case it has been created but has not been disabled by EventKillTimer() function.

If you need to receive timer events more frequently than once per second, use EventSetMillisecondTimer() for creating a high-resolution timer.

In general, when the timer period is reduced, the testing time is increased, as the handler of timer events is called more often. When working in real-time mode, timer events are generated no more than 1 time in 10-16 milliseconds due to hardware limitations.

Only one timer can be launched for each program. Each mql5 application and chart have their own queue of events where all newly arrived events are placed. If the queue already contains Timer event or this event is in the processing stage, then the new Timer event is not added to mql5 application queue.

**Sample EA with the OnTimer() handler**

```c
//+------------------------------------------------------------------+
//|                                               OnTimer_Sample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. | |
//|                                             https://www.mql5.com | |
//+------------------------------------------------------------------+
#pragma once

int OnInit()
{
    //--- create a timer with a 1 second period
    EventSetTimer(1);
}
```

---

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```c
//---
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
//--- destroy the timer after completing the work
    EventKillTimer();
}
//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
//---
}
//+------------------------------------------------------------------+
//| Timer function                                                   |
//+------------------------------------------------------------------+
void OnTimer()
{
    //--- time of the OnTimer() first call
    static datetime start_time=TimeCurrent();
    //--- trade server time during the first OnTimer() call
    static datetime start_tradeserver_time=0;
    //--- calculated trade server time
    static datetime calculated_server_time=0;
    //--- local PC time
    datetime local_time=TimeLocal();
    //--- current estimated trade server time
    datetime trade_server_time=TimeTradeServer();
    //--- if a server time is unknown for some reason, exit ahead of time
    if(trade_server_time==0)
        return;
    //--- if the initial trade server value is not set yet
    if(start_tradeserver_time==0)
    {
        start_tradeserver_time=trade_server_time;
        //--- set a calculated value of a trade server
        Print(trade_server_time);
        calculated_server_time=trade_server_time;
    }
    else
    {
        //--- increase time of the OnTimer() first call
```
if(start_tradeserver_time!=0)
    calculated_server_time=calculated_server_time+1;;
}

string com=StringFormat("Start time: %s
\n",TimeToString(start_time,TIME_MINUTES|TIME_SECONDS));
com=com+StringFormat("Local time: %s
\n",TimeToString(local_time,TIME_MINUTES|TIME_SECONDS));
com=com+StringFormat("TimeTradeServer time: %s
\n",TimeToString(trade_server_time,TIME_MINUTES|TIME_SECONDS));
com=com+StringFormat("EstimatedServer time: %s
\n",TimeToString(calculated_server_time,TIME_MINUTES|TIME_SECONDS));

See also
EventSetTimer, EventSetMillisecondTimer, EventKillTimer, GetTickCount, GetMicrosecondCount, Client terminal events
OnTrade

The function is called in EAs when the Trade event occurs. The function is meant for processing changes in order, position and trade lists.

```c
void OnTrade(void);
```

Return Value

No return value

Note

OnTrade() is called only for Expert Advisors. It is not used in indicators and scripts even if you add there a function with the same name and type.

For any trade action (placing a pending order, opening/closing a position, placing stops, activating pending orders, etc.), the history of orders and trades and/or the list of positions and current orders is changed appropriately.

When handling an order, a trade server sends the terminal a message about the incoming Trade event. To retrieve relevant data on orders and trades from history, it is necessary to perform a trading history request using HistorySelect() first.

The trade events are generated by the server in case of:
- changing active orders,
- changing positions,
- changing deals,
- changing trade history.

Each Trade event may appear as a result of one or several trade requests. Trade requests are sent to the server using OrderSend() or OrderSendAsync(). Each request can lead to several trade events. You cannot rely on the statement "One request - one Trade event", since the processing of events may be performed in several stages, and each operation may change the state of orders, positions and the trade history.

OnTrade() handler is called after the appropriate OnTradeTransaction() calls. In general, there is no exact correlation in the number of OnTrade() and OnTradeTransaction() calls. One OnTrade() call corresponds to one or several OnTradeTransaction calls.

Sample EA with OnTrade() handler

```c
//+------------------------------------------------------------------+
//|                                               OnTrade_Sample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

input   int days=7;                   // depth of trade history in days
```
//--- set the limits of the trade history on the global scope

datetime start;  // start date for trade history in cache

datetime end;   // end date for trade history in cache

//--- global counters

int orders;    // number of active orders
int positions; // number of open positions

int deals;     // number of deals in the trade history cache

int history_orders; // number of orders in the trade history cache

bool started=false; // flag of counter relevance

//+------------------------------------------------------------------+

//|  Expert initialization function                              |
//+------------------------------------------------------------------+

int OnInit()
{
    //---
    end=TimeCurrent();
    start=end-days*PeriodSeconds(PERIOD_D1);

    PrintFormat("Limits of the history to be loaded: start - %s, end - %s",
                TimeToString(start),TimeToString(end));

    InitCounters();

    //---
    return(0);
}

//+------------------------------------------------------------------+

//|  initialization of position, order and trade counters    |
//+------------------------------------------------------------------+

void InitCounters()
{
    ResetLastError();

    //--- load history

    bool selected=HistorySelect(start,end);
    if(!selected)
    {
        PrintFormat("%s. Failed to load history from %s to %s to cache. Error code: %d",
                     __FUNCTION__,TimeToString(start),TimeToString(end),GetLastError());
        return;
    }

    //--- get the current value

    orders=OrdersTotal();
    positions=PositionsTotal();

    deals=HistoryDealsTotal();
    history_orders=HistoryOrdersTotal();
    started=true;

    Print("Counters of orders, positions and deals successfully initialized");
}

//+------------------------------------------------------------------+

//|  Expert tick function                                       |
//+------------------------------------------------------------------+

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# Event Handling

```c
void OnTick()
{
    if(started) SimpleTradeProcessor();
    else InitCounters();
}
//+------------------------------------------------------------------+
//| called when a Trade event arrives                              |
//+------------------------------------------------------------------+
void OnTrade()
{
    if(started) SimpleTradeProcessor();
    else InitCounters();
}
//+------------------------------------------------------------------+
//| example of processing changes in trade and history              |
//+------------------------------------------------------------------+
void SimpleTradeProcessor()
{
    end=TimeCurrent();
    ResetLastErr();
    //--- download trading history from the specified interval to the program cache
    bool selected=HistorySelect(start,end);
    if(!selected)
    {
        PrintFormat("%s. Failed to load history from %s to %s to cache. Error code: %d",
                      __FUNCTION__,TimeToString(start),TimeToString(end),GetLastError());
        return;
    }
    //--- get the current values
    int curr_orders=OrdersTotal();
    int curr_positions=PositionsTotal();
    int curr_deals=HistoryDealsTotal();
    int curr_history_orders=HistoryOrdersTotal();
    //--- check if the number of active orders has been changed
    if(curr_orders!=orders)
    {
        //--- number of active orders has been changed
        PrintFormat("Number of orders has been changed. Previous value is %d, current value is %d", orders,curr_orders);
        //--- update the value
        orders=curr_orders;
    }
    //--- changes in the number of open positions
    if(curr_positions!=positions)
    {
        //--- number of open positions has been changed
        PrintFormat("Number of positions has been changed. Previous value is %d, current value is %d", positions,curr_positions);
        //--- update the value
    }
}
```
positions=curr_positions;
}

//-- changes in the number of deals in the trade history cache
if(curr_deals!=deals)
{
    //-- number of deals in the trade history cache has been changed
    PrintFormat("Number of deals has been changed. Previous value is %d, current value is %d",
                deals,curr_deals);
    //-- update the value
    deals=curr_deals;
}

//-- changes in the number of history orders in the trade history cache
if(curr_history_orders!=history_orders)
{
    //-- number of history orders in the trade history cache has been changed
    PrintFormat("Number of orders in history has been changed. Previous value is %d, current value is %d",
                history_orders,curr_history_orders);
    //-- update the value
    history_orders=curr_history_orders;
}

//-- checking if it is necessary to change the limits of the trade history to be requested in cache
CheckStartDateInTradeHistory();

/*---------------------------------------------------------+*/
/* Sample output:
Limits of the history to be loaded: start - 2018.07.16 18:11, end - 2018.07.23 18:11
The counters of orders, positions and deals are successfully initialized*/
Number of orders has been changed. Previous value 0, current value 1
Number of orders has been changed. Previous value 1, current value 0
Number of positions has been changed. Previous value 0, current value 1
Number of deals has been changed. Previous value 0, current value 1
Number of orders in the history has been changed. Previous value 0, current value 1
*/

See also

OrderSend, OrderSendAsync, OnTradeTransaction, Client terminal events
OnTradeTransaction

The function is called in EAs when the TradeTransaction event occurs. The function is meant for handling trade request execution results.

```cpp
void OnTradeTransaction()
{
    const MqlTradeTransaction& trans,  // trade transaction structure
    const MqlTradeRequest& request,   // request structure
    const MqlTradeResult& result      // response structure
};
```

Parameters

- `request` [in] MqlTradeRequest type variable describing a trade request that led to a transaction. It contains the values for TRADE_TRANSACTION_REQUEST type transaction only.
- `result` [in] MqlTradeResult type variable containing an execution result of a trade request that led to a transaction. It contains the values for TRADE_TRANSACTION_REQUEST type transaction only.

Return Value

No return value

Note

OnTradeTransaction() is called to handle the TradeTransaction event sent by the trade server to the terminal in the following cases:

- sending a trade request from an MQL5 program using the OrderSend()/OrderSendAsync() functions and its subsequent execution;
- sending a trade request manually via the GUI and its subsequent execution;
- activations of pending and stop orders on the server;
- performing operations on the trade server side.

Data on transaction type is contained in the `type` field of the `trans` variable. Types of trade transactions are described in the ENUM_TRADE_TRANSACTION_TYPE enumeration:

- TRADE_TRANSACTION_ORDER_ADD - adding a new active order
- TRADE_TRANSACTION_ORDER_UPDATE - changing an existing order
- TRADE_TRANSACTION_ORDER_DELETE - deleting an order from the list of active ones
- TRADE_TRANSACTION DEAL_ADD - adding a deal to history
- TRADE_TRANSACTION DEAL_UPDATE - changing a deal in history
- TRADE_TRANSACTION DEAL_DELETE - deleting a deal from history
- TRADE TRANSACTION HISTORY_ADD - adding an order to history as a result of execution or cancelation
- TRADE_TRANSACTION HISTORY_UPDATE - changing an order in the order history
- TRADE_TRANSACTION HISTORY_DELETE - deleting an order from the order history
- TRADE TRANSACTION POSITION - position change not related to a trade execution
Event Handling

- TRADE_TRANSACTION_REQUEST - notification that a trade request has been processed by the server and the result of its processing has been received.

When handling transactions of TRADE_TRANSACTION_REQUEST type, it is necessary to analyze the second and third parameters of the OnTradeTransaction() function - request and result - to receive additional information.

Sending a buy trade request leads to a chain of trade transactions on a trading account: 1) request is accepted for processing, 2) an appropriate purchase order is created for the account, 3) the order is then executed, 4) the executed order is removed from the list of active ones, 5) adding to the history of orders, 6) the subsequent transaction is added to history and 7) a new position is created. All these stages are trade transactions. The arrival of each such transaction to the terminal is the TradeTransaction event. Priority of these transactions' arrival at the terminal is not guaranteed. Thus, you should not expect that one group of transactions will arrive after another one when developing your trading algorithm.

When transactions are processed by the EA's OnTradeTransaction() handler, the terminal goes on handling the incoming trade transactions. Thus, the trading account status may change at the course of OnTradeTransaction() operation. For example, while an MQL5 program handles adding a new order, it can be executed, deleted from the list of open orders and moved to history. The program is notified of all these events.

Transactions queue length comprises 1024 elements. If OnTradeTransaction() handles yet another transaction for too long, the previous ones can be superseded by new transactions in the queue.

OnTrade() handler is called after the appropriate OnTradeTransaction() calls. In general, there is no exact correlation in the number of OnTrade() and OnTradeTransaction() calls. One OnTrade() call corresponds to one or several OnTradeTransaction calls.

Each Trade event may appear as a result of one or several trade requests. Trade requests are sent to the server using OrderSend() or OrderSendAsync(). Each request can lead to several trade events. You cannot rely on the statement "One request - one Trade event", since the processing of events may be performed in several stages and each operation may change the state of orders, positions and the trade history.

Sample EA with OnTradeTransaction() handler

```c
//------------------------------------------------------------------+
// | Expert initialization function                                   |
//------------------------------------------------------------------+
int OnInit()
{
  //---
  PrintFormat("LAST PING=%f ms",
```
TerminalInfoInteger(TERMINAL_PING_LAST)/1000;

return(INIT_SUCCEEDED);

//---
// Expert tick function
//---
void OnTick()
{
    //---
}

//---
// TradeTransaction function
//---
void OnTradeTransaction(const MqlTradeTransaction &trans,
    const MqlTradeRequest &request,
    const MqlTradeResult &result)
{
    //---
    static int counter=0; // counter of OnTradeTransaction() calls
    static uint lasttime=0; // time of the OnTradeTransaction() last call
    //---
    uint time=GetTickCount();
    //--- if the last transaction was performed more than 1 second ago,
    if(time-lasttime>1000)
    {
        counter=0; // then this is a new trade operation, an the counter can be reset
        if(IS_DEBUG_MODE)
            Print(" New trade operation");
    }
    lasttime=time;
    counter++;
    Print(counter", ", FUNCTION");
    //--- result of trade request execution
    ulong lastOrderID =trans.order;
    ENUM_ORDER_TYPE lastOrderType =trans.order_type;
    ENUM_ORDER_STATE lastOrderState=trans.order_state;
    //--- the name of the symbol, for which a transaction was performed
    string trans_symbol=trans.symbol;
    //--- type of transaction
    ENUM_TRADE_TRANSACTION_TYPE trans_type=trans.type;
    switch(trans.type)
    {
        case TRADE_TRANSACTION_POSITION: // position modification
            
            ulong pos_ID=trans.position;
            PrintFormat("MqlTradeTransaction: Position %d %s modified: SL=%s TP=%s", pos_ID, trans_symbol, trans.price_sl, trans.price_tp);
} 
break; 
case TRADE_TRANSACTION_REQUEST: // sending a trade request 
    PrintFormat("MqlTradeTransaction: TRADE_TRANSACTION_REQUEST"); 
    break; 
case TRADE_TRANSACTION DEAL_ADD: // adding a trade 
{ 
    ulong lastDealID = trans.deal; 
    ENUM DEAL_TYPE lastDealTypeID = trans.deal_type; 
    double lastDealVolume = trans.volume; 
    //--- Trade ID in an external system - a ticket assigned by an exchange 
    string Exchange_ticket = ""; 
    if (HistoryDealSelect(lastDealID)) 
        Exchange_ticket = HistoryDealGetString(lastDealID, DEAL_EXTERNAL_ID); 
    if (Exchange_ticket != "") 
        Exchange_ticket = StringFormat("(Exchange deal=%s)", Exchange_ticket); 
    PrintFormat("MqlTradeTransaction: %s deal %d %s %s %.2f lot %s", EnumToString(trans_type), lastDealID, EnumToString(lastDealTypeID), trans_symbol, lastDealVolume, Exchange_ticket); 
} 
break; 
case TRADE_TRANSACTION HISTORY_ADD: // adding an order to the history 
{ 
    //--- order ID in an external system - a ticket assigned by an Exchange 
    string Exchange_ticket = ""; 
    if (lastOrderState == ORDER_STATE_FILLED) 
    { 
        if (HistoryOrderSelect(lastOrderID)) 
            Exchange_ticket = HistoryOrderGetString(lastOrderID, ORDER_EXTERNAL_ID); 
        if (Exchange_ticket != "") 
            Exchange_ticket = StringFormat("(Exchange ticket=%s)", Exchange_ticket); 
    } 
    PrintFormat("MqlTradeTransaction: %s order %d %s %s %s %s", EnumToString(trans_type), lastOrderID, EnumToString(lastOrderTypeID), trans_symbol, EnumToString(lastOrderState), Exchange_ticket); 
} 
break; 
default: // other transactions 
{ 
    //--- order ID in an external system - a ticket assigned by Exchange 
    string Exchange_ticket = ""; 
    if (lastOrderState == ORDER_STATE_PLACED) 
    { 
        if (OrderSelect(lastOrderID)) 
            Exchange_ticket = OrderGetString(ORDER_EXTERNAL_ID); 
        if (Exchange_ticket != "") 
            Exchange_ticket = StringFormat("(Exchange ticket=%s)", Exchange_ticket); 
    } 
    PrintFormat("MqlTradeTransaction: %s order %d %s %s %s", EnumToString(trans_type), lastOrderID, EnumToString(lastOrderTypeID), EnumToString(lastOrderState), Exchange_ticket);
Event Handling

```c
}
break;
}

_ulong orderID_result=result.order;
_string retcode_result=GetRetcodeID(result.retcode);
if(orderID_result!=0)
    PrintFormat("MqlTradeResult: order #d retcode=%s ",orderID_result,retcode_resu;

// convert numeric response codes to string mnemonics

_string GetRetcodeID(int retcode)
{
    switch(retcode)
    {
        case 10004: return("TRADE_RETCODE_REQUOTE"); break;
        case 10006: return("TRADE_RETCODE_REJECT"); break;
        case 10007: return("TRADE_RETCODE_CANCEL"); break;
        case 10008: return("TRADE_RETCODE_PLACED"); break;
        case 10009: return("TRADE_RETCODE_DONE"); break;
        case 10010: return("TRADE_RETCODE_DONE_PARTIAL"); break;
        case 10011: return("TRADE_RETCODE_ERROR"); break;
        case 10012: return("TRADE_RETCODE_TIMEOUT"); break;
        case 10013: return("TRADE_RETCODE_INVALID"); break;
        case 10014: return("TRADE_RETCODE_INVALID_VOLUME"); break;
        case 10015: return("TRADE_RETCODE_INVALID_PRICE"); break;
        case 10016: return("TRADE_RETCODE_INVALID_STOPS"); break;
        case 10017: return("TRADE_RETCODE_TRADE_DISABLED"); break;
        case 10018: return("TRADE_RETCODE_MARKET_CLOSED"); break;
        case 10019: return("TRADE_RETCODE_NO_MONEY"); break;
        case 10020: return("TRADE_RETCODE_PRICE_CHANGED"); break;
        case 10021: return("TRADE_RETCODE_PRICE_OFF"); break;
        case 10022: return("TRADE_RETCODE_INVALID_EXPIRATION"); break;
        case 10023: return("TRADE_RETCODE_ORDER_CHANGED"); break;
        case 10024: return("TRADE_RETCODE_TOO_MANY_REQUESTS"); break;
        case 10025: return("TRADE_RETCODE_NO_CHANGES"); break;
        case 10026: return("TRADE_RETCODE_SERVER_DISABLE_AT"); break;
        case 10027: return("TRADE_RETCODE_CLIENT_DISABLE_AT"); break;
        case 10028: return("TRADE_RETCODE_LOCKED"); break;
        case 10029: return("TRADE_RETCODE_FROZEN"); break;
        case 10030: return("TRADE_RETCODE_INVALID_FILL"); break;
        case 10031: return("TRADE_RETCODE_CONNECTION"); break;
        case 10032: return("TRADE_RETCODE_ONLY_REAL"); break;
        case 10033: return("TRADE_RETCODE_LIMIT_ORDERS"); break;
        case 10034: return("TRADE_RETCODE_LIMIT_VOLUME"); break;
        case 10035: return("TRADE_RETCODE_INVALID_ORDER"); break;
        case 10036: return("TRADE_RETCODE_POSITION_CLOSED"); break;
    }
```
default:
    return("TRADE RETCODE UNKNOWN="+IntegerToString(retcode));
    break;
  
//---
}
OnBookEvent

The function is called in indicators and EAs when the BookEvent event occurs. It is meant for handling Depth of Market changes.

```cpp
void OnBookEvent(  
    const string& symbol  // symbol
);
```

Parameters

symbol

[in] Name of a symbol the BookEvent has arrived for

Return Value

No return value

Note

To get the BookEvent events for any symbol, simply subscribe to receive them for this symbol using the MarketBookAdd() function. To cancel subscription for receiving the BookEvent for a certain symbol, call the MarketBookRelease() function.

The BookEvent broadcasts within the entire chart. This means that if one application on a chart subscribes to the BookEvent using the MarketBookAdd function, all other indicators and EAs launched on the same chart and having the OnBookEvent() handler receive this event as well. Therefore, it is necessary to analyze a symbol name passed to the OnBookEvent() handler as the symbol parameter.

Separate BookEvent counters sorted by symbols are provided for all applications running on the same chart. This means that each chart may have multiple subscriptions to different symbols, and a counter is provided for each symbol. Subscribing and unsubscribing from BookEvent changes the subscription counter for specified symbols only within one chart. In other words, there may be two adjacent charts to the BookEvent for the same symbol but different subscription counter values.

The initial subscription counter value is zero. At each MarketBookAdd() call, the subscription counter for a specified symbol on the chart is increased by one (chart symbol and symbol in MarketBookAdd() do not have to match). When calling MarketBookRelease(), the counter of subscriptions for a specified symbol within the chart is decreased by one. The BookEvent events for any symbol are broadcast within the chart till the counter is equal to zero. Therefore, it is important that each MQL5 program that contains MarketBookAdd() calls correctly unsubscribes from getting events for each symbol using MarketBookRelease() at the end of its work. To achieve this, the number of MarketBookAdd() and MarketBookRelease() calls should be even for each call during the entire MQL5 program lifetime. Using flags or custom subscription counters within the program allows you to safely work with BookEvent events and prevents disabling subscriptions for getting this event in third-party programs within the same chart.

BookEvent events are never skipped and are always placed into a queue even if handling the previous BookEvent handling is not over yet.

Example

```cpp
//+------------------------------------------------------------------+
```
//| Copyright 2018, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com/en/articles/2635"
#property version "1.00"
#property description "Example of measuring the market depth refresh rate using OnBookEvent()"
#property description "The code is taken from the article https://www.mql5.com/en/articles/2635"

//--- input parameters
input ulong ExtCollectTime = 30; // test time in seconds
input ulong ExtSkipFirstTicks = 10; // number of ticks skipped at start
//--- flag of subscription to BookEvent events
bool book_subscribed = false;
//--- array for accepting requests from the market depth
MqlBookInfo book[];
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- show the start
    Comment(StringFormat("Waiting for the first %I64u ticks to arrive", ExtSkipFirstTicks));
    PrintFormat("Waiting for the first %I64u ticks to arrive", ExtSkipFirstTicks);
    //--- enable market depth broadcast
    if (MarketBookAdd(_Symbol))
    {
        book_subscribed = true;
        PrintFormat("%s: MarketBookAdd(%s) function returned true", __FUNCTION__, _Symbol);
    }
    else
        PrintFormat("%s: MarketBookAdd(%s) function returned false! GetLastError()=%d", _Symbol);
    //--- successful initialization
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Deinitialize expert                                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- display deinitialization reason code
    Print(__FUNCTION__,": Deinitialization reason code = ", reason);
    //--- cancel subscription for getting market depth events
    if (book_subscribed)
    {
        if (!MarketBookRelease(_Symbol))
            PrintFormat("%s: MarketBookRelease(%s) returned false! GetLastError()=%d", _Symbol);
        else
            book_subscribed = false;
    }
```cpp
book_subscribed=false;
}
//---
}

// BookEvent function

void OnBookEvent(const string &symbol)
{
    static ulong starttime=0;  // test start time
    static ulong tickcounter=0; // market depth update counter

    //--- work with depth market events only if we subscribed to them ourselves
    if(!book_subscribed)
        return;

    //--- count updates only for a certain symbol
    if(symbol!=_Symbol)
        return;

    //--- skip first ticks to clear the queue and to prepare
    tickcounter++;
    if(tickcounter<ExtSkipFirstTicks)
        return;

    //--- remember the start time
    if(tickcounter==ExtSkipFirstTicks)
        starttime=GetMicrosecondCount();

    //--- request for the market depth data
    MarketBookGet(symbol,book);

    //--- when to stop?
    ulong endtime=GetMicrosecondCount()-starttime;
    ulong ticks =1+tickcounter-ExtSkipFirstTicks;

    // how much time has passed in microseconds since the start of the test?
    if(endtime>ExtCollectTime*1000*1000)
    {
        printf("%I64u ticks for %.1f seconds: %.1f ticks/sec ",ticks,endtime/1000.0/1000.0,
                 ticks*1000.0*1000.0/endtime);
        ExpertRemove();
        return;
    }

    //--- display the counters in the comment field
    if(endtime>0)
        Comment(StringFormat("%I64u ticks for %.1f seconds: %.1f ticks/sec ",ticks,endtime/1000.0/1000.0,
                             ticks*1000.0*1000.0/endtime));
}

See also

MarketBookAdd, MarketBookRelease, MarketBookGet, OnTrade, OnTradeTransaction, OnTick, Event handling functions, Program running, Client terminal events
```
OnChartEvent

The function is called in indicators and EAs when the ChartEvent event occurs. The function is meant for handling chart changes made by a user or an MQL5 program.

```cpp
void OnChartEvent()
    const int id, // event ID
    const long lparam, // long type event parameter
    const double dparam, // double type event parameter
    const string sparam // string type event parameter
);```

Parameters

- `id`  
  [in] Event ID from the ENUM_CHART_EVENT enumeration.
- `lparam`  
  [in] long type event parameter
- `dparam`  
  [in] double type event parameter
- `sparam`  
  [in] string type event parameter

Return Value

No return value

Note

There are 11 types of events that can be handled using the predefined OnChartEvent() function. 65535 IDs from CHARTEVENT_CUSTOM to CHARTEVENT_CUSTOM_LAST inclusive are provided for custom events. To generate a custom event, use the EventChartCustom() function.

Short event description from the ENUM_CHART_EVENT enumeration:

- CHARTEVENT_KEYDOWN — pressing a key on the keyboard when a chart window is in focus;
- CHARTEVENT_MOUSE_MOVE — moving the mouse and mouse button clicks (if CHART_EVENT_MOUSE_MOVE=true for a chart);
- CHARTEVENT_OBJECT_CREATE — create a graphical object (if CHART_EVENT_OBJECT_CREATE=true for a chart);
- CHARTEVENT_OBJECT_CHANGE — change object properties via the properties dialog;
- CHARTEVENT_OBJECT_DELETE — delete a graphical object (if CHART_EVENT_OBJECT_DELETE=true for a chart);
- CHARTEVENT_CLICK — clicking on a chart;
- CHARTEVENT_OBJECT_CLICK — mouse click on a graphical object belonging to a chart;
- CHARTEVENT_OBJECT_DRAG — dragging a graphical object with a mouse;
- CHARTEVENT_OBJECT_ENDEDIT — finish editing text in the Edit input box of a graphical object (OBJ_EDIT);
- CHARTEVENT_CHART_CHANGE — change a chart;
Event Handling

- CHARTEVENT_CUSTOM+n – custom event ID, where n is within the range from 0 to 65535. CHARTEVENT_CUSTOM_LAST contains the last acceptable custom event ID (CHARTEVENT_CUSTOM+65535).

All MQL5 programs work in threads other than the main thread of the application. The main application thread is responsible for handling all Windows system messages and, in its turn, generates Windows messages for its own application as a result of this handling. For example, moving the mouse on a chart (WM_MOUSE_MOVE event) generates several system messages for subsequent rendering of the application window, and also sends internal messages to experts and indicators launched on the chart. A situation may occur, where the main application thread has not yet processed the WM_PAINT system message (and therefore has not yet rendered the modified chart), while an EA or an indicator has already received the mouse movement event. In this case, the chart property CHART_FIRST_VISIBLE_BAR will be changed only after the chart is rendered.

For each event type, the inputs of the OnChartEvent() function have certain values necessary for handling that event. The table lists events and values passed via the parameters.

<table>
<thead>
<tr>
<th>Event</th>
<th>'id' parameter value</th>
<th>'lparam' parameter value</th>
<th>'dparam' parameter value</th>
<th>'sparam' parameter value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keystroke event</td>
<td>CHARTEVENT_KEYDOWN</td>
<td>pressed button code</td>
<td>The number of keypresses generated while the key was held in the pressed state</td>
<td>String value of the bit mask, which describes the status of the keyboard keys</td>
</tr>
<tr>
<td>Mouse events (if CHART_EVENT_MOUSE_MOVE=true for a chart)</td>
<td>CHARTEVENT_MOUSE_MOVE</td>
<td>X coordinate</td>
<td>Y coordinate</td>
<td>String value of the bit mask, which describes the status of the mouse keys</td>
</tr>
<tr>
<td>Mouse wheel event (if CHART_EVENT_MOUSE_WHEEL=true for the chart)</td>
<td>CHARTEVENT_MOUSE_WHEEL</td>
<td>Flags of states of keys and mouse buttons, X and Y coordinates of the cursor. See the description in the example.</td>
<td>The Delta value of the mouse wheel scroll</td>
<td>–</td>
</tr>
<tr>
<td>Creating a graphical object (if CHART_EVENT_OBJECT_CREATE=true for a chart)</td>
<td>CHARTEVENT_OBJECT_CREATE</td>
<td>–</td>
<td>–</td>
<td>Name of a created graphical object</td>
</tr>
<tr>
<td>Changing object properties via the properties dialog</td>
<td>CHARTEVENT_OBJECT_CHANGE</td>
<td>–</td>
<td>–</td>
<td>Name of a changed graphical object</td>
</tr>
<tr>
<td>Event</td>
<td>'id' parameter value</td>
<td>'lparam' parameter value</td>
<td>'dparam' parameter value</td>
<td>'sparam' parameter value</td>
</tr>
<tr>
<td>----------------------------------------------------------------------</td>
<td>----------------------</td>
<td>--------------------------</td>
<td>--------------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>Removing a graphical object (if CHART_EVENT_OBJECT_DELETE = true for a chart)</td>
<td>CHARTEVENT_OBJECT_DELETE</td>
<td>—</td>
<td>—</td>
<td>Name of a removed graphical object</td>
</tr>
<tr>
<td>Mouse click on a chart</td>
<td>CHARTEVENT_CLICK</td>
<td>X coordinate</td>
<td>Y coordinate</td>
<td>—</td>
</tr>
<tr>
<td>Mouse click on a graphical object</td>
<td>CHARTEVENT_OBJECT_CLICK</td>
<td>X coordinate</td>
<td>Y coordinate</td>
<td>Name of a graphical object the event has occurred on</td>
</tr>
<tr>
<td>Moving a graphical object with mouse</td>
<td>CHARTEVENT_OBJECT_DRAG</td>
<td>—</td>
<td>—</td>
<td>Name of a moved graphical object</td>
</tr>
<tr>
<td>Finishing a text editing in the &quot;Input field&quot; graphical object input box</td>
<td>CHARTEVENT_OBJECT_ENDEDIT</td>
<td>—</td>
<td>—</td>
<td>Name of the &quot;Input field&quot; graphical object, in which text editing completed</td>
</tr>
<tr>
<td>Resizing the chart or modifying the chart properties via the properties dialog window</td>
<td>CHARTEVENT_CHART_CHANGE</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Custom event with N number</td>
<td>CHARTEVENTCUSTOM+N</td>
<td>Value defined by the EventChartCustom() function</td>
<td>Value defined by the EventChartCustom() function</td>
<td>Value defined by the EventChartCustom() function</td>
</tr>
</tbody>
</table>

Sample chart event listener:

```cpp
//+------------------------------------------------------------------+
//|                                          OnChartEvent_Sample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2018, MetaQuotes Software Corp."
#
property link "https://www.mql5.com"
#
property version "1.00"
```
#property description "Sample chart event listener and custom events generator"

//--- service keys IDs
#define KEY_NUMPAD_5 12
#define KEY_LEFT 37
#define KEY_UP 38
#define KEY_RIGHT 39
#define KEY_DOWN 40
#define KEY_NUMLOCK_DOWN 98
#define KEY_NUMLOCK_LEFT 100
#define KEY_NUMLOCK_5 101
#define KEY_NUMLOCK_RIGHT 102
#define KEY_NUMLOCK_UP 104

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- display the CHARTEVENT_CUSTOM constant value
    Print("CHARTEVENT_CUSTOM=",CHARTEVENT_CUSTOM);
    //---
    Print("Launched the EA ",MQLInfoString(MQL5_PROGRAM_NAME));
    //--- set the flag of receiving chart object creation events
    ChartSetInteger(ChartID(),CHART_EVENT_OBJECT_CREATE,true);
    //--- set the flag of receiving chart object removal events
    ChartSetInteger(ChartID(),CHART_EVENT_OBJECT_DELETE,true);
    //--- enabling mouse wheel scrolling messages
    ChartSetInteger(0,CHART_EVENT_MOUSE_WHEEL,1);
    //--- forced updating of chart properties ensures readiness for event processing
    ChartRedraw();
    //---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    //--- tick counter for generating a custom event
    static int tick_counter=0;
    //--- divide accumulated ticks by this value
    int simple_number=113;
    //---
    tick_counter++;
    //--- send a custom event if the tick counter is multiple of simple_number
    if(tick_counter%simple_number==0)
    {
        //--- form custom event ID from 0 to 65535
        ushort custom_event_id=ushort(tick_counter%65535);
        //--- send a custom event with parameters filling
Event Handling

`EventChartCustom(ChartID(), custom_event_id, tick_counter, SymbolInfoDouble(SymbolID(custom_event_id)));`

//--- add to a log for analyzing the example results

`Print(__FUNCTION__, " Sent a custom event ID=", custom_event_id);`

//---

//---

void OnChartEvent(const int id, const long lparam, const double dparam, const string sparam)
{
    //--- keypress
    if(id==CHARTEVENT_KEYDOWN)
    {
        switch((int)lparam)
        {
            case KEY_NUMLOCK_LEFT:    Print("Pressed KEY_NUMLOCK_LEFT"); break;
            case KEY_LEFT:             Print("Pressed KEY_LEFT"); break;
            case KEY_NUMLOCK_UP:       Print("Pressed KEY_NUMLOCK_UP"); break;
            case KEY_UP:               Print("Pressed KEY_UP"); break;
            case KEY_NUMLOCK_RIGHT:    Print("Pressed KEY_NUMLOCK_RIGHT"); break;
            case KEY_RIGHT:            Print("Pressed KEY_RIGHT"); break;
            case KEY_NUMLOCK_DOWN:     Print("Pressed KEY_NUMLOCK_DOWN"); break;
            case KEY_DOWN:             Print("Pressed KEY_DOWN"); break;
            case KEY_NUPAD_5:          Print("Pressed KEY_NUPAD_5"); break;
            case KEY_NUPAD_5:          Print("Pressed KEY_NUPAD_5"); break;
            default:                   Print("Pressed unlisted key");
        }
    }
    //--- left-clicking on a chart
    if(id==CHARTEVENT_CLICK)
        Print("Mouse click coordinates on a chart: x = ", lparam, " y = ", dparam);
    //--- clicking on a graphical object
    if(id==CHARTEVENT_OBJECT_CLICK)
        Print("Clicking a mouse button on an object named "+sparam+++"";
    //--- object removed
    if(id==CHARTEVENT_OBJECT_DELETE)
        Print("Removed object named ",sparam);
    //--- object created
    if(id==CHARTEVENT_OBJECT_CREATE)
        Print("Created object named ",sparam);
    //--- changed object
    if(id==CHARTEVENT_OBJECT_CHANGE)
        Print("Changed object named ",sparam);
    //--- object moved or anchor point coordinates changed
    if(id==CHARTEVENT_OBJECT_DRAG)
Print("Changing anchor points of object named ",sparam);

if(id==CHARTEVENT_OBJECT_ENDEDIT)
    Print("Changed text in Edit object ",sparam," id="",id);

if(id==CHARTEVENT_MOUSE_MOVE)
    Comment("POINT: ",(int)lparam,",",(int)dpam,param,\n    MouseState((uint)sparam));

    if(id==CHARTEVENT_MOUSE_WHEEL)
    {
        //--- Consider the state of mouse buttons and wheel for this event
        int flg_keys = (int)(lparam>>32); // The flag of states of the Ctrl and
        int x_cursor = (int)(short)(lparam>>16); // X coordinate where the mouse wheel.
        int y_cursor = (int)(short)(lparam>>16); // Y coordinate where the mouse wheel.
        int delta = (int)dparam; // Total value of mouse scroll, triggers when +120 or -120 is reached

        //--- handling the flag
        string str_keys="";
        if((flg_keys&0x0001)!=0)
            str_keys="LMOUSE ";
        if((flg_keys&0x0002)!=0)
            str_keys="RMOUSE ";
        if((flg_keys&0x0004)!=0)
            str_keys="SHIFT ";
        if((flg_keys&0x0008)!=0)
            str_keys="CTRL ";
        if((flg_keys&0x0010)!=0)
            str_keys="MMOUSE ";
        if((flg_keys&0x0020)!=0)
            str_keys="X1MOUSE ";
        if((flg_keys&0x0040)!=0)
            str_keys="X2MOUSE ";

        if(str_keys=="")
            str_keys=" +StringSubstr(str_keys,0,StringLen(str_keys)-1)+" ";
        PrintFormat("%s: X=%d, Y=%d, delta=%d%s",EnumToString(CHARTEVENT_MOUSE_WHEEL),x_
    }

    //--- event of resizing the chart or modifying the chart properties using the propert:
    if(id==CHARTEVENT_CHART_CHANGE)
        Print("Changing the chart size or properties");

    //--- custom event
    if(id==CHARTEVENT_CUSTOM)
        PrintFormat("Custom event ID=%d, lparam=%d, dparam=%G, sparam=%s",id,lparam,dparam,sparam);

    //+------------------------------------------------------------------+
    //\ MouseState
    //+------------------------------------------------------------------+

    string MouseState(uint state)
    {
        string res;
        res="\nMl: " +((state&1)==1)?"DN":"UP"; // mouse left
Event Handling

```c
res+="\nMR: " +((state& 2)== 2)?"DN":"UP"); // mouse right
res+="\nMM: " +((state&16)==16)?"DN":"UP"); // mouse middle
res+="\nMX: " +((state&32)==32)?"DN":"UP"); // mouse first X key
res+="\nMY: " +((state&64)==64)?"DN":"UP"); // mouse second X key
res+="\nSHIFT: " +((state& 4)== 4)?"DN":"UP"); // shift key
res+="\nCTRL: " +((state& 8)== 8)?"DN":"UP"); // control key
return(res);
```
OnTester

The function is called in Expert Advisors when the Tester event occurs to perform necessary actions after testing.

```c
double OnTester(void);
```

Return Value

Value of the custom criterion optimization for assessing test results.

Note

The OnTester() function can be used only when testing EAs and is intended primarily for the calculation of a value that is used as a 'Custom max' criterion when optimizing input parameters.

During the genetic optimization, sorting results within one generation is performed in descending order. This means that the results with the highest value are deemed the best from the optimization criterion point of view. The worst values for such sorting are placed at the end and are subsequently discarded. Therefore, they do not take part in forming the next generation.

Thus, the OnTester() function allows you not only to create and save your own test results reports, but also control the optimization process to find the best parameters of the trading strategy.

Below is an example of calculating the custom criterion optimization. The idea is to calculate the linear regression of the balance graph. It is described in the article Optimizing a strategy using balance graph and comparing results with "Balance + max Sharpe Ratio" criterion.

```c
//+------------------------------------------------------------------+
//|                                              OnTester_Sample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright  "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Sample EA with the OnTester() handler"
#property description "As a custom optimization criterion, "
#property description "the ratio of the balance graph linear regression"
#property description "divided by the deviation mean-square error is returned"
//--- include the class for trading operations
#include <Trade\Trade.mqh>
//--- EA input parameters
input double Lots = 0.1;    // Volume
input int Slippage = 10;    // Allowable slippage
input int MovingPeriod = 80; // Moving average period
input int MovingShift = 6;   // Moving average shift
//--- global variables
int   IndicatorHandle=0;  // indicator handle
bool  IsHedging=false;     // flag of the account
CTrade trade;              // for performing trading operations
//---
```

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# define EA_MAGIC 18052018

void CheckForOpen(void)
{
    MqlRates rt[2];
    //--- trade only at the start of a new bar
    if(CopyRates(_Symbol,_Period,0,2,rt)!=2)
    {
        Print("CopyRates of ",_Symbol," failed, no history");
        return;
    }
    //--- tick volume
    if(rt[1].tick_volume>1)
        return;
    //--- receive moving average values
    double ma[1];
    if(CopyBuffer(IndicatorHandle,0,1,1,ma)!-1)
    {
        Print("CopyBuffer from iMA failed, no data");
        return;
    }
    //--- check for a signal presence
    ENUM_ORDER_TYPE signal=WRONG_VALUE;
    //--- candle opened higher but closed below the moving average
    if(rt[0].open>ma[0] && rt[0].close<ma[0])
        signal=ORDER_TYPE_BUY;    // buy signal
    else // candle opened lower but closed above the moving average
        signal=ORDER_TYPE_SELL; // sell signal
    //--- additional checks
    if(signal!=WRONG_VALUE)
    {
        if(TerminalInfoInteger(TERMNAL_TRADE_ALLOWED) && Bars(_Symbol,_Period)>100)
        {
            double price=SymbolInfoDouble(_Symbol,signal==ORDER_TYPE_SELL ? SYMBOL_BID:S;
            trade.PositionOpen(_Symbol,signal,Lots,price,0,0);
        }
    }
}
MqlRates rt[2];

//--- trade only at the start of a new bar
if(CopyRates(_Symbol, _Period, 0, 2, rt)! =2)
{
    Print("CopyRates of ", _Symbol, " failed, no history");
    return;
}
if(rt[1].tick_volume > 1)
    return;

//--- receive moving average values
double ma[1];
if(CopyBuffer(IndicatorHandle, 0, 1, 1, ma)! =1)
{
    Print("CopyBuffer from iMA failed, no data");
    return;
}

//--- position has already been selected earlier using PositionSelect()
bool signal=false;
long type=PositionGetInteger(POSITION_TYPE);

//--- candle opened higher but closed below the moving average - close a short position
if(type==(long)POSITION_TYPE_SELL && rt[0].open > ma[0] && rt[0].close < ma[0])
    signal=true;

//--- candle opened lower but closed above the moving average - close a long position
if(type==(long)POSITION_TYPE_BUY && rt[0].open < ma[0] && rt[0].close > ma[0])
    signal=true;

//--- additional checks
if(signal)
{
    if(TerminalInfoInteger(TERMNET, TERMINAL_TRADE_ALLOWED)  
      && Bars(_Symbol, _Period) > 100)
        trade.PositionClose(_Symbol, Slippage);
}

//---

// Select a position considering an account type: Netting or Hedging
bool SelectPosition()
{
    bool res=false;

    //--- select a position for a Hedging account
    if(IsHedging)
    {
        uint total=PositionsTotal();
        for(uint i=0; i<total; i++)
        {
            string position_symbol=PositionGetSymbol(i);
            if(_Symbol==position_symbol && EA_MAGIC==PositionGetInteger(POSITION_MAGIC))
            {
                res=true;
            }
        }
    }
}
break;
}

//--- select a position for a Netting account
else
{
    if(!PositionSelect(_Symbol))
        return(false);
    else
        return(PositionGetInteger(POSITION_MAGIC)==EA_MAGIC); //---check Magic number
}

//--- execution result
return(res);

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit(void)
{
    //--- set a trading type: Netting or Hedging
    IsHedging=((ENUM_ACCOUNT_MARGIN_MODE)AccountInfoInteger(ACCOUNT_MARGIN_MODE)==ACCOUNT_MARGIN_NETTING);
    //--- initialize an object for correct position control
    trade.SetExpertMagicNumber(EA_MAGIC);
    trade.SetMarginMode();
    trade.SetTypeFillingBySymbol(Symbol());
    trade.SetDeviationInPoints(Slippage);
    //--- create Moving Average indicator
    IndicatorHandle=iMA(_Symbol, Period, MovingPeriod, MovingShift, MODE_SMA, PRICE_CLOSE);
    if(IndicatorHandle==INVALID_HANDLE)
    {
        printf("Error creating iMA indicator");
        return(INIT_FAILED);
    }
    //--- ok
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick(void)
{
    //--- if a position is already opened, check the closing condition
    if(SelectPosition())
        CheckForClose();
    // check the position opening condition
    CheckForOpen();
    //---
}
# Event Handling

```csharp
//+------------------------------------------------------------------+
//| Tester function                                                  |
//+------------------------------------------------------------------+

double OnTester()
{
    //--- custom criterion optimization value (the higher, the better)
    double ret=0.0;
    //--- get trade results to the array
    double array[];
    double trades_volume;
    GetTradeResultsToArray(array,trades_volume);
    int trades=ArraySize(array);
    //--- if there are less than 10 trades, test yields no positive results
    if(trades<10)
        return (0);
    //--- average result per trade
    double average_pl=0;
    for(int i=0;i<ArraySize(array);i++)
    {
        average_pl+=array[i];
        average_pl/=trades;
    }
    //--- display the message for the single-test mode
    if(MQLInfoInteger(MQL_TESTER) && !MQLInfoInteger(MQL_OPTIMIZATION))
        PrintFormat("%s: Trades=%d, Average profit=%.2f", __FUNCTION__,trades,average_pl);
    //--- calculate linear regression ratios for the profit graph
    double a,b,std_error;
    double chart[];
    if(!CalculateLinearRegression(array,chart,a,b))
        return (0);
    //--- calculate the error of the chart deviation from the regression line
    if(!CalculateStdError(chart,a,b,std_error))
        return (0);
    //--- calculate the ratio of trend profits to the standard deviation
    ret=(std_error == 0.0) ? a*trades : a*trades/std_error;
    //--- return custom criterion optimization value
    return(ret);
}

//+------------------------------------------------------------------+
//| Get the array of profits/losses from deals                       |
//+------------------------------------------------------------------+

bool GetTradeResultsToArray(double &pl_results[]),double &volume)
{
    //--- request the complete trading history
    if(!HistorySelect(0,TimeCurrent()))
        return (false);
    uint total_deals=HistoryDealsTotal();
    volume=0;
    //--- set the initial size of the array with a margin - by the number of deals in hist
    ArrayResize(pl_results,total_deals);
    //--- counter of deals that fix the trading result - profit or loss
```
```cpp
int counter=0;
ulong ticket_history_deal=0;
//--- go through all deals
for(uint i=0;i<total_deals;i++)
{
    //--- select a deal
    if((ticket_history_deal=HistoryDealGetTicket(i))>0)
    {
        ENUM_DEAL_ENTRY deal_entry = (ENUM_DEAL_ENTRY)HistoryDealGetInteger(ticket_h:
        long deal_type =HistoryDealGetInteger(ticket_history_deal, DEAL Type);
        double deal_profit =HistoryDealGetDouble(ticket_history_deal, DEAL_PROFIT);
        double deal_volume =HistoryDealGetDouble(ticket_history_deal, DEAL_VOLUME);
        //--- we are only interested in trading operations
        if((deal_type!=DEAL_TYPE_BUY) && (deal_type!=DEAL_TYPE_SELL))
            continue;
        //--- only deals that fix profits/losses
        if(deal_entry!=DEAL_ENTRY_IN)
        {
            //--- write the trading result to the array and increase the counter of deals
            pl_results[counter]=deal_profit;
            volume+=deal_volume;
            counter++;
        }
    }
}
//--- set the final size of the array
ArrayResize(pl_results,counter);
return (true);
}
```

```cpp
bool CalculateLinearRegression(double &change[],double &chartline[],
    double &a_coef,double &b_coef)
{
    //--- check for data sufficiency
    if(ArraySize(change)<3)
        return (false);
    //--- create a chart array with an accumulation
    int N=ArraySize(change);
    ArrayResize(chartline,N);
    chartline[0]=change[0];
    for(int i=1;i<N;i++)
        chartline[i]=chartline[i-1]+change[i];
    //--- now, calculate regression ratios
    double x=0,y=0,x2=0,xy=0;
    for(int i=0;i<N;i++)
    {
        x=x+i;
```
```csharp
y=y+chartline[i];
xy=xy+i*chartline[i];
x2=x2+i*i;
}
a_coef=(N*xy-x*y)/(N*x2-x*x);
b_coef=(y-a_coef*x)/N;

//---
return (true);
}

//--- sum of error squares
double error=0;
int N=ArraySize(data);
if(N<2)
    return (false);
for(int i=0;i<N;i++)
    error+=MathPow(a_coef+i+b_coef-data[i],2);
std_err=MathSqrt(error/(N-2));

//---
return (true);
```

See also

**OnTesterInit**

The function is called in EAs when the TesterInit event occurs to perform necessary actions before optimization in the strategy tester. There are two function types.

The version that returns the result

```c
int OnTesterInit(void);
```

**Return Value**

`int` type value, zero means successful initialization of an EA launched on a chart before optimization starts.

The `OnTesterInit()` call that returns the execution result is recommended for use since it not only allows for program initialization, but also returns an error code in case of an early optimization stop. Return of any value other than **INIT_SUCCEEDED** (0) means an error, no optimization is launched.

The version without a result return is left only for compatibility with old codes. Not recommended for use

```c
void OnTesterInit(void);
```

**Note**

The TesterInit event is generated before EA optimization in the strategy tester starts. At this event, an EA having OnTesterDeinit() or OnTesterPass() event handler is automatically downloaded on a separate terminal chart. It has the symbol and the period that have been specified in the tester.

Such an event receives the TesterInit, TesterDeinit and TesterPass events, but not **Init**, **Deinit** and NewTick ones. Accordingly, all necessary logic for processing the results of each pass during optimization should be implemented in the OnTesterInit(), OnTesterDeinit() and OnTesterPass() handlers.

The result of each single pass during a strategy optimization can be passed via a frame from the OnTester() handler using the FrameAdd() function.

The OnTesterInit() function is used to initiate an Expert Advisor before start of optimization for further processing of optimization results. It is always used together with the OnTesterDeinit() handler.

The time for OnTesterInit() execution is limited. If it is exceeded, the EA is forcibly stopped, while the optimization itself is canceled. A message is displayed in the tester journal:

TesterOnTesterInit works too long. Tester cannot be initialized.

The example is taken from OnTick. The OnTesterInit() handler is added for setting optimization parameters:

```c
//+------------------------------------------------------------------+
//| OnTesterInit_Sample.mq5 |
//| Copyright 2018, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+------------------------------------------------------------------+
```

© 2000-2021, MetaQuotes Ltd
#property copyright "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Sample EA with the OnTesterInit() handler,"
#property description "in which values and limitations of "
#property description "inputs during optimization are set"

input double lots=0.1;  // volume in lots
input double kATR=3;    // signal candle length in ATR
input int ATRperiod=20;  // ATR indicator period
input int holdbars=8;    // number of bars to hold position on
input int slippage=10;   // allowable slippage
input bool revers=false; // reverse the signal?
input ulong EXPERT_MAGIC=0;  // EA's MagicNumber

//--- for storing the ATR indicator handle
int atr_handle;
//--- here we will store the last ATR values and the candle body
double last_atr, last_body;
datetime lastbar_timeopen;
double trade_lot;
//--- remember optimization start time
datetime optimization_start;
//--- for displaying duration on a chart after the end of optimization
string report;

//+------------------------------------------------------------------+
//| TesterInit function                                             |
//+------------------------------------------------------------------+
void OnTesterInit()
{
//--- set the values of inputs for optimization
ParameterSetRange("lots",false,0.1,0,0,0);
ParameterSetRange("kATR",true,3.0,1.0,0.3,7.0);
ParameterSetRange("ATRperiod",true,10,15,1,30);
ParameterSetRange("holdbars",true,5,3,1,15);
ParameterSetRange("slippage",false,10,0,0,0);
ParameterSetRange("revers",true,false,false,1,true);
ParameterSetRange("EXPERT_MAGIC",false,123456,0,0,0);

Print("Initial values and optimization parameter limitations are set");

//--- remember optimization start
optimization_start=TimeLocal();
report/StringFormat("%s: optimization launched at %s",__FUNCTION__,TimeToString(TimeLocal()),TIME_MINUTES|TIME_SECONDS);

//--- show messages on the chart and the terminal journal
Print(report);
Comment(report);
}
//---
void OnTesterDeinit()
{
//--- optimization duration
    string log_message=StringFormat("%s: optimization took %d seconds", 
    _FUNCTION_,TimeLocal()-optimization_start);

    PrintFormat(log_message);
    report=report+"\n\n"+log_message;
    Comment(report);
}

// Expert initialization function
int OnInit()
{
//--- initialize global variables
    last_atr=0;
    last_body=0;
//--- set the correct volume
    double min_lot=SymbolInfoDouble(_Symbol,SYMBOL_VOLUME_MIN);
    trade_lot=lots>min_lot? lots:min_lot;
//--- create ATR indicator handle
    atr_handle=iATR(_Symbol, _Period, ATRperiod);
    if(atr_handle==INVALID_HANDLE)
    {
        PrintFormat("%s: failed to create iATR, error code %d",__FUNCTION__,GetLastError);
        return(INIT_FAILED);
    }
//--- successful EA initialization
    return(INIT_SUCCEEDED);
}

// Expert tick function
void On Tick()
{
//--- trading signal
    static int signal=0; // +1 means a buy signal, -1 means a sell signal
//--- check and close old positions opened more than 'holdbars' bars ago
    ClosePositionsByBars(holdbars,slippage,EXPERIMENT_MAGIC);
//--- check for a new bar
    if(isNewBar())
    {
        //--- check for a signal presence
        signal=CheckSignal();
    }
//--- if a netting position is opened, skip the signal - wait till it closes
    if(signal!=0 && PositionsTotal()>0 && (NUM_ACCOUNT_MARGIN_MODE)AccountInfoInteger
signal=0;
return; // exit the NewTick event handler and do not enter the market before a new bar appears

//--- for a hedging account, each position is held and closed separately
if(signal!=0)
{
  //--- buy signal
  if(signal>0)
  {
    PrintFormat("%s: Buy signal! Revers-%s",__FUNCTION__,string(revers));
    if(Buy(trade_lot,slippage,EXPERT_MAGIC))
      signal=0;
  }
  //--- sell signal
  if(signal<0)
  {
    PrintFormat("%s: Sell signal! Revers-%s",__FUNCTION__,string(revers));
    if(Sell(trade_lot,slippage,EXPERT_MAGIC))
      signal=0;
  }
}

//--- OnTick function end
}

// Check for a new trading signal
int CheckSignal()
{
  //--- 0 means no signal
  int res=0;
  //--- get ATR value on a penultimate complete bar (the bar index is 2)
  double atr_value[1];
  if(CopyBuffer(atr_handle,0,2,1,atr_value)!=-1)
  {
    last_atr=atr_value[0];
    //--- get data on the last closed bar to the MqlRates type array
    MqlRates bar[1];
    if(CopyRates(_Symbol,_Period,1,1,bar)!=-1)
    {
      //--- calculate the bar body size on the last complete bar
      last_body=bar[0].close-bar[0].open;
      //--- if the body of the last bar (with index 1) exceeds the previous ATR va.
      if(MathAbs(last_body)>kATR*last_atr)
        res=last_body>0?1:-1; // positive value for the upward candle
      else
        PrintFormat("%s: Failed to receive the last bar! Error",__FUNCTION__,GetLastError());
    }
  }
  else
      PrintFormat("%s: Failed to receive the last bar! Error",__FUNCTION__,GetLastError());
}

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PrintFormat("%s: Failed to receive ATR indicator value! Error", __FUNCTION__, GetLastError());

//--- if reverse trading mode is enabled
res = reverse ? -res : res; // reverse the signal if necessary (return -1 instead of 1 and vice versa)
//--- return a trading signal value
return (res);

bool isNewBar(const bool print_log=true)
{
    static datetime bartime = 0; // store open time of the current bar
    //--- get open time of the zero bar
    datetime currbar_time = iTime(_Symbol, _Period, 0);
    //--- if open time changes, a new bar has arrived
    if (bartime != currbar_time)
    {
        bartime = currbar_time;
        lastbar_timeopen = bartime;
        //--- display data on open time of a new bar in the log
        if (print_log && !(MQLInfoInteger(MQL_OPTIMIZATION) || MQLInfoInteger(MQL_TESTER)))
        {
            //--- display a message with a new bar open time
            PrintFormat("%s: new bar on %s %s opened at %s", __FUNCTION__, _Symbol,
                        StringSubstr(EnumToString(_Period), 7),
                        TimeToString(TimeCurrent(), TIME_SECONDS));
            //--- get data on the last tick
            MqlTick last_tick;
            if (!SymbolInfoTick(_Symbol, last_tick))
                Print("SymbolInfoTick() failed, error = ", GetLastError());
            //--- display the last tick time up to milliseconds
            PrintFormat("Last tick was at %s.%03d",
                        TimeToString(last_tick.time, TIME_SECONDS), last_tick.time_msc % 1000);
        }
        //--- we have a new bar
        return (true);
    }
    //--- no new bar
    return (false);
}

bool Buy(double volume, ulong deviation=10, ulong magicnumber=0)
{
    //--- buy at a market price
    return (MarketOrder(ORDER_TYPE_BUY, volume, deviation, magicnumber));
}
bool Sell(double volume, ulong deviation=10, ulong magicnumber=0)
{
    //--- sell at a market price
    return (MarketOrder(ORDER_TYPE_SELL, volume, deviation, magicnumber));
}

void ClosePositionsByBars(int holdtimebars, ulong deviation=10, ulong magicnumber=0)
{
    int total=PositionsTotal(); // number of open positions
    //--- iterate over open positions
    for(int i=total-1; i>=0; i--)
    {
        //--- position parameters
        ulong position_ticket=PositionGetTicket(i);
        string position_symbol=PositionGetString(POSITION_SYMBOL);
        ulong magic=PositionGetInteger(POSITION_MAGIC);
        datetime position_open=(datetime)PositionGetInteger(POSITION_TIME);
        int bars=iBarShift(_Symbol, PERIOD_CURRENT, position_open)+1;

        //--- if a position's lifetime is already large, while MagicNumber and a symbol
        if(bars>holdtimebars & magic==magicnumber & position_symbol==_Symbol)
        {
            int digits=(int)SymbolInfoInteger(position_symbol, SYMBOL_DIGITS);
            double volume=PositionGetDouble(POSITION_VOLUME);
            ENUM POSITION_TYPE type=(ENUM POSITION_TYPE)PositionGetInteger(POSITION_TYPE);
            string str_type=StringSubstr(EnumToString(type),14);
            StringToLower(str_type); // lower the text case for correct message formatting
            PrintFormat("Close position #i\%s %s %.2f",
                position_ticket, position_symbol, str_type, volume);

            //--- set an order type and sending a trade request
            if(type==POSITION_TYPE_BUY)
                MarketOrder(ORDER_TYPE_SELL, volume, deviation, magicnumber, position_ticket);
            else
                MarketOrder(ORDER_TYPE_BUY, volume, deviation, magicnumber, position_ticket);
        }
    }
}

bool MarketOrder(ENUM ORDER_TYPE type, double volume, ulong slip, ulong magicnumber, ulong position_ticket)
{
    //--- declaring and initializing structures
    MqlTradeRequest request={};
    MqlTradeResult result={};
double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
if(type==ORDER_TYPE_BUY)
    price=SymbolInfoDouble(Symbol(),SYMBOL_ASK);

//--- request parameters
request.action = TRADE_ACTION_DEAL; // trading operation type
request.position = pos_ticket; // position ticket if close
request.symbol = Symbol(); // symbol
request.volume = volume; // volume
request.type = type; // order type
request.price = price; // trade price
request.deviation = slip; // allowable deviation from price
request.magic = magicnumber; // order MagicNumber

//--- send a request
if(!OrderSend(request,result))
{
    //--- display data on failure
    PrintFormat("OrderSend %s %s %.2f at %.5f error %d", request.symbol,EnumToString(type),volume,request.price,GetLastError

    return (false);
}

//--- inform of a successful operation
PrintFormat("retcode=%u deal=%I64u order=%I64u",result.retcode,result.deal,result.order);
return (true);

See also
**OnTesterDeinit**

The function is called in EAs when the **TesterDeinit** event occurs after EA optimization.

```c
void OnTesterDeinit(void);
```

**Return Value**

No return value

**Note**

The **TesterDeinit** event is generated after the end of EA optimization in the strategy tester.

An EA having OnTesterDeInit() or OnTesterPass() event handler is automatically downloaded on a separate terminal chart during the optimization start. It has the symbol and the period that have been specified in the tester. The function is designed for the final processing of all optimization results.

Keep in mind that optimization frames sent by test agents using the **FrameAdd()** function may come in bundles and take time to deliver. Therefore, not all frames, as well as **TesterPass** events, may arrive and be processed in **OnTesterPass()** before the end of optimization. If you want to receive all belated frames in OnTesterDeinit(), place the code block using the **FrameNext()** function.

**See also**

OnTesterPass

The function is called in EAs when the TesterPass event occurs for handling a new data frame during EA optimization.

```c
void OnTesterPass(void);
```

Return Value

No return value

Note

The TesterPass event is generated automatically when receiving a frame during an Expert Advisor optimization in the strategy tester.

An EA having OnTesterDeInit() or OnTesterPass() event handler is automatically downloaded on a separate terminal chart during the optimization start. It has the symbol and the period that have been specified in the tester. The function is meant for handling frames received from test agents during optimization. The frame containing test results should be sent from the OnTester() handler using the FrameAdd() function.

Keep in mind that optimization frames sent by test agents using the FrameAdd() function may come in bundles and take time to deliver. Therefore, not all frames, as well as TesterPass events, may arrive and be processed in OnTesterPass() before the end of optimization. If you want to receive all belated frames in OnTesterDeInit(), place the code block using the FrameNext() function.

After completing OnTesterDeInit() optimization, it is possible to sort all received frames again using the FrameFirst()/FrameFilter and FrameNext() functions.

See also

Testing trading strategies, Working with optimization results, OnTesterInit, OnTesterDeInit, FrameFirst, FrameFilter, FrameNext, FrameInputs
### Getting Market Information

These are functions intended for receiving information about the market state.

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<td>Returns a structure array MqlBookInfo containing records of the Depth of Market of a specified symbol</td>
</tr>
</tbody>
</table>
SymbolsTotal

Returns the number of available (selected in Market Watch or all) symbols.

```c
int SymbolsTotal(
    bool selected   // True - only symbols in MarketWatch
);
```

Parameters

`selected`

[in] Request mode. Can be true or false.

Return Value

If the `selected` parameter is true, the function returns the number of symbols selected in MarketWatch. If the value is false, it returns the total number of all symbols.
SymbolExist

Checks if a symbol with a specified name exists.

```cpp
bool SymbolExist(
    const string name,  // symbol name
    bool& is_custom    // custom symbol property
);
```

Parameters

- **name**
  - [in] Symbol name.

- **is_custom**
  - [out] Custom symbol property set upon successful execution. If true, the detected symbol is a custom one.

Return Value

If false, the symbol is not found among standard and custom ones.

See also

- `SymbolsTotal`, `SymbolSelect`, `Custom symbols`
SymbolName

Returns the name of a symbol.

```c
string SymbolName(
    int pos,       // number in the list
    bool selected  // true - only symbols in MarketWatch
);```

Parameters

pos

[in] Order number of a symbol.

selected

[in] Request mode. If the value is true, the symbol is taken from the list of symbols selected in MarketWatch. If the value is false, the symbol is taken from the general list.

Return Value

Value of string type with the symbol name.
SymbolSelect

Selects a symbol in the Market Watch window or removes a symbol from the window.

```cpp
bool SymbolSelect(
    string name, // symbol name
    bool select  // add or remove
);
```

**Parameters**

- **name**
  - [in] Symbol name.

- **select**
  - [in] Switch. If the value is false, a symbol should be removed from MarketWatch, otherwise a symbol should be selected in this window. A symbol can't be removed if the symbol chart is open, or there are open positions for this symbol.

**Return Value**

In case of failure returns false.
## SymbolIsSynchronized

The function checks whether data of a selected symbol in the terminal are synchronized with data on the trade server.

```cpp
bool SymbolIsSynchronized(
    string name,       // symbol name
);
```

### Parameters

**name**

[in] Symbol name.

### Return value

If data are synchronized, returns 'true'; otherwise returns 'false'.

### See also

[SymbolInfoInteger](#), [Organizing Data Access](#)
SymbolInfoDouble

Returns the corresponding property of a specified symbol. There are 2 variants of the function.

1. Immediately returns the property value.

```c
double SymbolInfoDouble(
    string name,     // symbol
    ENUM_SYMBOL_INFO_DOUBLE prop_id); // identifier of the property
```

2. Returns true or false depending on whether a function is successfully performed. In case of success, the value of the property is placed into a recipient variable, passed by reference by the last parameter.

```c
bool SymbolInfoDouble(
    string name,     // symbol
    ENUM_SYMBOL_INFO_DOUBLE prop_id, // identifier of the property
double& double_var); // here we accept the property value
```

Parameters

- **name**
  
  [in] Symbol name.

- **prop_id**
  
  [in] Identifier of a symbol property. The value can be one of the values of the `ENUM_SYMBOL_INFO_DOUBLE` enumeration.

- **double var**
  
  [out] Variable of double type receiving the value of the requested property.

Return Value

The value of double type. In case of execution failure, information about the error can be obtained using `GetLastError()` function:

- 5040 - invalid string parameter for specifying a symbol name,
- 4301 - unknown symbol (financial instrument),
- 4302 - symbol is not selected in “Market Watch” (not found in the list of available ones),
- 4303 - invalid identifier of a symbol property.

Note

It is recommended to use `SymbolInfoTick()` if the function is used for getting information about the last tick. It may well be that not a single quote has appeared yet since the terminal is connected to a trading account. In such a case, the requested value will be indefinite.

In most cases, it is enough to use `SymbolInfoTick()` function allowing a user to receive the values of Ask, Bid, Last, Volume and the time of the last tick’s arrival during a single call.

The `SymbolInfoMarginRate()` function provides data on the amount of charged margin depending on the order type and direction.
Example:

```cpp
void OnTick()
{
    //--- obtain spread from the symbol properties
    bool spreadfloat=SymbolInfoInteger(Symbol(),SYMBOL_SPREAD_FLOAT);
    string comm=StringFormat("Spread %s = %I64d points\n", 
        spreadfloat?"floating":"fixed",
        SymbolInfoInteger(Symbol(),SYMBOL_SPREAD));

    //--- now let's calculate the spread by ourselves
    double ask=SymbolInfoDouble(Symbol(),SYMBOLASK);
    double bid=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    double spread=ask-bid;
    int spread_points=(int)MathRound(spread/ SymbolInfoDouble(Symbol(),SYMBOL_POINT));
    comm=comm+"Calculated spread = "+(string)spread_points+" points";
    Comment(comm);
}
```
**SymbolInfoInteger**

Returns the corresponding property of a specified symbol. There are 2 variants of the function.

1. Immediately returns the property value.

   ```
   long SymbolInfoInteger(
       string name,       // symbol
       ENUM_SYMBOL_INFO_INTEGER prop_id  // identifier of a property
   );
   ```

2. Returns true or false depending on whether a function is successfully performed. In case of success, the value of the property is placed into a recipient variable, passed by reference by the last parameter.

   ```
   bool SymbolInfoInteger(
       string name,       // symbol
       ENUM_SYMBOL_INFO_INTEGER prop_id, // identifier of a property
       long& long_var    // here we accept the property value
   );
   ```

**Parameters**

- `name`  
  [in] Symbol name.

- `prop_id`  
  [in] Identifier of a symbol property. The value can be one of the values of the `ENUM_SYMBOL_INFO_INTEGER` enumeration.

- `long var`  
  [out] Variable of the long type receiving the value of the requested property.

**Return Value**

The value of long type. In case of execution failure, information about the error can be obtained using `GetLastError()` function:

- 5040 - invalid string parameter for specifying a symbol name,
- 4301 - unknown symbol (financial instrument),
- 4302 - symbol is not selected in “Market Watch” (not found in the list of available ones),
- 4303 - invalid identifier of a symbol property.

**Note**

It is recommended to use `SymbolInfoTick()` if the function is used for getting information about the last tick. It may well be that not a single quote has appeared yet since the terminal is connected to a trading account. In such a case, the requested value will be indefinite.

In most cases, it is enough to use `SymbolInfoTick()` function allowing a user to receive the values of Ask, Bid, Last, Volume and the time of the last tick’s arrival during a single call.

**Example:**
void OnTick()
{
    //--- obtain spread from the symbol properties
    bool spreadfloat=SymbolInfoInteger(Symbol(),SYMBOL_SPREAD_FLOAT);
    string comm=StringFormat("Spread %s = %I64d points\n",
                              spreadfloat?"floating":"fixed",
                              SymbolInfoInteger(Symbol(),SYMBOL_SPREAD));
    //--- now let's calculate the spread by ourselves
    double ask=SymbolInfoDouble(Symbol(),SYMBOL_ASK);
    double bid=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    double spread=ask-bid;
    int spread_points=(int)MathRound(spread/SymbolInfoDouble(Symbol(),SYMBOL_POINT));
    comm+="Calculated spread = "+(string)spread_points+" points";
    Comment(comm);
}
SymbolInfoString

Returns the corresponding property of a specified symbol. There are 2 variants of the function.

1. Immediately returns the property value.

```c
string SymbolInfoString(
    string name,       // Symbol
    ENUM_SYMBOL_INFO_STRING prop_id, // Property identifier
);
```

2. Returns true or false, depending on the success of a function. If successful, the value of the property is placed in a placeholder variable passed by reference in the last parameter.

```c
bool SymbolInfoString(
    string name,       // Symbol
    ENUM_SYMBOL_INFO_STRING prop_id, // Property identifier
    string& string_var // here we accept the property value
);
```

Parameters

name
[in] Symbol name.

prop_id
[in] Identifier of a symbol property. The value can be one of the values of the ENUM_SYMBOL_INFO_STRING enumeration.

string_var
[out] Variable of the string type receiving the value of the requested property.

Return Value

The value of string type. In case of execution failure, information about the error can be obtained using GetLastError() function:

- 5040 - invalid string parameter for specifying a symbol name,
- 4301 - unknown symbol (financial instrument),
- 4302 - symbol is not selected in "Market Watch" (not found in the list of available ones),
- 4303 - invalid identifier of a symbol property.

Note

It is recommended to use SymbolInfoTick() if the function is used for getting information about the last tick. It may well be that not a single quote has appeared yet since the terminal is connected to a trading account. In such a case, the requested value will be indefinite.

In most cases, it is enough to use SymbolInfoTick() function allowing a user to receive the values of Ask, Bid, Last, Volume and the time of the last tick's arrival during a single call.
SymbolInfoMarginRate

Returns the margin rates depending on the order type and direction.

```c++
bool SymbolInfoMarginRate(
    string name,  // symbol name
    ENUM_ORDER_TYPE order_type,  // order type
    double& initial_margin_rate,  // initial margin rate
    double& maintenance_margin_rate  // maintenance margin rate
);
```

**Parameters**

- **name**
  
  [in] Symbol name.

- **order_type**
  
  [in] Order type.

- **initial_margin_rate**
  
  [in] A `double` type variable for receiving an initial margin rate. Initial margin is a security deposit for 1 lot deal in the appropriate direction. Multiplying the rate by the initial margin, we receive the amount of funds to be reserved on the account when placing an order of the specified type.

- **maintenance_margin_rate**
  
  [out] A `double` type variable for receiving a maintenance margin rate. Maintenance margin is a minimum amount for maintaining an open position of 1 lot in the appropriate direction. Multiplying the rate by the maintenance margin, we receive the amount of funds to be reserved on the account after an order of the specified type is activated.

**Return Value**

Returns true if request for properties is successful, otherwise false.
SymbolInfoTick

The function returns current prices of a specified symbol in a variable of the MqlTick type.

```cpp
bool SymbolInfoTick(
    string symbol,    // symbol name
    MqlTick& tick     // reference to a structure
);
```

Parameters

symbol

[in] Symbol name.

tick

[out] Link to the structure of the MqlTick type, to which the current prices and time of the last price update will be placed.

Return Value

The function returns true if successful, otherwise returns false.
## SymbolInfoSessionQuote

Allows receiving time of beginning and end of the specified quoting sessions for a specified symbol and day of week.

```cpp
bool SymbolInfoSessionQuote(
    string name, // symbol name
    ENUM_DAY_OF_WEEK day_of_week, // day of the week
    uint session_index, // session index
    datetime& from, // time of the session beginning
    datetime& to // time of the session end
);
```

### Parameters

**name**

[in] Symbol name.

**ENUM_DAY_OF_WEEK**

[in] Day of the week, value of enumeration `ENUM_DAY_OF_WEEK`.

**uint**

[in] Ordinal number of a session, whose beginning and end time we want to receive. Indexing of sessions starts with 0.

**from**

[out] Session beginning time in seconds from 00 hours 00 minutes, in the returned value date should be ignored.

**to**

[out] Session end time in seconds from 00 hours 00 minutes, in the returned value date should be ignored.

### Return Value

If data for the specified session, symbol and day of the week are received, returns true, otherwise returns false.

### See also

* Symbol Properties, TimeToStruct, Data Structures*
SymbolInfoSessionTrade

Allows receiving time of beginning and end of the specified trading sessions for a specified symbol and day of week.

```cpp
bool SymbolInfoSessionTrade(
    string name,          // symbol name
    ENUM_DAY_OF_WEEK day_of_week,  // day of the week
    uint session_index,   // session index
    datetime& from,       // session beginning time
    datetime& to          // session end time
);
```

**Parameters**

**name**

[in] Symbol name.

**ENUM_DAY_OF_WEEK**

[in] Day of the week, value of enumeration `ENUM_DAY_OF_WEEK`.

**uint**

[in] Ordinal number of a session, whose beginning and end time we want to receive. Indexing of sessions starts with 0.

**from**

[out] Session beginning time in seconds from 00 hours 00 minutes, in the returned value date should be ignored.

**to**

[out] Session end time in seconds from 00 hours 00 minutes, in the returned value date should be ignored.

**Return value**

If data for the specified session, symbol and day of the week are received, returns true, otherwise returns false.

**See also**

Symbol Properties, TimeToStruct, Data Structures
MarketInfo

MarketBookAdd

Provides opening of Depth of Market for a selected symbol, and subscribes for receiving notifications of the DOM changes.

```cpp
bool MarketBookAdd(
    string symbol // symbol
);
```

Parameters

symbol

[in] The name of a symbol, whose Depth of Market is to be used in the Expert Advisor or script.

Return Value

The true value if opened successfully, otherwise false.

Note

Normally, this function must be called from the OnInit() function or in the class constructor. To handle incoming alerts, in the Expert Advisor program must contain the function void OnBookEvent(string symbol).

See also

Structure of Depth of Market, Structures and Classes
**MarketBookRelease**

Provides closing of Depth of Market for a selected symbol, and cancels the subscription for receiving notifications of the DOM changes.

```cpp
bool MarketBookRelease(
    string symbol  // symbol
);
```

**Parameters**

`symbol`

[in] Symbol name.

**Return Value**

The true value if closed successfully, otherwise false.

**Note**

Normally, this function must be called from the `OnDeinit()` function, if the corresponding `MarketBookAdd()` function has been called in the `OnInit()` function. Or it must be called from the class destructor, if the corresponding `MarketBookAdd()` function has been called from the class constructor.

**See also**

Structure of Depth of Market, Structures and Classes
MarketBookGet

Returns a structure array MqlBookInfo containing records of the Depth of Market of a specified symbol.

```c
bool MarketBookGet(
    string symbol,   // symbol
    MqlBookInfo& book[] // reference to an array
);
```

Parameters

- **symbol**
  
  [in] Symbol name.

- **book[]**
  
  [in] Reference to an array of Depth of Market records. The array can be pre-allocated for a sufficient number of records. If a dynamic array hasn't been pre-allocated in the operating memory, the client terminal will distribute the array itself.

Return Value

Returns true in case of success, otherwise false.

Note

The Depth of Market must be pre-opened by the MarketBookAdd() function.

Example:

```c
MqlBookInfo priceArray[];
bool getBook=MarketBookGet(NULL,priceArray);
if(getBook)
{
    int size=ArraySize(priceArray);
    Print("MarketBookInfo for ",Symbol());
    for(int i=0;i<size;i++)
    {
        Print(i+:",priceArray[i].price
          +"  Volume = "+priceArray[i].volume,
        " type = ",priceArray[i].type);
    }
}
else
{
    Print("Could not get contents of the symbol DOM ",Symbol());
}
```

See also

- Structure of Depth of Market
- Structures and Classes
Economic Calendar

Economic calendar functions

This section describes the functions for working with the economic calendar available directly in the MetaTrader platform. The economic calendar is a ready-made encyclopedia featuring descriptions of macroeconomic indicators, their release dates and degrees of importance. Relevant values of macroeconomic indicators are sent to the MetaTrader platform right at the moment of publication and are displayed on a chart as tags allowing you to visually track the required indicators by countries, currencies and importance.

All functions for working with the economic calendar use the trade server time (TimeTradeServer). This means that the time in the MqlCalendarValue structure and the time inputs in the CalendarValueHistoryByEvent/CalendarValueHistory functions are set in a trade server timezone, rather than a user's local time.

Economic calendar functions allow conducting the auto analysis of incoming events according to custom importance criteria from a perspective of necessary countries/currencies.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>CalendarCountryById</td>
<td>Get a country description by its ID</td>
</tr>
<tr>
<td>CalendarEventById</td>
<td>Get an event description by its ID</td>
</tr>
<tr>
<td>CalendarValueById</td>
<td>Get an event value description by its ID</td>
</tr>
<tr>
<td>CalendarCountries</td>
<td>Get the array of country names available in the calendar</td>
</tr>
<tr>
<td>CalendarEventByCountry</td>
<td>Get the array of descriptions of all events available in the calendar by a specified country code</td>
</tr>
<tr>
<td>CalendarEventByCurrency</td>
<td>Get the array of descriptions of all events available in the calendar by a specified currency</td>
</tr>
<tr>
<td>CalendarValueHistoryByEvent</td>
<td>Get the array of values for all events in a specified time range by an event ID</td>
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<tr>
<td>CalendarValueHistory</td>
<td>Get the array of values for all events in a specified time range with the ability to sort by country and/or currency</td>
</tr>
<tr>
<td>CalendarValueLastByEvent</td>
<td>Get the array of event values by its ID since the calendar database status with a specified change_id</td>
</tr>
<tr>
<td>CalendarValueLast</td>
<td>Get the array of values for all events with the ability to sort by country and/or currency since the calendar database status with a specified change_id</td>
</tr>
</tbody>
</table>
**CalendarCountryById**

Get a country description by its ID.

```cpp
bool CalendarCountryById(
    const long country_id, // country ID
    MqlCalendarCountry& country // variable for receiving a country description
);```

**Parameters**

- `country_id`
  

- `country`
  
  [out] `MqlCalendarCountry` type variable for receiving a country description.

**Return Value**

Returns true if successful, otherwise - false. To get information about an error, call the `GetLastError()` function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 5402 - ERR.Calendar NO DATA (country is not found),
- 5401 - ERR.Calendar_TIMEOUT (request time limit exceeded).

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- get the list of countries from the economic calendar
    MqlCalendarCountry countries[];
    int count=CalendarCountries(countries);
    //--- check the result
    if(count==0)
        PrintFormat("CalendarCountries() returned 0! Error %d",GetLastError());
    //--- if there are two or more countries
    if(count>=2)
    {
        MqlCalendarCountry country;
        //--- now get a country description by its ID
        if(CalendarCountryById(countries[1].id, country))
        {
            //--- prepare a country description
            string descr="id = "+IntegerToString(country.id)+"\n";
            descr+=("name = " + country.name+"\n");
            descr+=("code = " + country.code+"\n");
            descr+=("currency = " + country.currency+"\n");
            descr+=("currency_symbol = " + country.currency_symbol+"\n");
```
Economic Calendar

descr+="url_name = " + country.url_name);
//--- display a country description
Print(descr);
}
else
    Print("CalendarCountryById() failed. Error ", GetLastError());
//---
/*
Result:
id = 999
name = European Union
code = EU
currency = EUR
currency_symbol = €
url_name = european-union
*/

See also
CalendarCountries, CalendarEventByCountry
CalendarEventById

Get an event description by its ID.

```cpp
bool CalendarEventById(ulong event_id, // event ID
                       MqlCalendarEvent& event // variable for receiving an event description);
```

**Parameters**

- `event_id`  
  [in] Event ID.

- `event`  
  [out] `MqlCalendarEvent` type variable for receiving an event description.

**Return Value**

Returns true if successful, otherwise - false. To get information about an error, call the `GetLastErrorMessage()` function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 5402 - ERR.Calendar.NO_DATA (country is not found),
- 5401 - ERR.Calendar.TIMEOUT (request time limit exceeded).

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
  //--- country code for Germany (ISO 3166-1 Alpha-2)
  string germany_code="DE";
  //--- get Germany events
  MqlCalendarEvent events[];
  int events_count=CalendarEventByCountry(germany_code,events);
  //--- display Germany events in the Journal
  if(events_count>0)
  {
    PrintFormat("Germany events: %d",events_count);
    ArrayPrint(events);
  }
  else
  {
    PrintFormat("Failed to receive events for the country code %s, error %d",
                 germany_code,GetLastError());
    //--- script early completion
    return;
  }
  //--- get description of the last event from the events[] array
```

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```csharp
MqlCalendarEvent event;
ulong event_id = events[events_count - 1].id;
if (CalendarEventById(event_id, event))
{
    MqlCalendarCountry country;
    CalendarCountryById(event.country_id, country);
    PrintFormat("Event description with event_id=%d received", event_id);
    PrintFormat("Country: %s (country code = %d)", country.name, event.country_id);
    PrintFormat("Event name: %s", event.name);
    PrintFormat("Event code: %s", event.event_code);
    PrintFormat("Event importance: %s", EnumToString((ENUM_CAPEVENT_IMPORTANCE)event.importance));
    PrintFormat("Event type: %s", EnumToString((ENUM_CAPEVENT_TYPE)event.type));
    PrintFormat("Event sector: %s", EnumToString((ENUM_CAPEVENT_SECTOR)event.sector));
    PrintFormat("Event release mode: %s", EnumToString((ENUM_CAPEVENT_TIMEMODE)event.time_mode));
    PrintFormat("Event measurement unit: %s", EnumToString((ENUM_CAPEVENT_UNIT)event.unit));
    PrintFormat("Number of decimal places: %d", event.digits);
    PrintFormat("Event multiplier: %s", EnumToString((ENUM_CAPEVENT_MULTIPLIER)event.multiplier));
    PrintFormat("Source URL: %s", event.source_url);
}
else
    PrintFormat("Failed to get event description for event_d=%s, error %d", event_id, GetLastError());
/*
Result:

Germany events: 50
[ id] [type] [sector] [frequency] [time_mode] [country_id] [unit] [import: 
[ 0] 2760100001 1 6 2 0 276 1
[ 1] 2760100002 1 6 2 0 276 1
[ 2] 2760100003 1 4 2 0 276 1
[ 3] 2760100004 1 4 2 0 276 1
....
[47] 2765000001 1 8 2 0 276 0
[48] 2765000002 1 8 2 0 276 0
[49] 2765000003 1 8 2 0 276 0

Event description with event_id=276500003 received
Country: Germany (country code = 276)
Event name: Markit Composite PMI
Event code: markit-composite-pmi
Event importance: CALENDAR_IMPORTANCE_MODERATE
Event type: CALENDAR_TYPE_INDICATOR
Event sector: CALENDAR_SECTOR_BUSINESS
Event frequency: CALENDAR_FREQUENCY_MONTH
Event release mode: CALENDAR_TIMEMODE_DATETIME
Event measurement unit: CALENDAR_UNIT_NONE
Number of decimal places: 1
Value multiplier: CALENDAR_MULTIPLIER_NONE
Source URL: https://www.markiteconomics.com
```
Economic Calendar

See also

CalendarEventByCountry, CalendarEventByCurrency, CalendarValueById
CalendarValueById

Get an event value description by its ID.

```csharp
bool CalendarValueById(
    ulong value_id,     // event value ID
    MqlCalendarValue& value); // variable for receiving an event value
```

**Parameters**

- `value_id` [in] Event value ID.
- `value` [out] `MqlCalendarValue` type variable for receiving an event description. See the example of handling calendar events.

**Return Value**

Returns true if successful, otherwise - false. To get information about an error, call the `GetLastError()` function. Possible errors:
- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 5402 - ERR_CALENDAR_NO_DATA (country is not found),
- 5401 - ERR_CALENDAR_TIMEOUT (request time limit exceeded).

**Note**

All functions for working with the economic calendar use the trade server time (TimeTradeServer). This means that the time in the `MqlCalendarValue` structure and the time inputs in the `CalendarValueHistoryById`, `CalendarValueHistoryByEvent`, `CalendarValueHistory`, `CalendarValueLastByEvent` and `CalendarValueLast` functions are set in a trade server timezone, rather than a user's local time.

The `MqlCalendarValue` structure provides methods for checking and setting values from the actual_value, forecast_value, prev_value and revised_prev_value fields. If no value is specified, the field stores `LONG_MIN` (−9223372036854775808).

Please note that the values stored in these fields are multiplied by one million. It means that when you receive values in `MqlCalendarValue` using functions `CalendarValueById`, `CalendarValueHistoryById`, `CalendarValueHistory`, `CalendarValueLastByEvent` and `CalendarValueLast`, you should check if the field values are equal to `LONG_MIN`; if a value is specified in a field, then you should divide the value by 1,000,000 in order to get the value. Another method to get the values is to check and to get values using the functions of the `MqlCalendarValue` structure.

**Example:**

```csharp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- country code for Japan (ISO 3166-1 Alpha-2)
```
```
string japan_code="JP";
//--- set the boundaries of the interval we take the events from
datetime date_from=D'01.01.2018';  // take all events from 2018
datetime date_to=0;           // 0 means all known events, including the ones
//--- get the array of the Japan event values
MqlCalendarValue values[];
int values_count=CalendarValueHistory(values,date_from,date_to,japan_code);
//--- move along the detected event values
if(values_count>0)
{
    PrintFormat("Number of values for Japan events: %d",values_count);
    //--- delete all "empty" values (actual_value==-9223372036854775808)
    for(int i=values_count-1;i>=0;i--)
    {
        if(values[i].actual_value==-9223372036854775808)
            ArrayRemove(values,i,1);
    }
    PrintFormat("Number of values after deleting empty ones: %d",ArraySize(values));
}
else
{
    PrintFormat("Failed to receive events for the country code %s, error %d",japan_code,GetLastError());
    //--- script early completion
    return;
}
//--- leave no more than 10 values in the values[] array
if(ArraySize(values)>10)
{
    PrintFormat("Reduce the list of values to 10 and display them");
    ArrayRemove(values,0,ArraySize(values)-10);
}
ArrayPrint(values);
//--- now let's display how to get an event value description based on the known value_id
for(int i=0;i<ArraySize(values);i++)
{
    MqlCalendarValue value;
    CalendarValueById(values[i].id,value);
    PrintFormat("%d: value_id=%d value=%d impact=%s", 
                i,values[i].id,value.actual_value,EnumToString(ENUM_CA"
```
Display brief data on event values based on value_id
0: value_id=56500 value=900000 impact=CALENDAR_IMPACT_POSITIVE
1: value_id=56501 value=700000 impact=CALENDAR_IMPACT_NA
2: value_id=56502 value=1100000 impact=CALENDAR_IMPACT_POSITIVE
3: value_id=56544 value=1630000 impact=CALENDAR_IMPACT_POSITIVE
4: value_id=55887 value=400000 impact=CALENDAR_IMPACT_NEGATIVE
5: value_id=55888 value=-1800000 impact=CALENDAR_IMPACT_POSITIVE
6: value_id=55889 value=200000 impact=CALENDAR_IMPACT_NA
7: value_id=55948 value=1400000 impact=CALENDAR_IMPACT_POSITIVE
8: value_id=55949 value=-1000000 impact=CALENDAR_IMPACT_NEGATIVE
9: value_id=55949 value=-1000000 impact=CALENDAR_IMPACT_NEGATIVE

See also
CalendarValueHistoryByEvent, CalendarValueHistory, CalendarValueLastByEvent, CalendarValueLast
**CalendarCountries**

Get the array of country names available in the Calendar.

```c
int CalendarCountries(
    MqlCalendarCountry& countries[]
) // array for receiving a list of Calendar
```

**Parameters**

`countries[]`

[out] An array of `MqlCalendarCountry` type for receiving all Calendar countries' descriptions.

**Return Value**

Number of received descriptions. To get information about an error, call the `GetLastError()` function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 5401 - ERRCALENDAR_TIMEOUT (request time limit exceeded),
- 5400 - ERRCALENDAR_MORE_DATA (array size is insufficient for receiving descriptions of all countries, only the ones that managed to fit in were received).

**Example:**

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- get the list of countries from the economic calendar
    MqlCalendarCountry countries[];
    int count=CalendarCountries(countries);
    //--- display the array in the Journal
    if(count>0)
        ArrayPrint(countries);
    else
        PrintFormat("CalendarCountries() returned 0! Error %d",GetLastError());
/*
Result:
```
<table>
<thead>
<tr>
<th>id</th>
<th>name</th>
<th>code</th>
<th>currency</th>
<th>currency_symbol</th>
<th>url_name</th>
<th>reserved</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>&quot;Worldwide&quot;</td>
<td>&quot;WW&quot;</td>
<td>&quot;ALL&quot;</td>
<td>&quot;&quot;</td>
<td>&quot;worldwide&quot;</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>&quot;European Union&quot;</td>
<td>&quot;EU&quot;</td>
<td>&quot;EUR&quot;</td>
<td>&quot;€&quot;</td>
<td>&quot;european-union&quot;</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>&quot;United States&quot;</td>
<td>&quot;US&quot;</td>
<td>&quot;USD&quot;</td>
<td>&quot;$&quot;</td>
<td>&quot;united-states&quot;</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>&quot;Canada&quot;</td>
<td>&quot;CA&quot;</td>
<td>&quot;CAD&quot;</td>
<td>&quot;$&quot;</td>
<td>&quot;canada&quot;</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>&quot;Australia&quot;</td>
<td>&quot;AU&quot;</td>
<td>&quot;AUD&quot;</td>
<td>&quot;$&quot;</td>
<td>&quot;australia&quot;</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>&quot;New Zealand&quot;</td>
<td>&quot;NZ&quot;</td>
<td>&quot;NZD&quot;</td>
<td>&quot;$&quot;</td>
<td>&quot;new-zealand&quot;</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>&quot;Japan&quot;</td>
<td>&quot;JP&quot;</td>
<td>&quot;JPY&quot;</td>
<td>&quot;¥&quot;</td>
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<td>&quot;CN&quot;</td>
<td>&quot;CNY&quot;</td>
<td>&quot;¥&quot;</td>
<td>&quot;china&quot;</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>&quot;United Kingdom&quot;</td>
<td>&quot;GB&quot;</td>
<td>&quot;GBP&quot;</td>
<td>&quot;$&quot;</td>
<td>&quot;united-kingdom&quot;</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>&quot;Switzerland&quot;</td>
<td>&quot;CH&quot;</td>
<td>&quot;CHF&quot;</td>
<td>&quot;F&quot;</td>
<td>&quot;switzerland&quot;</td>
<td></td>
</tr>
</tbody>
</table>
```
### Economic Calendar

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>276</td>
<td>&quot;Germany&quot;</td>
<td>&quot;DE&quot;</td>
<td>&quot;EUR&quot;</td>
</tr>
<tr>
<td>11</td>
<td>250</td>
<td>&quot;France&quot;</td>
<td>&quot;FR&quot;</td>
<td>&quot;EUR&quot;</td>
</tr>
<tr>
<td>12</td>
<td>380</td>
<td>&quot;Italy&quot;</td>
<td>&quot;IT&quot;</td>
<td>&quot;EUR&quot;</td>
</tr>
<tr>
<td>13</td>
<td>724</td>
<td>&quot;Spain&quot;</td>
<td>&quot;ES&quot;</td>
<td>&quot;EUR&quot;</td>
</tr>
<tr>
<td>14</td>
<td>76</td>
<td>&quot;Brazil&quot;</td>
<td>&quot;BR&quot;</td>
<td>&quot;BRL&quot;</td>
</tr>
<tr>
<td>15</td>
<td>410</td>
<td>&quot;South Korea&quot;</td>
<td>&quot;KR&quot;</td>
<td>&quot;KRW&quot;</td>
</tr>
</tbody>
</table>

See also

[CalendarEventByCountry](#), [CalendarCountryById](#)
CalendarEventByCountry

Get the array of descriptions of all events available in the Calendar by a specified country code.

```cpp
int CalendarEventByCountry(  
    string country_code,  // country code name (ISO 3166-1 alpha-2)  
    MqlCalendarEvent& events[]  // variable for receiving the description array
);
```

**Parameters**

- `country_code`
  - [in] Country code name (ISO 3166-1 alpha-2)

- `events[]`
  - [out] `MqlCalendarEvent` type array for receiving descriptions of all events for a specified country.

**Return Value**

Number of received descriptions. To get information about an error, call the `GetLastError()` function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 4004 - ERR_NOT_ENOUGH_MEMORY (not enough memory for executing a request),
- 5401 - ERR_CALENDAR_TIMEOUT (request time limit exceeded),
- errors of failed execution of `ArrayResize()`

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()  
{  
    //--- country code for EU (ISO 3166-1 Alpha-2)  
    string EU_code="EU";
    //--- get EU events  
    MqlCalendarEvent events[];  
    int events_count=CalendarEventByCountry(EU_code,events);  
    //--- display EU events in the Journal  
    if(events_count>0)  
    {  
        PrintFormat("EU events: %d",events_count);  
        ArrayPrint(events);  
    }
    //---
    }  
/*  
Result:  
EU events: 56  
[ id ] [type] [country_id] [unit] [importance] [multiplier] [digits] [event_code]  
[ 0] 999010001 0 999 0 2 0 0 "ECB"
```
Economic Calendar

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<tbody>
<tr>
<td>[1]</td>
<td>999010002</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>[2]</td>
<td>999010003</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>[3]</td>
<td>999010004</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>[4]</td>
<td>999010005</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>[5]</td>
<td>999010006</td>
<td>1</td>
<td>999</td>
<td>1</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>[6]</td>
<td>999010007</td>
<td>1</td>
<td>999</td>
<td>1</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>[7]</td>
<td>999010008</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>[8]</td>
<td>999010009</td>
<td>1</td>
<td>999</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>[9]</td>
<td>999010010</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>[10]</td>
<td>999010011</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>

...
CalendarEventByCurrency

Get the array of descriptions of all events available in the Calendar by a specified currency.

```c
int CalendarEventByCurrency(
    const string currency,   // country currency code name
    MqlCalendarEvent& events[] // variable for receiving the description array
);
```

**Parameters**

- `currency`  

- `events[]`  
  [out] `MqlCalendarEvent` type array for receiving descriptions of all events for a specified currency.

**Return Value**

Number of received descriptions. To get information about an error, call the `GetLastError()` function. Possible errors:

- `4001` - `ERR_INTERNAL_ERROR` (general runtime error),
- `4004` - `ERR_NOT_ENOUGH_MEMORY` (not enough memory for executing a request),
- `5401` - `ERR_CALLAR_TIMEOUT` (request time limit exceeded),
- errors of failed execution of `ArrayResize()`

**Example:**

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- declare the array for receiving economic calendar events
    MqlCalendarEvent events[];
    //--- get EU currency events
    int count = CalendarEventByCurrency("EUR", events);
    Print("count = ", count);
    //--- 10 events are sufficient for the current example
    if(count>10)
    ArrayResize(events,10);
    //--- display events in the Journal
    ArrayPrint(events);
}
/*
Result:
[|id|type|country_id|unit|importance|
[0]999010001 0 999 0 2 "https://www.ecb.europa.eu/h
[1]999010002 0 999 0 2 "https://www.ecb.europa.eu/h
```

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# Economic Calendar

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</table>

*See also*

[CalendarEventByld](#), [CalendarEventByCountry](#)
### CalendarValueHistoryByEvent

Get the array of values for all events in a specified time range by an event ID.

```csharp
bool CalendarValueHistoryByEvent(
    ulong event_id, // event ID
    MqlCalendarValue[] values[], // array for value descriptions
    datetime datetime_from, // left border of a time range
    datetime datetime_to=0 // right border of a time range
);
```

#### Parameters
- `event_id` [in] Event ID.
- `values[]` [out] `MqlCalendarValue` type array for receiving event values. See the example of handling calendar events.
- `datetime_from` [in] Initial date of a time range events are selected from by a specified ID, while `datetime_from < datetime_to`.
- `datetime_to=0` [in] End date of a time range events are selected from by a specified ID. If the `datetime_to` is not set (or is 0), all event values beginning from the specified `datetime_from` date in the Calendar database are returned (including the values of future events).

#### Return Value
Returns true if successful, otherwise - false. To get information about an error, call the `GetLastError()` function. Possible errors:
- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 4004 - ERR_NOT_ENOUGH_MEMORY (not enough memory for executing a request),
- 5401 - ERR_CALEDAR_TIMEOUT (request time limit exceeded),
- 5400 - ERR_CALEDAR_MORE_DATA (array size is insufficient for receiving descriptions of all values, only the ones that managed to fit in were received),
- errors of failed execution of `ArrayResize()`

The `MqlCalendarValue` structure provides methods for checking and setting values from the actual_value, forecast_value, prev_value and revised_prev_value fields. If no value is specified, the field stores `LONG_MIN` (-9223372036854775808).

Please note that the values stored in these field are multiplied by one million. It means that when you receive values in `MqlCalendarValue` using functions `CalendarValueById`, `CalendarValueHistoryByEvent`, `CalendarValueHistory`, `CalendarValueLastByEvent` and `CalendarValueLast`, you should check if the field values are equal to `LONG_MIN`; if a value is specified in a field, then you should divide the value by 1,000,000 in order to get the value. Another method to get the values is to check and to get values using the functions of the `MqlCalendarValue` structure.

### Note

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All functions for working with the economic calendar use the trade server time (TimeTradeServer). This means that the time in the MqlCalendarValue structure and the time inputs in the CalendarValueHistoryByEvent/CalendarValueHistory functions are set in a trade server timezone, rather than a user’s local time.

Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- country code for EU (ISO 3166-1 Alpha-2)
    string EU_code="EU";
    //--- get EU events
    MqlCalendarEvent events[];
    int events_count=CalendarEventByCountry(EU_code,events);
    //--- display EU events in the Journal
    if(events_count>0)
    {
        PrintFormat("EU events: %d",events_count);
        //--- reduce the event list, 10 events are sufficient for analysis
        ArrayResize(events,10);
        ArrayPrint(events);
    }
    //--- see that the "ECB Interest Rate Decision" event has event_id=999010007
    ulong event_id=events[6].id;       // the event's ID may change in the Calendar, so
    string event_name=events[6].name;  // name of a Calendar event
    PrintFormat("Get values for event_name=%s event_id=%d",event_name,event_id);
    //--- get all values of the "ECB Interest Rate Decision" event
    MqlCalendarValue values[];
    //--- set the boundaries of the interval we take the events from
    datetime date_from=0;              // take all events from the beginning of the available
    datetime date_to=D'01.01.2016';     // take events not older than 2016
    if(CalendarValueHistoryByEvent(event_id,values,date_from,date_to))
    {
        PrintFormat("Received values for %s: %d",
                     event_name,ArraySize(values));
        //--- reduce the value list, 10 events are sufficient for analysis
        ArrayResize(values,10);
        ArrayPrint(values);
    }
    else
    {
        PrintFormat("Error! Failed to get values for event_id=%d",event_id);
        PrintFormat("Error code: %d",GetLastError());
    }
} //---
```
Economic Calendar

/**
  
  Result:
  
  EU events: 56

  [id] [type] [sector] [frequency] [time_mode] [country_id] [unit] [importance]
  [0] 999010001 0 5 0 0 999 0
  [1] 999010002 0 5 0 0 999 0
  [2] 999010003 0 5 0 0 999 0
  [3] 999010004 0 5 0 0 999 0
  [4] 999010005 0 5 0 0 999 0
  [5] 999010006 1 5 0 0 999 1
  [6] 999010007 1 5 0 0 999 1
  [7] 999010008 0 5 0 0 999 0
  [8] 999010009 1 5 0 0 999 2
  [9] 999010010 0 5 0 0 999 0

  Get values for event_name=ECB Interest Rate Decision event_id=999010007

  Received ECB Interest Rate Decision event values: 102

  [id] [event_id] [time] [period] [revision] [actual_value]
  [0] 2776 999010007 2007.03.08 11:45:00 00:00:00 0 3750
  [1] 2777 999010007 2007.05.10 11:45:00 00:00:00 0 3750
  [2] 2778 999010007 2007.06.06 11:45:00 00:00:00 0 4000
  [3] 2779 999010007 2007.07.05 11:45:00 00:00:00 0 4000
  [4] 2780 999010007 2007.08.02 11:45:00 00:00:00 0 4000
  [5] 2781 999010007 2007.09.06 11:45:00 00:00:00 0 4000
  [6] 2782 999010007 2007.10.04 11:45:00 00:00:00 0 4000
  [7] 2783 999010007 2007.11.08 12:45:00 00:00:00 0 4000
  [8] 2784 999010007 2007.12.06 12:45:00 00:00:00 0 4000
  [9] 2785 999010007 2008.01.10 12:45:00 00:00:00 0 4000

*/

See also

CalendarCountries, CalendarEventByCountry, CalendarValueHistory, CalendarEventById,
CalendarValueById
CalendarValueHistory

Get the array of values for all events in a specified time range with the ability to sort by country and/or currency.

```c++
bool CalendarValueHistory(
    MqlCalendarValue& values[], // array for value descriptions
    datetime datetime_from, // left border of a time range
    datetime datetime_to=0 // right border of a time range
    const string country_code=NULL, // country code name (ISO 3166-1 alpha-2)
    const string currency=NULL // country currency code name
);```

**Parameters**

- `values[]` [out] MqlCalendarValue type array for receiving event values. See the example of handling calendar events.
- `datetime from` [in] Initial date of a time range events are selected from by a specified ID, while `datetime_from < datetime_to`.
- `datetime to=0` [in] End date of a time range events are selected from by a specified ID. If the `datetime_to` is not set (or is 0), all event values beginning from the specified `datetime_from` date in the Calendar database are returned (including the values of future events).
- `country_code=NULL` [in] Country code name (ISO 3166-1 alpha-2)

**Return Value**

Returns true if successful, otherwise - false. To get information about an error, call the `GetLastError()` function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 4004 - ERR_NOT_ENOUGH_MEMORY (not enough memory for executing a request),
- 5401 - ERRCALENDAR_TIMEOUT (request time limit exceeded),
- 5400 - ERRCALENDAR_MORE_DATA (array size is insufficient for receiving descriptions of all values, only the ones that managed to fit in were received),
- errors of failed execution of `ArrayResize()`

**Note**

All functions for working with the economic calendar use the trade server time (`TimeTradeServer`). This means that the time in the MqlCalendarValue structure and the time inputs in the CalendarValueHistoryByEvent/CalendarValueHistory functions are set in a trade server timezone, rather than a user’s local time.
If the events[] array of fixed length was passed to the function and there was not enough space to save the entire result, the ERR_CALENDAR_MORE_DATA (5400) error is activated.

If the datetime_to is not set (or is 0), all event values beginning from the specified datetime_from date in the Calendar database are returned (including the values of future events).

For the country_code and currency filters, NULL and "" values are equivalent and mean the absence of the filter.

For country_code, the code field of the MqlCalendarCountry structure, for example "US", "RU" or "EU", should be used.

For currency, the currency field of the MqlCalendarCountry structure, for example "USD", "RUB" or "EUR", should be used.

The filters are applied by conjunction, i.e. logical AND is used to select only the values of events both conditions (country and currency) are simultaneously met for.

The MqlCalendarValue structure provides methods for checking and setting values from the actual_value, forecast_value, prev_value and revised_prev_value fields. If no value is specified, the field stores LONG_MIN (-9223372036854775808).

Please note that the values stored in these field are multiplied by one million. It means that when you receive values in MqlCalendarValue using functions CalendarValueById, CalendarValueHistoryByEvent, CalendarValueHistory, CalendarValueLastByEvent and CalendarValueLast, you should check if the field values are equal to LONG_MIN; if a value is specified in a field, then you should divide the value by 1,000,000 in order to get the value. Another method to get the values is to check and to get values using the functions of the MqlCalendarValue structure.

Example:

```c++
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- country code for EU (ISO 3166-1 Alpha-2)
    string EU_code="EU";
    //--- get all EU event values
    MqlCalendarValue values[];
    //--- set the boundaries of the interval we take the events from
    datetime date_from="01.01.2018"; // take all events from 2018
    datetime date_to=0; // 0 means all known events, including the ones
    //--- request EU event history since 2018 year
    if(CalendarValueHistory(values,date_from,date_to,EU_code))
    {
        PrintFormat("Received event values for country_code=%s: %d", EU_code,ArraySize(values));
        //--- decrease the size of the array for outputting to the Journal
        ArrayResize(values,10);
        //--- display event values in the Journal
        ArrayPrint(values);
    }
```


**CalendarValueLastByEvent**

Get the array of event values by its ID since the Calendar database status with a specified change_id.

```c
int CalendarValueLastByEvent(
    ulong event_id,    // event ID
    ulong& change_id,  // Calendar change ID
    MqlCalendarValue& values[]  // array for value descriptions
);
```

**Parameters**

- **event_id**
  - [in] Event ID.

- **change_id**
  - [in][out] Change ID.

- **values[]**
  - [out] *MqlCalendarValue* type array for receiving event values. See the [example of handling calendar events](#).

**Return Value**

Number of received event values. To get information about an error, call the *GetLastError()* function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 4004 - ERR_NOT_ENOUGH_MEMORY (not enough memory for executing a request),
- 5401 - ERRCALENDAR_TIMEOUT (request time limit exceeded),
- 5400 - ERRCALENDAR_MORE_DATA (array size is insufficient for receiving descriptions of all values, only the ones that managed to fit in were received),
- errors of failed execution of *ArrayResize()*

**Note**

All functions for working with the economic calendar use the trade server time (*TimeTradeServer*). This means that the time in the *MqlCalendarValue* structure and the time inputs in the *CalendarValueHistoryByEvent*/ CalendarValueHistory functions are set in a trade server timezone, rather than a user’s local time.

If the *events[]* array of fixed length was passed to the function and there was not enough space to save the entire result, the ERRCALENDAR_MORE_DATA (5400) error is activated.

If *change_id = 0* is passed to the function, the function always returns zero but the current calendar database is returned to *change_id*.

The function returns the array for a specified news and a new *change_id* that can be used for subsequent calls of the function to receive the new values of the news. Thus, it is possible to update values for a specified news by calling this function with the last known *change_id*.

The *MqlCalendarValue* structure provides methods for checking and setting values from the actual_value, forecast_value, prev_value and revised_prev_value fields. If no value is specified, the field stores *LONG_MIN* (-9223372036854775808).
Please note that the values stored in these fields are multiplied by one million. It means that when you receive values in `MqCalendarValue` using functions `CalendarValueById`, `CalendarValueHistoryByEvent`, `CalendarValueHistory`, `CalendarValueLastById` and `CalendarValueLast`, you should check if the field values are equal to `LONG_MIN`; if a value is specified in a field, then you should divide the value by 1,000,000 in order to get the value. Another method to get the values is to check and to get values using the functions of the `MqCalendarValue` structure.

The sample EA listening for the Nonfarm payrolls report release:

```c
#property description "Example of using the CalendarValueLastById function"
#property description " for tracking the release of the Nonfarm Payrolls report."
#property description "To achieve this, get the current change ID"
#property description " of the Calendar database. Then, use this ID to receive"
#property description " only new events via the timer survey"

int OnInit()
{
    //--- create timer
    EventSetTimer(60);
    //---
    return(INIT_SUCCEEDED);
}

void OnDeinit(const int reason)
{
    //--- destroy timer
    EventKillTimer();
    //---
}

void OnTick()
{
    //---
}

void OnTimer()
{
    //--- Calendar database change ID
    static ulong calendar_change_id=0;
    //--- first launch attribute
    static bool first=true;
```
//--- event ID
static ulong event_id=0;
//--- event name
static string event_name=NULL;
//--- event value array
MqlCalendarValue values[];
//--- perform initialization - get the current calendar_change_id
if(first)
{
    MqlCalendarEvent events[];
    //--- country code for USA (ISO 3166-1 Alpha-2)
    string USA_code="US";
    //--- get events for USA
    int events_count=CalendarEventByCountry(USA_code,events);
    //--- position of a necessary event in the 'events' array
    int event_pos=-1;
    //--- display USA events in the Journal
    if(events_count>0)
    {
        PrintFormat("$s: USA events: %d",__FUNCTION__,events_count);
        for(int i=0;i<events_count;i++)
        {
            string event_name_low=events[i].name;
            //--- change an event name to lower case
            if(!StringToLower(event_name_low))
            {
                PrintFormat("StringToLower() returned %d error",GetLastError());
                //--- exit the function ahead of time
                return;
            }
            //--- look for the "Nonfarm Payrolls" event
            if(StringFind(event_name_low,"nonfarm payrolls")!=-1)
            {
                //--- event found, remember its ID
                event_id=events[i].id;
                //--- write the "Nonfarm Payrolls" event name
                event_name=events[i].name;
                //--- remember the events' position in the 'events[]' array
                event_pos=i;
                //--- keep in mind that the Calendar features several events containing
                PrintFormat("Event \"Nonfarm Payrolls\" found: event_id=%d event_name=");
                //--- view all the events by commenting out the 'break' operator to better understand this example
                break;
            }
        }
        //--- reduce the list by deleting events after "Nonfarm Payrolls"
        ArrayRemove(events,event_pos+1);
        //--- leave 9 events before "Nonfarm Payrolls" for more convenient analysis
        ArrayRemove(events,0,event_pos-9);
    }
}
ArrayPrint(events);

else
{
    PrintFormat("%s: Calendar Event By Country(%s) returned 0 events, error code=%d",
        USA_code, __FUNCTION__, GetLastError());
    //--- operation completed in a failure, try again during the next call of the
    return;
}

//--- get the Calendar database change ID for the specified event
if(CalendarValueLastByEvent(event_id, calendar_change_id, values)>0)
{
   //--- this code block cannot be executed during the first launch but let's add
   PrintFormat("%s: Received the Calendar database current ID: change_id=%d",
        __FUNCTION__, calendar_change_id);
   //--- set the flag and exit before the timer’s next event
   first=false;
   return;
}
else
{
   //--- data are not received (this is normal for the first launch), check for
   int error_code=GetLastError();
   if(error_code==0)
   {
      PrintFormat("%s: Received the Calendar database current ID: change_id=%d",
        __FUNCTION__, calendar_change_id);
      //--- set the flag and exit before the timer’s next event
      first=false;
      //--- now we have the calendar_change_id value
      return;
   }
   else
   {
      //--- and this is really an error
      PrintFormat("%s: Failed to get values for event_id=%d", __FUNCTION__, event_
      PrintFormat("Error code: %d", error_code);
      //--- operation completed in a failure, try again during the next call of
      return;
   }
}

//--- we have the last known value of the Calendar change ID (change_id)
ulong old_change_id=calendar_change_id;
//--- check for a new Nonfarm Payrolls event value
if(CalendarValueLastByEvent(event_id, calendar_change_id, values)>0)
{


PrintFormat("%s: Received new events for \"%s\": %d",
__FUNCTION__, event_name, ArraySize(values));

//--- display data from the 'values' array in the Journal
ArrayPrint(values);

//--- display the values of the previous and new Calendar IDs in the Journal
PrintFormat("%s: Previous change_id=%d, new change_id=%d",
__FUNCTION__, old_change_id, calendar_change_id);

/*
write your code that is to handle "Nonfarm Payrolls" data release here
*/
}

Result:
OnTimer: USA events: 202
Event "Nonfarm Payrolls" found: event_id=840030016  event_name=Nonfarm Payrolls

[0] 840030007    1    4    2    0    840    1
[1] 840030008    1    4    2    0    840    1
[2] 840030009    1    4    2    0    840    0
[3] 840030010    1    4    2    0    840    0
[4] 840030011    1    4    2    0    840    1
[5] 840030012    1    4    2    0    840    1
[6] 840030013    1    4    2    0    840    1
[7] 840030014    1    4    2    0    840    1
[8] 840030015    1    3    2    0    840    1
[9] 840030016    1    3    2    0    840    4

OnTimer: Received the Calendar database current ID: change_id=33986560

*/

See also
CalendarValueLast, CalendarValueHistory, CalendarValueHistoryByEvent, CalendarValueById
**CalendarValueLast**

Get the array of values for all events with the ability to sort by country and/or currency since the calendar database status with a specified change_id.

```csharp
int CalendarValueLast(
    ulong change_id, // change ID
    MsgCalendarValue& values[], // array for value descriptions
    const string country_code=NULL, // country code name (ISO 3166-1 alpha-2)
    const string currency=NULL // country currency code name
);
```

**Parameters**

- **change_id**
  - [in][out] Change ID.

- **values[]**
  - [out] `MsgCalendarValue` type array for receiving event values. See the [example of handling calendar events](https://www.metaquotes.net/mql5/doc примеры обработки событий).

- **country_code=NULL**
  - [in] Country code name (ISO 3166-1 alpha-2)

- **currency=NULL**
  - [in] Country currency code name.

**Return Value**

Number of received event values. To get information about an error, call the `GetLastError()` function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 4004 - ERR_NOT_ENOUGH_MEMORY (not enough memory for executing a request),
- 5401 - ERRCALENDAR_TIMEOUT (request time limit exceeded),
- 5400 - ERRCALENDAR_MORE_DATA (array size is insufficient for receiving descriptions of all values, only the ones that managed to fit in were received),
- errors of failed execution of `ArrayResize()`

**Note**

All functions for working with the economic calendar use the trade server time (`TimeTradeServer`). This means that the time in the `MsgCalendarValue` structure and the time inputs in the `CalendarValueHistoryByEvent`/`CalendarValueHistory` functions are set in a trade server timezone, rather than a user’s local time.

If the `events[]` array of fixed length was passed to the function and there was not enough space to save the entire result, the ERRCALENDAR_MORE_DATA (5400) error is activated.

If `change_id = 0` is passed to the function, you will get the current `change_id` of the calendar database to that parameter; and the function returns 0.

For the `country_code` and `currency` filters, NULL and “” values are equivalent and mean the absence of the filter.
For country_code, the code field of the MqlCalendarCountry structure, for example “US”, “RU” or “EU”, should be used.

For currency, the currency field of the MqlCalendarCountry structure, for example “USD”, “RUB” or “EUR”, should be used.

The filters are applied by conjunction, i.e. logical AND is used to select only the values of events both conditions (country and currency) are simultaneously met for.

The function returns the array for a specified news and a new change_id that can be used for subsequent calls of the function to receive the new values of the news. Thus, it is possible to update values for a specified news by calling this function with the last known change_id.

The MqlCalendarValue structure provides methods for checking and setting values from the actual_value, forecast_value, prev_value and revised_prev_value fields. If no value is specified, the field stores LONG_MIN (-922372036854775808).

Please note that the values stored in these field are multiplied by one million. It means that when you receive values in MqlCalendarValue using functions CalendarValueById, CalendarValueHistoryByEvent, CalendarValueHistory, CalendarValueLastByEvent and CalendarValueLast, you should check if the field values are equal to LONG_MIN; if a value is specified in a field, then you should divide the value by 1,000,000 in order to get the value. Another method to get the values is to check and to get values using the functions of the MqlCalendarValue structure.

The sample EA listening for the economic calendar events:

```c++
int OnInit()
{
    //--- create timer
    EventSetTimer(60);
    //---
    return(INIT_SUCCEEDED);
}
```

```c++
void OnDeinit(const int reason)
{
    //--- destroy timer
    EventKillTimer();
    //---
}
```
void OnTick()
{

}

//--- Calendar database change ID
static ulong calendar_change_id=0;
//--- first launch attribute
static bool first=true;
//--- event value array
MqlCalendarValue values[];
//--- perform initialization - get the current calendar_change_id
if(first)
{
    //--- get the Calendar database change ID
    if(CalendarValueLast(calendar_change_id,values)>0)
    {
        //--- this code block cannot be executed during the first launch but let's add it anyway
        PrintFormat("%s: Received the Calendar database current ID: change_id=%d",
            __FUNCTION__,calendar_change_id);
        //--- set the flag and exit before the timer's next event
        first=false;
        return;
    }
    else
    {
        //--- data are not received (this is normal for the first launch), check for
        int error_code=GetLastError();
        if(error_code==0)
        {
            PrintFormat("%s: Received the Calendar database current ID: change_id=%d",
                __FUNCTION__,calendar_change_id);
            //--- set the flag and exit before the timer's next event
            first=false;
            //--- now we have the calendar_change_id value
            return;
        }
        else
        {
            //--- and this is really an error
            PrintFormat("%s: Failed to get events in CalendarValueLast. Error code: %d",
                __FUNCTION__,error_code);
            //--- operation completed in a failure, re-initialize during the next call
        }
    }
}

return;
}
}

//--- we have the last known value of the Calendar change ID (change_id)
ulong old_change_id=calendar_change_id;
//--- check if there are new Calendar events
if(CalendarValueLast(calendar_change_id,values)>0)
{
    printf("%s: Received new Calendar events: %d", __FUNCTION__, ArraySize(values));
    //--- display data from the 'values' array in the Journal
    ArrayPrint(values);
    //--- display the values of the previous and new Calendar IDs in the Journal
    printf("%s: Previous change_id=%d, new change_id=%d", __FUNCTION__, old_change_id, calendar_change_id);
    //--- display new events in the Journal
    ArrayPrint(values);
    /*
    write your code that is to handle occurrence of events here
    */
}

/* Example of the listener operation:
OnTimer: Received the Calendar database current ID: change_id=33281792
OnTimer: Received new events for the Calendar: 1
[ id] [event_id] [time] [period] [revision] [actual_value]
[0] 91040  76020013 2019.03.20 15:30:00 1970.01.01 00:00:00 0 -507
OnTimer: Previous change_id=33281792, new change_id=33282048
[ id] [event_id] [time] [period] [revision] [actual_value]
[0] 91040  76020013 2019.03.20 15:30:00 1970.01.01 00:00:00 0 -507
OnTimer: Received new events for the Calendar: 1
[ id] [event_id] [time] [period] [revision] [actual_value]
[0] 91041  76020013 2019.03.27 15:30:00 1970.01.01 00:00:00 0 -9223372036854775808
OnTimer: Previous change_id=33282048, new change_id=33282560
[ id] [event_id] [time] [period] [revision] [actual_value]
[0] 91041  76020013 2019.03.27 15:30:00 1970.01.01 00:00:00 0 -9223372036854775808
*/

See also
CalendarValueLast, CalendarValueHistory, CalendarValueHistoryByEvent, CalendarValueById
Access to Timeseries and Indicator Data

These are functions for working with timeseries and indicators. A timeseries differs from the usual data array by its reverse ordering - elements of timeseries are indexed from the end of an array to its begin (from the most recent data to the oldest ones). To copy the time-series values and indicator data, it’s recommended to use dynamic arrays only, because copying functions are designed to allocate the necessary size of arrays that receive values.

There is an important exception to this rule: if timeseries and indicator values need to be copied often, for example at each call of OnTick() in Expert Advisors or at each call of OnCalculate() in indicators, in this case one should better use statically distributed arrays, because operations of memory allocation for dynamic arrays require additional time, and this will have effect during testing and optimization.

When using functions accessing timeseries and indicator values, indexing direction should be taken into account. This is described in the Indexing Direction in Arrays, Buffers and Timeseries section.

Access to indicator and timeseries data is implemented irrespective of the fact whether the requested data are ready (the so called asynchronous access). This is critically important for the calculation of custom indicator, so if there are no data, functions of Copy...() type immediately return an error. However, when accessing form Expert Advisors and scripts, several attempts to receive data are made in a small pause, which is aimed at providing some time necessary to download required timeseries or to calculate indicator values.

The Organizing Data Access section describes details of receiving, storing and requesting price data in the MetaTrader 5 client terminal.

It is historically accepted that an access to the price data in an array is performed from the end of the data. Physically, the new data are always written at the array end, but the index of the array is always
equal to zero. The 0 index in the timeseries array denotes data of the current bar, i.e. the bar that corresponds to the unfinished time interval in this timeframe.

A timeframe is the time period, during which a single price bar is formed. There are 21 predefined standard timeframes.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
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<tbody>
<tr>
<td>SeriesInfoInteger</td>
<td>Returns information about the state of historical data</td>
</tr>
<tr>
<td>Bars</td>
<td>Returns the number of bars count in the history for a specified symbol and period</td>
</tr>
<tr>
<td>BarsCalculated</td>
<td>Returns the number of calculated data in an indicator buffer or -1 in the case of error (data hasn't been calculated yet)</td>
</tr>
<tr>
<td>IndicatorCreate</td>
<td>Returns the handle to the specified technical indicator created by an array of MqlParam type parameters</td>
</tr>
<tr>
<td>IndicatorParameters</td>
<td>Based on the specified handle, returns the number of input parameters of the indicator, as well as the values and types of the parameters</td>
</tr>
<tr>
<td>IndicatorRelease</td>
<td>Removes an indicator handle and releases the calculation block of the indicator, if it's not used by anyone else</td>
</tr>
<tr>
<td>CopyBuffer</td>
<td>Gets data of a specified buffer from a specified indicator into an array</td>
</tr>
<tr>
<td>CopyRates</td>
<td>Gets history data of the Rates structure for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyTime</td>
<td>Gets history data on bar opening time for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyOpen</td>
<td>Gets history data on bar opening price for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyHigh</td>
<td>Gets history data on maximal bar price for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyLow</td>
<td>Gets history data on minimal bar price for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyClose</td>
<td>Gets history data on bar closing price for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyTickVolume</td>
<td>Gets history data on tick volumes for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyRealVolume</td>
<td>Gets history data on trade volumes for a specified symbol and period into an array</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CopySpread</td>
<td>Gets history data on spreads for a specified symbol and period into an array</td>
</tr>
<tr>
<td>CopyTicks</td>
<td>Gets ticks in the MqlTick format into ticks_array</td>
</tr>
<tr>
<td>CopyTicksRange</td>
<td>Gets ticks in the MqlTick format within the specified date range to ticks_array</td>
</tr>
<tr>
<td>iBars</td>
<td>Returns the number of bars of a corresponding symbol and period, available in history</td>
</tr>
<tr>
<td>iBarShift</td>
<td>Returns the index of the bar corresponding to the specified time</td>
</tr>
<tr>
<td>iClose</td>
<td>Returns the Close price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
<tr>
<td>iHigh</td>
<td>Returns the High price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
<tr>
<td>iHighest</td>
<td>Returns the index of the highest value found on the corresponding chart (shift relative to the current bar)</td>
</tr>
<tr>
<td>iLow</td>
<td>Returns the Low price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
<tr>
<td>iLowest</td>
<td>Returns the index of the smallest value found on the corresponding chart (shift relative to the current bar)</td>
</tr>
<tr>
<td>iOpen</td>
<td>Returns the Open price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
<tr>
<td>iTime</td>
<td>Returns the opening time of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
<tr>
<td>iTickVolume</td>
<td>Returns the tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
<tr>
<td>iRealVolume</td>
<td>Returns the real volume of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
<tr>
<td>iVolume</td>
<td>Returns the tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
</tr>
</tbody>
</table>
**Function** | **Action**  
---|---
\( \text{iSpread} \) | Returns the spread value of the bar (indicated by the 'shift' parameter) on the corresponding chart  

Despite the fact that by using the `ArraySetAsSeries()` function it is possible to set up in **arrays** access to elements like that in timeseries, it should be remembered that the array elements are physically stored in one and the same order - only indexing direction changes. To demonstrate this fact let's perform an example:

```c
datetime TimeAsSeries[];
//--- set access to the array like to a timeseries
    ArraySetAsSeries(TimeAsSeries, true);
    ResetLastError();
    int copied=CopyTime(NULL,0,0,10,TimeAsSeries);
    if(copied<=0)
    {
        Print("The copy operation of the open time values for last 10 bars has failed");
        return;
    }
    Print("TimeCurrent =",TimeCurrent());
    Print("ArraySize(Time) =",ArraySize(TimeAsSeries));
    int size=ArraySize(TimeAsSeries);
    for(int i=0;i<size;i++)
    {
        Print("TimeAsSeries["+i+"] =",TimeAsSeries[i]);
    }

datetime ArrayNotSeries[];
    ArraySetAsSeries(ArrayNotSeries, false);
    ResetLastError();
    copied=CopyTime(NULL,0,0,10,ArrayNotSeries);
    if(copied<=0)
    {
        Print("The copy operation of the open time values for last 10 bars has failed");
        return;
    }
    size=ArraySize(ArrayNotSeries);
    for(int i=size-1;i>=0;i--)
    {
        Print("ArrayNotSeries["+i+"] =",ArrayNotSeries[i]);
    }
```

As a result we will get the output like this:

| TimeCurrent = 2009.06.11 14:16:23 |
| ArraySize(Time) = 10 |
| TimeAsSeries[0] = 2009.06.11 14:00:00 |
| TimeAsSeries[1] = 2009.06.11 13:00:00 |
As we see from the output, as the index of TimeAsSeries array increases, the time value of the index decreases, i.e. we move from the present to the past. For the common array ArrayNotSeries the result is different - as index grows, we move from past to present.

See Also

- [ArrayIsDynamic](#)
- [ArrayGetAsSeries](#)
- [ArraySetAsSeries](#)
- [ArrayIsSeries](#)
Indexing Direction in Arrays, Buffers and Timeseries

The default indexing of all arrays and indicator buffers is left to right. The index of the first element is always equal to zero. Thus, the very first element of an array or indicator buffer with index 0 is by default on the extreme left position, while the last element is on the extreme right position.

An indicator buffer is a dynamic array of type double, whose size is managed by the client terminals, so that it always corresponds to the number of bars the indicator is calculated on. A usual dynamic array of type double is assigned as an indicator buffer using the SetIndexBuffer() function. Indicator buffers do not require setting of their size using function ArrayResize() - this will be done by the executing system of the terminal.

Timeseries are arrays with reverse indexing, i.e. the first element of a timeseries is in the extreme right position, and the last element is in the extreme left position. Timeseries being used for storing history price data and contain the time information, we can say that the newest data are placed in the extreme right position of the timeseries, while the oldest data are in the extreme left position.

So the timeseries element with index 0 contains the information about the latest quote of a symbol. If a timeseries contains data on a daily timeframe, data of the current yet uncompleted day are located on the zero position, and the position with index 1 contains yesterday data.

Changing the Indexing Direction

Function ArraySetAsSeries() allows changing the method of accessing elements of a dynamic array; the physical order of data storing in the computer memory is not changed at that. This function simply changes the method of addressing array elements, so when copying one array to another using function ArrayCopy(), the contents of the recipient array will not depend on the indexing direction in the source array.

Direction of indexing cannot be changed for statically distributed arrays. Even if an array was passed as a parameter to a function, attempts to change the indexing direction inside this function will bring no effect.

For indicator buffers, like for usual arrays, indexing direction can also be set as backward (like in timeseries), i.e. reference to the zero position in the indicator buffer will mean reference to the last value on the corresponding indicator buffer and this will correspond to the value of the indicator on the latest bar. Still, the physical location of indicator bars will be unchanged.

Receiving Price Data in Indicators

Each custom indicator must necessarily contain the OnCalculate() function, to which price data required for calculating values in indicator buffers are passed. Indexing direction in these passed arrays can be found out using function ArrayGetAsSeries().

Arrays passed to the function reflect price data, i.e. these arrays have the sign of a timeseries and function ArrayIsSeries() will return true when checking these arrays. However, in any case indexing direction should be checked only by function ArrayGetAsSeries().

In order not to be dependent on default values, ArraySetAsSeries() should be unconditionally called for the arrays you are going to work with, and set the required direction.

Receiving Price Data and Indicator Values
Default indexing direction of all arrays in Expert Advisors, indicators and scripts is left-to-right. If necessary, in any mt5 program you can request timeseries values on any symbol and timeframe, as well as values of indicators calculated on any symbol and timeframe.

Use functions Copy...() for these purposes:

- **CopyBuffer** - copy values of an indicator buffer to an array of double type;
- **CopyRates** - copy price history to an array of structures MqlRates;
- **CopyTime** - copy Time values to an array of datetime type;
- **CopyOpen** - copy Open values to an array of double type;
- **CopyHigh** - copy High values to an array of double type;
- **CopyLow** - copy Low values to an array of double type;
- **CopyClose** - copy Close values to an array of double type;
- **CopyTickVolume** - copy tick volumes to an array of long type;
- **CopyRealVolume** - copy equity volumes to a long type array;
- **CopySpread** - copy the spread history to an array of int type;

All these functions work in a similar way. Let’s consider the data obtaining mechanism on the example of CopyBuffer(). It is implied that the indexing direction of requested data is that of timeseries, and the position with index 0 (zero) stores data of the current yet uncompleted bar. In order to get access to these data we need to copy the necessary volume of data into the recipient array, e.g. into array buffer.

When copying we need to specify the starting position in the source array, starting from which data will be copied to the recipient array. In case of success, the specified number of elements will be copied to the recipient array from the source array (from the indicator buffer in this case). Irrespective of the indexing value set in the recipient array, copying is always performed as is shown in the above figure.

If it is expected that price data will be handled in a loop with a large number of iterations, it is advisable that you check the fact of forced program termination using the IsStopped() function:

```c
int copied=CopyBuffer(ma_handle, // Indicator handle 0, // The index of the indicator buffer 0, // Start position for copying number, // Number of values to copy Buffer // The array that receives the values
```
if (copied<0) return;
int k=0;
while (k<copied && !IsStopped())
{
    //--- Get the value for the k index
    double value=Buffer[k];
    // ...
    // work with value
    k++;
}

Example:

input int per=10; // period of the exponent
int ma_handle; // indicator handle
//+------------------------------------------------------------------+
//| Expert initiali
iz
ation function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //---
    ma_handle=iMA(_Symbol,0,per,0,MODE_EMA,PRICE_CLOSE);
    //---
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    //---
    double ema[10];
    int copied=CopyBuffer(ma_handle, // indicator handle
                          0,       // index of the indicator buffer
                          0,       // starting position to copy from
                          10,      // number of values for copying
                          ema,     // value receiving array
                        );
    if (copied<0) return;
    // .... further code
}

See also

Organizing Data Access
Organizing Data Access

In this section questions connected with obtaining, storing and requesting price data (timeseries) are considered.

Receiving Data from a Trade Server

Before price data become available in the MetaTrader 5 terminal, they must be received and processed. To receive data, connection to the MetaTrader 5 trade server must be established. Data are received in the form of packed blocks of minute bars from the server upon the request of a terminal.

The mechanism of server reference for data doesn't depend on how the request has been initiated - by a user when navigating in a chart or in a program way in the MQL5 language.

Storing Intermediate Data

Data received from a server are automatically unpacked and saved in the HCC intermediate format. Data on each symbol are written into a separate folder: terminal_directory\bases\server_name\history\symbol_name. For example, data on EURUSD received from the MetaQuotes-Demo server will be stored in terminal_directory\bases\MetaQuotes-Demo\history\EURUSD\.

Data are written into files with .hcc extension. Each file stores data of minute bars for one year. For example, the file named 2009.hcc in the EURUSD folder contains minute bars of EURUSD for year 2009. These files are used for preparing price data for all timeframes and are not intended for direct access.

Obtaining Data on a Necessary Timeframe out of Intermediate Data

Intermediate HCC files are used as the data source for building price data for requested timeframes in the HC format. Data of HC format are timeseries that are maximally prepared for a quick access. They are created upon a request of a chart or a MQL5 program. The volume of data should not exceed the value of the "Max bars in charts" parameter. Data are stored for further using in files with hc extension.

To save resources, data on a timeframe are stored and saved in RAM only if necessary. If not called for a long time, they are released from RAM and saved into a file. For each timeframe, data are prepared regardless of whether there are ready data for other timeframes or not. Rules of forming and accessing data are the same for all timeframes. I.e., despite the fact that the unit data stored in HCC is one minute (M1), the availability of HCC data doesn't mean the availability of data on M1 timeframe as HC in the same volume.

Receipt of new data from a server calls automatic update of used price data in HC format of all timeframes. It also leads to the recalculation of all indicators that implicitly use them as input data for calculations.

Parameter "Max bars in chart"

The "Max bars in charts" parameter restricts number of bars in HC format available to charts, indicators and mql5 programs. This is valid for all available timeframes and serves, first of all, to save computer resources.
When setting a large value of this parameter, it should be remembered, that if deep history price data for small timeframes are available, memory used for storing timeseries and indicator buffers can become hundreds of megabytes and reach the RAM restriction for the client terminal program (2Gb for 32-bit applications of MS Windows).

Change of the “Max bars in charts” comes into effect after the client terminal is restarted. Change of this parameter causes neither automatic referring to a server for additional data, nor forming of additional bars of timeseries. Additional price data are requested from the server, and timeseries are updated taking into account the new limitation, in case of either chart scroll to the area with no data, or when data are requested by a mql5 program.

Volume of data requested from the server corresponds to the required number of bars of this timeframe with the “Max bars in charts” parameter taken into account. The restriction set by this parameter is not strict, and in some cases the number of available bars for a timeframe can be a little more than the current parameter value.

**Data Availability**

Presence of data on HCC format or even in the prepared for using HC format does not always denote the absolute availability of these data to be shown in a chart or to be used in MQL5 programs.

When accessing to price data or indicator values from a mql5 program it should be remembered that their availability in a certain moment of time or starting from a certain moment of time is not guaranteed. It is connected with the fact that with the purpose of saving resources, the full copy of data necessary for a mql5 program isn’t stored in MetaTrader 5; only direct access to the terminal database is given.

The price history for all timeframes is built from common data of HCC format, and any update of data from a server leads to the update of data for all timeframes and to the recalculation of indicators. Due to this access to data can be closed, even if these data were available a moment ago.

**Synchronization of the Terminal Data and Server Data**

Since a mql5 program can call data from any symbol and timeframe, there is a possibility that data of a necessary timeseries are not formed yet in the terminal or the necessary price data aren’t synchronized with the trade server. In this case it's hard to predict the latency time.

Algorithms using “do-nothing” loops are not the best solution. The only exception in this case are scripts, because they do not have any alternative algorithm choice due to not having event handling. For custom indicators such algorithms, as well as any other “do-nothing” loops are strongly not recommended, because they lead to termination of calculation of all indicators and any other handling of price data of the symbol.

For Expert Advisors and indicators, it is better to use the event model of handling. If during handling of OnTick() or OnCalculate() event, data receipt for the required timeseries failed, you should exit the event handler, relying on the access availability during the next call of the handler.

**Example of a Script for Adding History**

Let’s consider the example of a script that executes a request to receive history for the selected symbol from a trade server. The script is intended for running in a chart of a selected symbol;
timeframe doesn’t matter, because, as it was mentioned above, price data are received from a trade server as packed one minute data, from which any predefined timeseries is constructed then.

Write all actions concerning data receipt as a separate function CheckLoadHistory(symbol, timeframe, start_date):

```cpp
int CheckLoadHistory(string symbol, ENUM_TIMEFRAMES period, datetime start_date) {
}
```

The CheckLoadHistory() function is designed as a universal function that can be called from any program (Expert Advisor, script or indicator); and therefore it requires three input parameters: symbol name, period and start date to indicate the beginning of price history you need.

Insert necessary checks into the function code before requesting the missing history. First of all, we should make sure that the symbol name and period value are correct:

```cpp
if(symbol==NULL || symbol=="") symbol=Symbol();
if(period==PERIOD_CURRENT) period=Period();
```

Then let’s make sure that the symbol is available in the MarketWatch window, i.e., the history for the symbol will be available when sending a request to a trade server. If there is no such a symbol in MarketWatch, add it using the SymbolSelect() function.

```cpp
if(!SymbolInfoInteger(symbol,SYMBOLE_SELECT))
  if(GetLastError()==ERR_MARKET_UNKNOWN_SYMBOL) return(-1);
  SymbolSelect(symbol,true);
```

Now we should receive the start date of the available history for the indicated symbol/period pair. Perhaps, the value of the input parameter startdate, passed to CheckLoadHistory(), is within the available history; then request to a trade server is not needed. In order to obtain the very first date for the symbol-period as of the moment, the SeriesInfoInteger() function with the SERIES_FIRSTDATE modifier is used.

```cpp
SeriesInfoInteger(symbol,period,SERIES_FIRSTDATE,first_date);
if(first_date>0 && first_date<start_date) return(1);
```

The next important check is checking the type of the program, from which the function is called. Note that it is not desirable to send a request to update the timeseries from indicator with the same period. The undesirability of requesting data on the same symbol-period as that of the indicator is conditioned by the fact that update of history data is performed in the same thread where the indicator operates. So the possibility of deadlock occurrence is high. To check this use the MQL5InfoInteger() function with the MQL5_PROGRAM_TYPE modifier.

```cpp
if(MQL5InfoInteger(MQL5_PROGRAM_TYPE)==PROGRAM_INDICATOR && Period()==period && SymbolInfoInteger(symbol,period)>
    return(-4);
```

If all the checks have been passed successfully, make the last attempt to do without referring to the trade server. First let’s find out the start date, for which minute data in HCC format are available. Request this value using the SeriesInfoInteger() function with the SERIES_TERMINAL_FIRSTDATE modifier and again compare it to the value of the start_date parameter.
if(SeriesInfoInteger(symbol, PERIOD_M1, SERIES_TERMINAL_FIRSTDATE, first_date))
{
    //--- there is loaded data to build timeseries
    if(first_date>0)
    {
        //--- force timeseries build
        CopyTime(symbol, period, first_date+PeriodSeconds(period), 1, times);
        //--- check date
        if(SeriesInfoInteger(symbol, period, SERIES_FIRSTDATE, first_date))
            if(first_date>0 && first_date<=start_date) return(2);
    }
}

If after all the checks the execution thread is still in the body of the CheckLoadHistory() function, it means there is a necessity to request the missing price data from a trade server. First, return the value of "Max bars in chart" using the TerminalInfoInteger() function:

    int max_bars=TerminalInfoInteger(TERMINAL_MAXBARS);

Well need it to prevent requesting extra data. Then find the very first date in the symbol history on the trade server (regardless of the period) using already known function SeriesInfoInteger() with the SERIES_SERVER_FIRSTDATE modifier.

    datetime first_server_date=0;
    while(!SeriesInfoInteger(symbol, PERIOD_M1, SERIES_SERVER_FIRSTDATE, first_server_date)
        Sleep(5);

Since the request is an asynchronous operation, the function is called in the loop with a small delay of 5 milliseconds until the first_server_date variable receives a value, or the loop execution is terminated by a user (IsStopped() will return true in this case). Let's indicate a correct value of the start date, starting from which we request price data from a trade server.

    if(first_server_date>start_date) start_date=first_server_date;
    if(first_date>0 && first_date<first_server_date)
        Print("Warning: first server date ", first_server_date, " does not match to first series date ", first_date);

If the start date first_server_date of the server is lower than the start date first_date of the symbol in HCC format, the corresponding entry will be output in the journal.

Now we are ready to make a request to a trade server asking for missing price data. Make the request in the form of a loop and start filling out its body:

    while(!IsStopped())
    {
        //1. wait for synchronization between the re-built timeseries and intermediate history
        //2. receive the current number of bars in this timeseries
        //   if bars is larger than Max_bars_in_chart, we can exit, work is over
        //3. obtain the start date first_date in the re-built timeseries and compare it
        //   if first_date is lower than start_date, we can exit, work is over
        //4. request from a server a new part of history - 100 bars starting from last bar
    }
The first three points are implemented by already known means.

```c
while(!IsStopped())
{
    //--- 1. wait till timeseries re-build process is over
    while(!SeriesInfoInteger(symbol,period,SERIES_SYNCHRONIZED) && !IsStopped())
        Sleep(5);
    //--- 2. request how many bars we have
    int bars=Bars(symbol,period);
    if(bars>0)
    {
        //--- bars more than ones that can be drawn in the chart, exit
        if(bars>=max_bars) return(-2);
        //--- 3. return the current start date in the timeseries
        if(SeriesInfoInteger(symbol,period,SERIES_FIRSTDATE,first_date))
            // start date was earlier than that requested, task completed
            if(first_date>0 && first_date<=start_date) return(0);
    }
    // 4. Request from a server a new part of history - 100 bars starting from last available
```

The last fourth point is left - requesting history. We can’t refer to a server directly, but any Copy-function automatically initiates request sending to a server, if the history in HCC format is not enough. Since the time of the very first start date in the first_date variable is the simple and natural criterion to evaluate the request execution degree, then the easiest way is to use the CopyTime() function.

When calling functions that copy any data from timeseries, it should be noted that the start parameter (number of the bar, starting from which price data should be copied) must always be within the available terminal history. If you have only 100 bars, it meaningless to try copying 300 bars starting from the bar with the index 500. Such a request will be understood as an erroneous and won’t be handled, i.e. no additional history will be loaded from a trade server.

That’s why we’ll copy bars in groups of 100 starting from the bar with the bars index. This will provide the smooth loading of missing history from a trade server. Actually a little more than the requested 100 bars will be loaded, while server sends oversized history.

```c
int copied=CopyTime(symbol,period,bars,100,times);
```

After the copying operation, we should analyze the number of copied elements. If the attempt fails, then value of the copied will be equal to null and the value of the fail_cnt counter will be increased by 1. After 100 failing attempts, the operation of the function will be stopped.

```c
int fail_cnt=0;
...
int copied=CopyTime(symbol,period,bars,100,times);
if(copied>0)
{
    //--- check data
    if(times[0]<=start_date) return(0);  // the copied value is smaller, ready
    if(bars+copied>=max_bars) return(-2); // bars are more than can be drawn in the
```
So, not only correct handling of the current situation at each moment of execution is implemented in the function, but also the termination code is returned, that can be handled after calling the CheckLoadHistory() function for getting additional information. For example, this way:

```cpp
int res=CheckLoadHistory(InpLoadedSymbol,InpLoadedPeriod,InpStartDate);
switch(res)
{
    case -1 : Print("Unknown symbol ",InpLoadedSymbol); break;
    case -2 : Print("More requested bars than can be drawn in the chart"); break;
    case -3 : Print("Execution stopped by user"); break;
    case -4 : Print("Indicator mustn't load its own data"); break;
    case -5 : Print("Loading failed"); break;
    case 0 : Print("All data loaded"); break;
    case 1 : Print("Already available data in timeseries are enough"); break;
    case 2 : Print("Timeseries is built from available terminal data"); break;
    default : Print("Execution result undefined");
}
```

The full code of the function can be found in the example of a script that shows the correct organization of access to any data with the handling of request's results.

Code:

```cpp
//+------------------------------------------------------------------+
//|                                              TestLoadHistory.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "2009, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.02"
#property script_show_inputs
//--- input parameters
input string InpLoadedSymbol="NZDUSD"; // Symbol to be load
input ENUM_TIMEFRAMES InpLoadedPeriod=PERIOD_H1; // Period to be loaded
input datetime InpStartDate=D'2006.01.01'; // Start date

void OnStart()
```
```c
{
    Print("Start load","InpLoadedSymbol","","GetPeriodName(InpLoadedPeriod)","from","InpStart.
    //---
    int res=CheckLoadHistory(InpLoadedSymbol, InpLoadedPeriod, InpStartDate);
    switch(res)
    {
        case -1 : Print("Unknown symbol ",InpLoadedSymbol); break;
        case -2 : Print("Requested bars more than max bars in chart"); break;
        case -3 : Print("Program was stopped"); break;
        case -4 : Print("Indicator shouldn't load its own data"); break;
        case -5 : Print("Load failed"); break;
        case 0 : Print("Loaded OK"); break;
        case 1 : Print("Loaded previously"); break;
        case 2 : Print("Loaded previously and built"); break;
        default : Print("Unknown result");
    }
    //---
    datetime first_date;
    SeriesInfoInteger(InpLoadedSymbol, InpLoadedPeriod, SERIES_FIRSTDATE, first_date);
    int bars=Bars(InpLoadedSymbol, InpLoadedPeriod);
    Print("First date ",first_date," - ",bars," bars");
    //---
}
```
if(first_date>0)
{
    //--- force timeseries build
    CopyTime(symbol,period,first_date+PeriodSeconds(period),1,times);
    //--- check date
    if(SeriesInfoInteger(symbol,period,SERIES_FIRSTDATE,first_date))
        if(first_date>0 && first_date=start_date) return(2);
}

//--- max bars in chart from terminal options
int max_bars=TerminalInfoInteger(TERM_MAXBARS);

//--- load symbol history info
datetime first_server_date=0;
while(!SeriesInfoInteger(symbol,PERIOD_M1,SERIES_SERVER_FIRSTDATE,first_server_date)
    Sleep(5);
//--- fix start date for loading
if(first_server_date=start_date) start_date=first_server_date;
if(first_date>0 && first_date<first_server_date)
    Print("Warning: first server date ",first_server_date," for ",symbol,
        " does not match to first series date ",first_date);

//--- load data step by step
int fail_cnt=0;
while(!IsStopped())
{
    //--- wait for timeseries build
    while(!SeriesInfoInteger(symbol,period,SERIES_SYNCHRONIZED) && !IsStopped())
        Sleep(5);
    //--- ask for built bars
    int bars=Bars(symbol,period);
    if(bars>0)
    {
        if(bars=max_bars) return(-2);
        //--- ask for first date
        if(SeriesInfoInteger(symbol,period,SERIES_FIRSTDATE,first_date))
            if(first_date>0 && first_date=start_date) return(0);
    }
    //--- copying of next part forces data loading
    int copied=CopyTime(symbol,period,bars,100,times);
    if(copied>0)
    {
        //--- check for data
        if(times[0]<=start_date) return(0);
        if(bars+copied=max_bars) return(-2);
        fail_cnt=0;
    }
    else
    {
        //--- no more than 100 failed attempts
        fail_cnt++;
    }
}
if (fail_cnt >= 100) return (-5);
    Sleep(10);
}

//--- stopped
    return (-3);
}

//+------------------------------------------------------------------+
//| Returns string value of the period                                 |
//+------------------------------------------------------------------+
string GetPeriodName(ENUM_TIMEFRAMES period)
{
    if (period == PERIOD_CURRENT) period = Period();
    //---
    switch (period)
    {
        case PERIOD_M1:    return ("M1");
        case PERIOD_M2:    return ("M2");
        case PERIOD_M3:    return ("M3");
        case PERIOD_M4:    return ("M4");
        case PERIOD_M5:    return ("M5");
        case PERIOD_M6:    return ("M6");
        case PERIOD_M10:   return ("M10");
        case PERIOD_M12:   return ("M12");
        case PERIOD_M15:   return ("M15");
        case PERIOD_M20:   return ("M20");
        case PERIOD_M30:   return ("M30");
        case PERIOD_H1:    return ("H1");
        case PERIOD_H2:    return ("H2");
        case PERIOD_H3:    return ("H3");
        case PERIOD_H4:    return ("H4");
        case PERIOD_H6:    return ("H6");
        case PERIOD_H8:    return ("H8");
        case PERIOD_H12:   return ("H12");
        case PERIOD_D1:    return ("Daily");
        case PERIOD_W1:    return ("Weekly");
        case PERIOD_MN1:   return ("Monthly");
    }
    //---
    return ("unknown period");
}
SeriesInfoInteger

Returns information about the state of historical data. There are 2 variants of function calls.

Directly returns the property value.

```c
long SeriesInfoInteger(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    ENUM_SERIES_INFO_INTEGER prop_id,  // property identifier
);
```

Returns true or false depending on the success of the function run.

```c
bool SeriesInfoInteger(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    ENUM_SERIES_INFO_INTEGER prop_id,  // property ID
    long& long_var  // variable for getting info
);
```

Parameters

- `symbol_name`  
  [in] Symbol name.

- `timeframe`  
  [in] Period.

- `prop_id`  
  [in] Identifier of the requested property, value of the `ENUM_SERIES_INFO_INTEGER` enumeration.

- `long_var`  
  [out] Variable to which the value of the requested property is placed.

Return Value

In the first case, it returns value of the long type.

For the second case, it returns true, if the specified property is available and its value has been placed into `long_var` variable, otherwise it returns false. For more details about an error, call `GetLastError()`.

Example:

```c
void OnStart()
{
    //---
    Print("Total number of bars for the symbol-period at this moment = ",
          SeriesInfoInteger(Symbol(), Period(), SERIES_BARS_COUNT));

    Print("The first date for the symbol-period at this moment = ",
          (datetime)SeriesInfoInteger(Symbol(), Period(), SERIES_FIRSTDATE));
```
Print("The first date in the history for the symbol-period on the server = ",
    (datetime)SeriesInfoInteger(Symbol(), Period(), SERIES_SERVER_FIRSTDATE));

Print("Symbol data are synchronized = ",
    (bool)SeriesInfoInteger(Symbol(), Period(), SERIES_SYNCHRONIZED));
Bars

Returns the number of bars count in the history for a specified symbol and period. There are 2 variants of functions calls.

Request all of the history bars

```c
int Bars( 
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe // period
);
```

Request the history bars for the selected time interval

```c
int Bars( 
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    datetime stop_time // end date and time
);
```

Parameters

- `symbol_name` [in] Symbol name.
- `timeframe` [in] Period.
- `start_time` [in] Bar time corresponding to the first element.
- `stop_time` [in] Bar time corresponding to the last element.

Return Value

If the `start_time` and `stop_time` parameters are defined, the function returns the number of bars in the specified time interval, otherwise it returns the total number of bars.

Note

If data for the timeseries with specified parameters are not formed in the terminal by the time of the `Bars()` function call, or data of the timeseries are not synchronized with a trade server by the moment of the function call, the function returns a zero value.

When requesting the number of bars in a specified time interval, only bars with an open time falling within the interval are considered. For example, if the current day of the week is Saturday and the request is made for the number of W1 bars with `start_time=last_tuesday` and `stop_time=last_friday`, the function will return 0 since the open time of a W1 timeframe is always Sunday and not a single W1 bar falls within the specified interval.

Sample request for the number of all history bars:
```c
int bars=Bars(_Symbol, _Period);
if(bars>0)
{
    Print("Number of bars in the terminal history for the symbol-period at the moment = ", bars);
}
else  //no available bars
{
    //--- data on the symbol might be not synchronized with data on the server
    bool synchronized=false;
    //--- loop counter
    int attempts=0;
    // make 5 attempts to wait for synchronization
    while(attempts<5)
    {
        if(SeriesInfoInteger(Symbol(),0,SERIES_SYNCHRONIZED))
        {
            //--- synchronization done, exit
            synchronized=true;
            break;
        }
    //--- increase the counter
        attempts++;
    //--- wait 10 milliseconds till the next iteration
        Sleep(10);
    }
    //--- exit the loop after synchronization
    if(synchronized)
    {
        Print("Number of bars in the terminal history for the symbol-period at the momer
        Print("The first date in the terminal history for the symbol-period at the momer
            (datetime)SeriesInfoInteger(Symbol(),0,SERIES_FIRSTDATE));
        Print("The first date in the history for the symbol on the server = ",
            (datetime)SeriesInfoInteger(Symbol(),0,SERIES_SERVER_FIRSTDATE));
    }
    //--- synchronization of data didn't happen
    else
    {
        Print("Failed to get number of bars for ",_Symbol);
    }
}
```

**Sample request for the number of bars in the specified interval:**

```c
int n;
datetime date1 = D'2016.09.02 23:55'; // Friday
datetime date2 = D'2016.09.05 00:00'; // Monday
datetime date3 = D'2016.09.08 00:00'; // Thursday
//---
n=Bars(_Symbol,PERIOD_H1,D'2016.09.02 02:05',D'2016.09.02 10:55');
```
See also

Event Handling Functions
BarsCalculated

Returns the number of calculated data for the specified indicator.

```c
int BarsCalculated(
    int indicator_handle,    // indicator handle
);
```

Parameters

`indicator_handle`

[in] The indicator handle, returned by the corresponding indicator function.

Return Value

Returns the amount of calculated data in the indicator buffer or -1 in the case of error (data not calculated yet)

Note

The function is useful when it's necessary to get the indicator data immediately after its creation (indicator handle is available).

Example:

```c
void OnStart()
{
    double Ups[];
    //--- set timeseries ordering for the arrays
    ArraySetAsSeries(Ups, true);
    //--- create handle for the Fractal Indicator
    int FractalsHandle=iFractals(NULL, 0);
    //--- reset the error code
    ResetLastError();
    //--- try to copy the indicator values
    int i, copied=CopyBuffer(FractalsHandle, 0, 0, 1000, Ups);
    if (copied<=0)
    {
        Sleep(50);
        for (i=0;i<100;i++)
        {
            if (BarsCalculated(FractalsHandle)>0)
                break;
            Sleep(50);
        }
        copied=CopyBuffer(FractalsHandle, 0, 0, 1000, Ups);
        if (copied<=0)
        {
            Print("Failed to copy upper fractals. Error = ", GetLastError(),
                "i = ",i," copied = ",copied);
            return;
        }
    }
}
```
else
    Print("Upper fractals copied",
    "i = ",i," copied = ",copied);
}
else Print("Upper fractals copied. ArraySize = ",ArraySize(Ups));
}
IndicatorCreate

The function returns the handle of a specified technical indicator created based on the array of parameters of \textbf{MqlParam} type.

```c
int IndicatorCreate(
    string symbol,          // symbol name
    ENUM_TIMEFRAMES period, // timeframe
    ENUM_INDICATOR indicator_type, // indicator type from the enum
    int parameters_cnt=0,    // number of parameters
    const MqlParam* parameters_array=NULL // array of parameters
);
```

Parameters

\textbf{symbol}

[in] Name of a symbol, on data of which the indicator is calculated. \texttt{NULL} means the current symbol.

\textbf{period}

[in] The value of the timeframe can be one of values of the \texttt{ENUM\_TIMEFRAMES} enumeration, 0 means the current timeframe.

\textbf{indicator\_type}

[in] Indicator type, can be one of values of the \texttt{ENUM\_INDICATOR} enumeration.

\textbf{parameters\_cnt}

[in] The number of parameters passed in the \texttt{parameters\_array[]} array. The array elements have a special structure type \texttt{MqlParam}. By default, zero - parameters are not passed. If you specify a non-zero number of parameters, the parameter \texttt{parameters\_array} is obligatory. You can pass no more than 64 parameters.

\textbf{parameters\_array[]=NULL}

[in] An array of MqlParam type, whose elements contain the type and value of each input parameter of a technical indicator.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns \texttt{INVALID\_HANDLE}.

Note

If the indicator handle of \texttt{IND\_CUSTOM} type is created, the \texttt{type} field of the first element of the array of input parameters \texttt{parameters\_array} must have the \texttt{TYPE\_STRING} value of the \texttt{ENUM\_DATATYPE} enumeration, and the \texttt{string\_value} field of the first element must contain the name of the custom indicator. The custom indicator must be compiled (file with EX5 extension) and located in the directory MQL5/Indicators of the client terminal or in a subdirectory.

Indicators that require testing are defined automatically from the call of the \texttt{iCustom()} function, if the corresponding parameter is set through a \texttt{constant} string. For all other cases (use of the \texttt{IndicatorCreate()} function or use of a non-constant string in the parameter that sets the indicator name) the property \texttt{#property\ tester\ indicator} is required:

\texttt{#property\ tester\ indicator "indicator\_name.ex5"}
If the first form of the call is used in a custom indicator, you can additionally indicate as the last parameter on what data it will be calculated when passing input parameters. If the "Apply to" parameter is not specified explicitly, the default calculation is based on the PRICE_CLOSE values.

Example:

```c
void OnStart()
{
    MqlParam params[];
    int h_MA, h_MACD;
    //--- create iMA("EURUSD",PERIOD_M15,0,MODE_EMA,PRICE_CLOSE);
    ArrayResize(params,4);
    //--- set ma_period
    params[0].type = TYPE_INT;
    params[0].integer_value=8;
    //--- set ma_shift
    params[1].type = TYPE_INT;
    params[1].integer_value=0;
    //--- set ma_method
    params[2].type = TYPE_INT;
    params[2].integer_value=MODE_EMA;
    //--- set applied_price
    params[3].type = TYPE_INT;
    params[3].integer_value=PRICE_CLOSE;
    //--- create MA
    h_MA=IndicatorCreate("EURUSD",PERIOD_M15,IND_MA,4,params);
    //--- create iMACD("EURUSD",PERIOD_M15,12,26,9,h_MA);
    ArrayResize(params,4);
    //--- set fast ma_period
    params[0].type = TYPE_INT;
    params[0].integer_value=12;
    //--- set slow ma_period
    params[1].type = TYPE_INT;
    params[1].integer_value=26;
    //--- set smooth period for difference
    params[2].type = TYPE_INT;
    params[2].integer_value=9;
    //--- set indicator handle as applied_price
    params[3].type = TYPE_INT;
    params[3].integer_value=h_MA;
    //--- create MACD based on moving average
    h_MACD=IndicatorCreate("EURUSD",PERIOD_M15,IND_MACD,4,params);
    //--- use indicators
    //--- . . .
    //--- release indicators (first h_MACD)
    IndicatorRelease(h_MACD);
    IndicatorRelease(h_MA);
}
```
IndicatorParameters

Based on the specified handle, returns the number of input parameters of the indicator, as well as the values and types of the parameters.

```c
int IndicatorParameters(
    int indicator_handle, // indicator handle
    ENUM_INDICATOR& indicator_type, // a variable for receiving the indicator type
    MqlParam& parameters[] // an array for receiving parameters
);
```

Parameters

- **indicator_handle**
  - [in] The handle of the indicator, for which you need to know the number of parameters it is calculated on.

- **indicator_type**
  - [out] A variable of the ENUM_INDICATOR type, into which the indicator type will be written.

- **parameters[]**
  - [out] A dynamic array for receiving values of the MqlParam type, into which the list of indicator parameters will be written. The array size is returned by the IndicatorParameters() function.

Return Value

The number of input parameters of the indicator with the specified handle. In case of an error returns -1. For more details about the error call the GetLastError() function.

Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{

    //--- The number of windows on the chart (at least one main window is always present)
    int windows=(int)ChartGetInteger(0,CHART_WINDOWS_TOTAL);

    //--- Go through the chart windows
    for(int w=0;w<windows;w++)
    {
        //--- The number of indicators in this window/subwindow
        int total=ChartIndicatorsTotal(0,w);

        //--- Take all indicators in the window
        for(int i=0;i<total;i++)
        {
            //--- Get the short name of the indicator
            string name=ChartIndicatorName(0,w,i);

            //--- Get the indicator handle
            int handle=ChartIndicatorGet(0,w,name);

            //--- Add to log
```
PrintFormat("Window=%d, indicator #%d, handle=%d",w,i,handle);

//---
MqlParam parameters[];
ENUM_INDICATOR indicator_type;
int params=IndicatorParameters(handle,indicator_type,parameters);
//--- The header of the message
string par_info="Short name "+name+", type "+EnumToString(ENUM_INDICATOR(indicator_type))+"\r\n";
//---
for(int p=0;p<params;p++)
{
    par_info+=StringFormat("parameter %d: type=%s, long_value=%d, double_value=%f, string_value=%s\r\n",p,
         EnumToString((ENUM_DATATYPE)parameters[p].type),
         parameters[p].integer_value,
         parameters[p].double_value,
         parameters[p].string_value);
}
Print(par_info);
//--- Done for all indicators in the window
}

See also
ChartIndicatorGet()
**IndicatorRelease**

The function removes an indicator handle and releases the calculation block of the indicator, if it's not used by anyone else.

```cpp
bool IndicatorRelease(
    int indicator_handle // indicator handle
);
```

**Return Value**

Returns true in case of success, otherwise returns false.

**Note**

The function allows removing an indicator handle, if it's no longer needed, thus saving memory. The handle is removed immediately, the calculation block is deleted in some time (if it's not called anymore).

When working in the **strategy tester**, the IndicatorRelease() function is not executed.

**Example:**

```cpp
//+------------------------------------------------------------------+
//|                                        Test_IndicatorRelease.mq5 |  
//|                        Copyright 2010, MetaQuotes Software Corp. |  
//|                                             https://www.mql5.com |  
//+------------------------------------------------------------------+
#
#property copyright "2010, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
//--- input parameters
input int MA_Period=15;
input int MA_shift=0;
input ENUM_MA_METHOD MA_smooth=MODE_SMA;
input ENUM_APPLIED_PRICE price=PRICE_CLOSE;
//--- will store indicator handle
int MA_handle=INVALID_HANDLE;
//+------------------------------------------------------------------+
//| Expert initialization function                                 |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create indicator handle
    MA_handle=IMA(Symbol(),0,MA_Period,MA_shift,MA_smooth,PRICE_CLOSE);
    //--- delete global variable
    if(GlobalVariableCheck("MA_value"))
        GlobalVariableDel("MA_value");
    //---
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
```
// Expert tick function
//+------------------------------------------------------------------+
void OnTick()
{
//--- if the global variable value does not exist
if(!GlobalVariableCheck("MA_value"))
{
    //--- obtain the indicator value in the last two bars
    if(MA_handle!=INVALID_HANDLE)
    {
        //--- dynamic array for the indicator values
        double values[];
        if(CopyBuffer(MA_handle,0,0,2,values)==2 && values[0]!=EMPTY_VALUE)
        {
            //--- remember in the global variable value on the last but one bar
            if(GlobalVariableSet("MA_value",values[0]))
            {
                //--- free the handle of the indicator
                if(!IndicatorRelease(MA_handle))
                    Print("IndicatorRelease() failed. Error ",GetLastError());
                else MA_handle=INVALID_HANDLE;
            }
            else
                Print("GlobalVariableSet failed. Error ",GetLastError());
        }
    }
//---
}
CopyBuffer

Gets data of a specified buffer of a certain indicator in the necessary quantity.

Counting of elements of copied data (indicator buffer with the index buffer_num) from the starting position is performed from the present to the past, i.e., starting position of 0 means the current bar (indicator value for the current bar).

When copying the yet unknown amount of data, it is recommended to use a dynamic array as a buffer[] recipient buffer, because the CopyBuffer() function tries to allocate the size of the receiving array to the size of the copied data. If an indicator buffer (array that is pre-allocated for storing indicator values by the SetIndexBuffer() function) is used as the buffer[] recipient array, partial copying is allowed. An example can be found in the Awesome_Oscillator.mq5 custom indicator in the standard terminal package.

If you need to make a partial copy of the indicator values into another array (non-indicator buffer), you should use an intermediate array, to which the desired number is copied. After that conduct the element-wise copying of the required number of values into the required places of a receiving array from this intermediate one.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

Call by the first position and the number of required elements

```c
int CopyBuffer(
    int indicator_handle,  // indicator handle
    int buffer_num,        // indicator buffer number
    int start_pos,         // start position
    int count,             // amount to copy
    double buffer[]       // target array to copy
);
```

Call by the start date and the number of required elements

```c
int CopyBuffer(
    int indicator_handle,  // indicator handle
```
Call by the start and end dates of a required time interval

```c
int CopyBuffer(
    int indicator_handle,  // indicator handle
    int buffer_num,        // indicator buffer number
    datetime start_time,   // start date and time
    datetime stop_time,    // end date and time
    double buffer[]        // target array to copy
);
```

Parameters

- `indicator_handle`  
  [in] The indicator handle, returned by the corresponding indicator function.

- `buffer_num`  
  [in] The indicator buffer number.

- `start_time`  
  [in] The position of the first element to copy.

- `count`  
  [in] Data count to copy.

- `stop_time`  
  [in] Bar time, corresponding to the first element.

- `buffer[]`  
  [out] Array of `double` type.

Return Value

Returns the copied data count or -1 in case of an error.

Note

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration.
Example:

```c
//+------------------------------------------------------------------+
//|                                              TestCopyBuffer3.mq
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#

property copyright "2009, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"

property indicator_separate_window
property indicator_buffers 1
property indicator_plots 1

//---- plot MA

property indicator_label1 "MA"
property indicator_type1 DRAW_LINE
property indicator_color1 clrRed
property indicator_style1 STYLE_SOLID
property indicator_width1 1

//--- input parameters

input bool AsSeries=true;
input int period=15;
input ENUM_MA_METHOD smootMode=MODE_EMA;
input ENUM_APPLIED_PRICE price=PRICE_CLOSE;
input int shift=0;

//--- indicator buffers

double MABuffer[];
int ma_handle;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+

int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,MABuffer,INDICATOR_DATA);
    Print("Parameter AsSeries = ",AsSeries);
    Print("Indicator buffer after SetIndexBuffer() is a timeseries = ",
        ArraygetAsSeries(MABuffer));
    //--- set short indicator name
    IndicatorSetString(INDICATOR_SHORTNAME,"MA("+period+")"+AsSeries);
    //--- set AsSeries (depends on input parameter)
    ArraySetAsSeries(MABuffer,AsSeries);
    Print("Indicator buffer after ArraySetAsSeries(MABuffer,true) is a timeseries = ",
        ArraygetAsSeries(MABuffer));
    //---
    ma_handle=iMA(Symbol(),0,period,shift,smootMode,price);
    return(INIT_SUCCEEDED);
}
```
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+

int OnCalculate(int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- check if all data calculated
    if(BarsCalculated(ma_handle)<rates_total) return(0);
    //--- we can copy not all data
    int to_copy;
    if(prev_calculated>rates_total || prev_calculated<=0) to_copy=rates_total;
    else
    {
        to_copy=rates_total-prev_calculated;
        //--- last value is always copied
        to_copy++;
    }
    //--- try to copy
    if(CopyBuffer(ma_handle,0,0,to_copy,MABuffer)<=0) return(0);
    //--- return value of prev_calculated for next call
    return(prev_calculated);
}
//+------------------------------------------------------------------+

The above example illustrates how an indicator buffer is filled out with the values of another indicator buffer from the indicator on the same symbol/period.

See a detailed example of history requesting data in section Methods of Object Binding. The script available in that section shows how to get the values of indicator Fractals on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following styles:

- DRAW_SECTION,
- DRAW_ARROW,
- DRAW_ZIGZAG,
- DRAW_COLOR_SECTION,
- DRAW_COLOR_ARROW,
- DRAW_COLOR_ZIGZAG.

See also
Properties of Custom Indicators, SetIndexBuffer
CopyRates

Gets history data of MqlRates structure of a specified symbol-period in specified quantity into the rates_array array. The elements ordering of the copied data is from present to the past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

Call by the first position and the number of required elements

```c
int CopyRates(
    string symbol_name,               // symbol name
    ENUM_TIMEFRAMES timeframe,        // period
    int start_pos,                     // start position
    int count,                         // data count to copy
    MqlRates rates_array[]            // target array to copy
);
```

Call by the start date and the number of required elements

```c
int CopyRates( 
    string symbol_name,               // symbol name
    ENUM_TIMEFRAMES timeframe,        // period
    datetime start_time,              // start date and time
    int count,                         // data count to copy
    MqlRates rates_array[]            // target array to copy
);
```

Call by the start and end dates of a required time interval

```c
int CopyRates( 
    string symbol_name,               // symbol name
    ENUM_TIMEFRAMES timeframe,        // period
    datetime start_time,              // start date and time
    datetime end_time,                // end date and time
    int count,                         // data count to copy
    MqlRates rates_array[]            // target array to copy
);
```
```
string symbol_name, // symbol name
ENUM TIMEFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // end date and time
MqlRates rates_array[] // target array to copy
);
```

**Parameters**

- **symbol_name**
  - `[in]` Symbol name.

- **timeframe**
  - `[in]` Period.

- **start_time**
  - `[in]` Bar time for the first element to copy.

- **start_pos**
  - `[in]` The start position for the first element to copy.

- **count**
  - `[in]` Data count to copy.

- **stop_time**
  - `[in]` Bar time, corresponding to the last element to copy.

- **rates_array[]**
  - `[out]` Array of MqlRates type.

**Return Value**

Returns the number of copied elements or -1 in case of an **error**.

**Note**

If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside **TERMINAL_MAXBARS** (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, **downloading from the server** will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying start_time=Last_Tuesday and stop_time=Last_Friday the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying start_pos=0 and count=1.

Example:

```c
void OnStart()
{
   //---
   MqlRates rates[];
   ArraySetAsSeries(rates, true);
   int copied=CopyRates(Symbol(),0,0,100,rates);
   if(copied>0)
   {
      Print("Bars copied: "+copied);
      string format="open = %G, high = %G, low = %G, close = %G, volume = %d";
      string out;
      int size=fmin(copied,10);
      for(int i=0;i<size;i++)
      {
         out=i+":"+TimeToString(rates[i].time);
         out=out+" "+StringFormat(format,
                                    rates[i].open,
                                    rates[i].high,
                                    rates[i].low,
                                    rates[i].close,
                                    rates[i].tick_volume);
         Print(out);
      }
   }
   else Print("Failed to get history data for the symbol ",Symbol());
}
```

See a detailed example of requesting history data in section Methods of Object Binding. The script available in that section shows how to get the values of indicator Fractals on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following styles:

- DRAW_SECTION,
- DRAW_ARROW,
- DRAW_ZIGZAG,
- DRAW_COLOR_SECTION,
Timeseries and Indicators Access

- `DRAW_COLOR_ARROW`
- `DRAW_COLOR_ZIGZAG`

See also

- `Structures and Classes`
- `TimeToString`
- `StringFormat`
CopyTime

The function gets to time_array history data of bar opening time for the specified symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

Call by the first position and the number of required elements

```c
int CopyTime(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    int start_pos,          // start position
    int count,              // data count to copy
    datetime time_array[]  // target array to copy open times
);```

Call by the start date and the number of required elements

```c
int CopyTime(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    datetime start_time,      // start date and time
    int count,                // data count to copy
    datetime time_array[]    // target array to copy open times
);```

Call by the start and end dates of a required time interval

```c
int CopyTime(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    datetime start_time,      // start date and time
    datetime end_time,        // end date and time
    int count,                // data count to copy
    datetime time_array[]    // target array to copy open times
);```
string symbol_name, // symbol name
ENUM_TIMESFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // stop date and time
datetime time_array[] // target array to copy open times
);

Parameters

symbol_name
  [in] Symbol name.

timeframe
  [in] Period.

start_pos
  [in] The start position for the first element to copy.

count
  [in] Data count to copy.

start_time
  [in] The start time for the first element to copy.

stop_time
  [in] Bar time corresponding to the last element to copy.

time_array[]
  [out] Array of datetime type.

Return Value

Returns the copied data count or -1 in case of an error.

Note

If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside TERMINAL_MAXBARS (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying start_time=Last_Tuesday and stop_time=Last_Friday the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying start_pos=0 and count=1.

See a detailed example of requesting history data in section Methods of Object Binding. The script available in that section shows how to get the values of indicator iFractals on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following styles:

- DRAW_SECTION,
- DRAW_ARROW,
- DRAW_ZIGZAG,
- DRAW_COLOR_SECTION,
- DRAW_COLOR_ARROW,
- DRAW_COLOR_ZIGZAG.
CopyOpen

The function gets into open_array the history data of bar open prices for the selected symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

Call by the first position and the number of required elements

```c
int CopyOpen(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    int start_pos, // start position
    int count, // data count to copy
    double open_array[] // target array to copy open prices
);```

Call by the start date and the number of required elements

```c
int CopyOpen(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    int count, // data count to copy
    double open_array[] // target array for bar open prices
);```

Call by the start and end dates of a required time interval

```c
int CopyOpen(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    datetime end_time, // end date and time
    int count, // data count to copy
    double open_array[] // target array for bar open prices
);```
### Parameters

- **symbol_name**
  - **[in]** Symbol name.
- **timeframe**
  - **[in]** Period.
- **start_pos**
  - **[in]** The start position for the first element to copy.
- **count**
  - **[in]** Data count to copy.
- **start_time**
  - **[in]** The start time for the first element to copy.
- **stop_time**
  - **[in]** The start time for the last element to copy.
- **open_array[]**
  - **[out]** Array of **double** type.

### Return Value

Returns the number of element in the array or -1 in case of an error.

### Note

If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside **TERMINAL_MAXBARS** (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying start_time=Last_Tuesday and stop_time=Last_Friday the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying start_pos=0 and count=1.

See a detailed example of requesting history data in section Methods of Object Binding. The script available in that section shows how to get the values of indicator iFractals on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following styles:

- DRAW_SECTION,
- DRAW_ARROW,
- DRAW_ZIGZAG,
- DRAW_COLOR_SECTION,
- DRAW_COLOR_ARROW,
- DRAW_COLOR_ZIGZAG.
CopyHigh

The function gets into high_array the history data of highest bar prices for the selected symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

Call by the first position and the number of required elements

```c
int CopyHigh(  
    string                symbol_name,   // symbol name  
    ENUM_TIMEFRAMES      timeframe,      // period  
    int                   start_pos,     // start position  
    int                   count,         // data count to copy  
    double                high_array[]   // target array to copy  
);
```

Call by the start date and the number of required elements

```c
int CopyHigh(  
    string                symbol_name,   // symbol name  
    ENUM_TIMEFRAMES      timeframe,      // period  
    datetime             start_time,     // start date and time  
    int                   count,         // data count to copy  
    double                high_array[]   // target array to copy  
);
```

Call by the start and end dates of a required time interval

```c
int CopyHigh(  
    string                symbol_name,   // symbol name  
    ENUM_TIMEFRAMES      timeframe,      // period  
    datetime             start_time,     // start date and time  
    double                high_array[]   // target array to copy  
    double                end_time,      // end date and time  
    int                   count,         // data count to copy  
    double                high_array[]   // target array to copy  
);
```
string symbol_name, // symbol name
ENUM_TIMEFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // stop date and time
double high_array[] // target array to copy
);

Parameters
symbol_name
   [in] Symbol name.
timeframe
   [in] Period.
start_pos
   [in] The start position for the first element to copy.
count
   [in] Data count to copy.
start_time
   [in] The start time for the first element to copy.
stop_time
   [in] Bar time, corresponding to the last element to copy.
high_array[]
   [out] Array of double type.

Return Value
Returns the copied data count or -1 in case of an error.

Note
If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside TERMINAL_MAXBARS (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying start_time=Last_Tuesday and stop_time=Last_Friday the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying start_pos=0 and count=1.

Example:

```c
double High[], Low[];
//+------------------------------------------------------------------+
//| Get Low for specified bar index                                  |
//+------------------------------------------------------------------+
double iLow(string symbol, ENUM_TIMEFRAMES timeframe, int index)
{
    double low=0;
    ArraySetAsSeries(Low, true);
    int copied=COPY_LOW(symbol, timeframe, 0, Bars(symbol, timeframe), Low);
    if (copied > 0 && index < copied) low = Low[index];
    return (low);
}
//+------------------------------------------------------------------+
//| Get the High for specified bar index                             |
//+------------------------------------------------------------------+
double iHigh(string symbol, ENUM_TIMEFRAMES timeframe, int index)
{
    double high=0;
    ArraySetAsSeries(High, true);
    int copied=COPY_HIGH(symbol, timeframe, 0, Bars(symbol, timeframe), High);
    if (copied > 0 && index < copied) high = High[index];
    return (high);
}
//+------------------------------------------------------------------+
//| Expert tick function                                            |
//+------------------------------------------------------------------+
void OnTick()
{
}```
//--- on every tick we output the High and Low values for the bar with index, that is equal to the second, on which tick arrived

datetime t=TimeCurrent();
int sec=t%60;
printf("High[%d] = %d Low[%d] = %d",
   sec,iHigh(Symbol(),0,sec),
   sec,iLow(Symbol(),0,sec));
}

See a detailed example of requesting history data in the Methods of Object Binding section. The script available in that section shows how to get the values of indicator Fractals on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following styles:

- DRAW_SECTION,
- DRAW_ARROW,
- DRAW_ZIGZAG,
- DRAW_COLOR_SECTION,
- DRAW_COLOR_ARROW,
- DRAW_COLOR_ZIGZAG.
CopyLow

The function gets into low_array the history data of minimal bar prices for the selected symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

**Call by the first position and the number of required elements**

```c
int CopyLow(
    string symbol_name,      // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    int start_pos,           // start position
    int count,               // data count to copy
    double low_array[]       // target array to copy
);
```

**Call by the start date and the number of required elements**

```c
int CopyLow(
    string symbol_name,      // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time,     // start date and time
    int count,               // data count to copy
    double low_array[]       // target array to copy
);
```

**Call by the start and end dates of a required time interval**

```c
int CopyLow(
```
string symbol_name, // symbol name
ENUM TIMEFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // stop date and time
double low_array[] // target array to copy
);

Parameters

symbol_name
timeframe
    [in] Period.
start_pos
    [in] The start position for the first element to copy.
count
    [in] Data count to copy.
start_time
    [in] Bar time, corresponding to the first element to copy.
stop_time
    [in] Bar time, corresponding to the last element to copy.
low_array[]
    [out] Array of double type.

Return Value

Returns the copied data count or -1 in case of an error.

Note

If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside TERMINAL_MAXBARS (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying start_time=Last_Tuesday and stop_time=Last_Friday the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying start_pos=0 and count=1.

See a detailed example of requesting history data in section Methods of Object Binding. The script available in that section shows how to get the values of indicator iFractals on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following styles:

- DRAW_SECTION,
- DRAW_ARROW,
- DRAW_ZIGZAG,
- DRAW_COLOR_SECTION,
- DRAW_COLOR_ARROW,
- DRAW_COLOR_ZIGZAG.

See also

CopyHigh
CopyClose

The function gets into close_array the history data of bar close prices for the selected symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

**Call by the first position and the number of required elements**

```c
int CopyClose(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    int start_pos, // start position
    int count, // data count to copy
    double close_array[] // target array to copy
);
```

**Call by the start date and the number of required elements**

```c
int CopyClose(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    int count, // data count to copy
    double close_array[] // target array to copy
);
```

**Call by the start and end dates of a required time interval**

```c
int CopyClose(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    datetime end_time, // end date and time
    int count, // data count to copy
    double close_array[] // target array to copy
);
```
string symbol_name, // symbol name
ENUM_TIMEFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // stop date and time
double close_array[] // target array to copy
);

Parameters

symbol_name
[in] Symbol name.

timeframe
[in] Period.

start_pos
[in] The start position for the first element to copy.

count
[in] Data count to copy.

start_time
[in] The start time for the first element to copy.

stop_time
[in] Bar time, corresponding to the last element to copy.

close_array[]
[out] Array of double type.

Return Value

Returns the copied data count or -1 in case of an error.

Note

If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside TERMINAL_MAXBARS (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying \texttt{start\_time=Last\_Tuesday} and \texttt{stop\_time=Last\_Friday} the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying \texttt{start\_pos=0} and \texttt{count=1}.

See a detailed example of history data requesting in section \textit{Methods of Object Binding}. The script available in that section shows how to get the values of indicator \texttt{iFractals} on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following \texttt{styles}:

- \texttt{DRAW\_SECTION},
- \texttt{DRAW\_ARROW},
- \texttt{DRAW\_ZIGZAG},
- \texttt{DRAW\_COLOR\_SECTION},
- \texttt{DRAW\_COLOR\_ARROW},
- \texttt{DRAW\_COLOR\_ZIGZAG}. 

CopyTickVolume

The function gets into volume_array the history data of tick volumes for the selected symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

### Call by the first position and the number of required elements

```c
int CopyTickVolume(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    int start_pos, // start position
    int count, // data count to copy
    long volume_array[] // target array for tick volumes
);
```

### Call by the start date and the number of required elements

```c
int CopyTickVolume(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    int count, // data count to copy
    long volume_array[] // target array for tick volumes
);
```

### Call by the start and end dates of a required time interval

```c
int CopyTickVolume(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    datetime end_time, // end date and time
    int count, // data count to copy
    long volume_array[] // target array for tick volumes
);
```
```plaintext
string symbol_name, // symbol name
ENUM_TIMEFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // stop date and time
long volume_array[] // target array for tick volumes
);
```

**Parameters**

- `symbol_name`  
  `[in]` Symbol name.
- `timeframe`  
  `[in]` Period.
- `start_pos`  
  `[in]` The start position for the first element to copy.
- `count`  
  `[in]` Data count to copy.
- `start_time`  
  `[in]` The start time for the first element to copy.
- `stop_time`  
  `[in]` Bar time, corresponding to the last element to copy.
- `volume_array[]`  
  `[out]` Array of `long` type.

**Return Value**

Returns the copied data count or -1 in case of an error.

**Note**

If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside `TERMINAL_MAXBARS` (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying \texttt{start\_time=Last\_Tuesday} and \texttt{stop\_time=Last\_Friday} the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying \texttt{start\_pos=0} and \texttt{count=1}.

Example:

```mql5
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot TickVolume
#property indicator_label1  "TickVolume"
#property indicator_type1  DRAW_HISTOGRAM
#property indicator_color1 C'143,188,139'
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- input parameters
input int bars=3000;
//--- indicator buffers
double TickVolumeBuffer[];
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
void OnInit()
{
//--- indicator buffers mapping
    SetIndexBuffer(0,TickVolumeBuffer,INDICATOR_DATA);
    IndicatorSetInteger([INDICATOR_DIGITS,0];
//---
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[]),
```
```cpp
const int &spread[])
{
    //---
    if(prev_calculated==0)
    {
        long timeseries[];
        ArraySetAsSeries(timeseries,true);
        int prices=CopyTickVolume(Symbol(),0,0,bars,timeseries);
        for(int i=0;i<rates_total-prices;i++) TickVolumeBuffer[i]=0.0;
        for(int i=0;i<prices;i++) TickVolumeBuffer[rates_total-1-i]=timeseries[prices-1-i];
        Print("We have received the following number of TickVolume values: "+prices);
    }
    else
    {
        long timeseries[];
        int prices=CopyTickVolume(Symbol(),0,0,1,timeseries);
        TickVolumeBuffer[rates_total-1]=timeseries[0];
    }
    //--- return value of prev_calculated for next call
    return(rates_total);
}
```

See a detailed example of history data requesting in section *Methods of Object Binding*. The script available in that section shows how to get the values of indicator *Fractals* on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following *styles*:

- **DRAW_SECTION**,
- **DRAW_ARROW**,
- **DRAW_ZIGZAG**,
- **DRAW_COLOR_SECTION**,
- **DRAW_COLOR_ARROW**,
- **DRAW_COLOR_ZIGZAG**.
CopyRealVolume

The function gets into volume_array the history data of trade volumes for the selected symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

Call by the first position and the number of required elements

```cpp
int CopyRealVolume(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    int start_pos,  // start position
    int count,  // data count to copy
    long volume_array[]  // target array for volumes values
);
```

Call by the start date and the number of required elements

```cpp
int CopyRealVolume(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    datetime start_time,  // start date and time
    int count,  // data count to copy
    long volume_array[]  // target array for volumes values
);
```

Call by the start and end dates of a required time interval

```cpp
int CopyRealVolume(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe,  // period
    datetime start_time,  // start date and time
    datetime end_time,  // end date and time
    int count,  // data count to copy
    long volume_array[]  // target array for volumes values
);
string symbol_name,  // symbol name
ENUM_TIMEFRAMES timeframe,  // period
datetime start_time,  // start date and time
datetime stop_time,  // stop date and time
long volume_array[]  // target array for volumes values
);
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying \texttt{start\_time=Last\_Tuesday} and \texttt{stop\_time=Last\_Friday} the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying \texttt{start\_pos=0} and \texttt{count=1}.

See an example of history data requesting in section \textit{Methods of Object Binding}. The script available in that section shows how to get the values of indicator \texttt{iFractals} on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following \textit{styles}:

- \texttt{DRAW\_SECTION},
- \texttt{DRAW\_ARROW},
- \texttt{DRAW\_ZIGZAG},
- \texttt{DRAW\_COLOR\_SECTION},
- \texttt{DRAW\_COLOR\_ARROW},
- \texttt{DRAW\_COLOR\_ZIGZAG}. 
CopySpread

The function gets into spread_array the history data of spread values for the selected symbol-period pair in the specified quantity. It should be noted that elements ordering is from present to past, i.e., starting position of 0 means the current bar.

When copying the yet unknown amount of data, it is recommended to use dynamic array as a target array, because if the requested data count is less (or more) than the length of the target array, function tries to reallocate the memory so that the requested data fit entirely.

If you know the amount of data you need to copy, it should better be done to a statically allocated buffer, in order to prevent the allocation of excessive memory.

No matter what is the property of the target array - as_series=true or as_series=false. Data will be copied so that the oldest element will be located at the start of the physical memory allocated for the array. There are 3 variants of function calls.

Call by the first position and the number of required elements

```c
int CopySpread(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    int start_pos, // start position
    int count, // data count to copy
    int spread_array[] // target array for spread values
);
```

Call by the start date and the number of required elements

```c
int CopySpread(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    int count, // data count to copy
    int spread_array[] // target array for spread values
);
```

Call by the start and end dates of a required time interval

```c
int CopySpread(
    string symbol_name, // symbol name
    ENUM_TIMEFRAMES timeframe, // period
    datetime start_time, // start date and time
    datetime end_time, // end date and time
    int count, // data count to copy
    int spread_array[] // target array for spread values
);
```
string symbol_name, // symbol name
ENUM_TIMEFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // stop date and time
int spread_array[] // target array for spread values
);

Parameters

symbol_name
[ in ] Symbol name.
timeframe
[ in ] Period.
start_pos
[ in ] The start position for the first element to copy.
count
[ in ] Data count to copy.
start_time
[ in ] The start time for the first element to copy.
stop_time
[ in ] Bar time, corresponding to the last element to copy.
spread_array[]
[ out ] Array of int type.

Return Value

Returns the copied data count or -1 in case of an error.

Note

If the whole interval of requested data is out of the available data on the server, the function returns -1. If data outside TERMINAL_MAXBARS (maximal number of bars on the chart) is requested, the function will also return -1.

When requesting data from the indicator, if requested timeseries are not yet built or they need to be downloaded from the server, the function will immediately return -1, but the process of downloading/building will be initiated.

When requesting data from an Expert Advisor or script, downloading from the server will be initiated, if the terminal does not have these data locally, or building of a required timeseries will start, if data can be built from the local history but they are not ready yet. The function will return the amount of data that will be ready by the moment of timeout expiration, but history downloading will continue, and at the next similar request the function will return more data.

When requesting data by the start date and the number of required elements, only data whose date is less than (earlier) or equal to the date specified will be returned. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always less or equal to the specified one.
When requesting data in a specified range of dates, only data from this interval will be returned. The interval is set and counted up to seconds. It means, the open time of any bar, for which value is returned (volume, spread, value on the indicator buffer, prices Open, High, Low, Close or open time Time) is always within the requested interval.

Thus, if the current day is Saturday, at the attempt to copy data on a week timeframe specifying start_time=Last_Tuesday and stop_time=Last_Friday the function will return 0, because the open time on a week timeframe is always Sunday, but one week bar does not fall into the specified interval.

If you need to return value corresponding to the current uncompleted bar, you can use the first form of call specifying start_pos=0 and count=1.

Example:

```cpp
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Spread
#property indicator_label1 "Spread"
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- input parameters
input int bars=3000;
//--- indicator buffers
double SpreadBuffer[];
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
void OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,SpreadBuffer,INDICATOR_DATA);
    IndicatorSetInteger(INDICATOR_DIGITS,0);
    //---
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
```
```cpp
const int &spread[]
{
    //---
    if(prev_calculated==0)
    {
        int spread_int[];
        ArraySetAsSeries(spread_int, true);
        int spreads=CopySpread(Symbol(), 0, 0, bars, spread_int);
        Print("We have received the following number of Spread values: ", spreads);
        for (int i=0;i<spreads;i++)
        {
            SpreadBuffer[rates_total-1-i]=spread_int[i];
            if(i<=30) Print("spread["+i"] = ", spread_int[i]);
        }
    }
    else
    {
        double Ask,Bid;
        Ask=SymbolInfoDouble(Symbol(), SYMBOL_AS);
        Bid=SymbolInfoDouble(Symbol(), SYMBOL_BD);
        Comment("Ask = ",Ask,"  Bid = ",Bid);
        SpreadBuffer[rates_total-1]={Ask-Bid}/Point();
    }
    //--- return value of prev_calculated for next call
    return (rates_total);
}
```

See an example of history data requesting in section Methods of Object Binding. The script available in that section shows how to get the values of indicator Fractals on the last 1000 bars and how to display the last 10 up and 10 down fractals on the chart. A similar technique can be used for all indicators that have missing data and that are usually drawn using the following styles:

- **DRAW_SECTION**
- **DRAW_ARROW**
- **DRAW_ZIGZAG**
- **DRAW_COLOR_SECTION**
- **DRAW_COLOR_ARROW**
- **DRAW_COLOR_ZIGZAG**
**CopyTicks**

The function receives ticks in the *MqlTick* format into ticks_array. In this case, ticks are indexed from the past to the present, i.e. the 0 indexed tick is the oldest one in the array. For tick analysis, check the *flags* field, which shows what exactly has changed in the tick.

```cpp
int CopyTicks(
    string symbol_name,       // Symbol name
    MqlTick& ticks_array[],   // Tick receiving array
    uint flags=COPY_TICKS_ALL, // The flag that determines the type of received ticks
    ulong from=0,              // The date from which you want to request
    uint count=0               // The number of ticks that you want to receive
);```

**Parameters**

*symbol_name*


*ticks_array*

[out] An array of the *MqlTick* type for receiving ticks.

*flags*

[in] A flag to define the type of the requested ticks. *COPY_TICKS_INFO* - ticks with Bid and/or Ask changes, *COPY_TICKS_TRADE* - ticks with changes in Last and Volume, *COPY_TICKS_ALL* - all ticks. For any type of request, the values of the previous tick are added to the remaining fields of the *MqlTick* structure.

*from*

[in] The date from which you want to request ticks. In milliseconds since 1970.01.01. If *from=0*, the last *count* ticks will be returned.

*count*

[in] The number of requested ticks. If the ‘from’ and ‘count’ parameters are not specified, all available recent ticks (but not more than 2000) will be written to *ticks_array*.

**Returned value**

The number of copied tick or -1 in case of an error.

**Note**

The CopyTicks() function allows requesting and analyzing all received ticks. The first call of CopyTicks() initiates synchronization of the symbols tick database stored on the hard disk. If the local database does not provide all the requested ticks, then missing ticks will be automatically downloaded from the trade server. Ticks beginning with the *from* date specified in CopyTicks() till the current moment will be synchronized. After that, all ticks arriving for this symbol will be added to the tick database thus keeping it in the synchronized state.

If the *from* and *count* parameters are not specified, all available recent ticks (but not more than 2000) will be written to *ticks_array[].* The *flags* parameter allows specifying the type of required ticks.
COPY_TICKS_INFO - ticks with Bid and/or Ask price changes are returned. Data of other fields will also be added. For example, if only the Bid has changed, the `ask` and `volume` fields will be filled with last known values. To find out exactly what has changed, analyze the `flags` field, which will have the value of TICK_FLAG_BID and/or TICK_FLAG_ASK. If a tick has zero values of the Bid and Ask prices, and the flags show that these data have changed (`flags=TICK_FLAG_BID|TICK_FLAG_ASK`), this means that the order book (Market Depth) is empty. In other words, there are no buy and sell orders.

COPY_TICKS_TRADE - ticks with the Last price and volume changes are returned. Data of other fields will also be added, i.e. last known values of Bid and Ask will be specified in the appropriate fields. To find out exactly what has changed, analyze the `flags` field, which will have the TICK_FLAG_LAST and TICK_FLAG_VOLUME value.

COPY_TICKS_ALL - all ticks with any change are returned. Unchanged fields will be filled with last known values.

Call of CopyTicks() with the COPY_TICKS_ALL flag immediately returns all ticks from the request interval, while calls in other modes require some time to process and select ticks, therefore they do not provide significant speed advantage.

When requesting ticks (either COPY_TICKS_INFO or COPY_TICKS_TRADE), every tick contains full price information as of the time of the tick (`bid, ask, last and volume`). This feature is provided for an easier analysis of the trade state at the time of each tick, so there is no need to request a deep tick history and search for the values of other fields.

In indicators, the CopyTicks() function returns the result: when called from an indicator, CopyTick() immediately returns all available ticks of a symbol, and will launch synchronization of the tick database, if available data is not enough. All indicators in one symbol operate in one common thread, so the indicator cannot wait for the completion of synchronization. After synchronization, CopyTicks() will return all requested ticks during the next call. In indicators, the `OnCalculate()` function is called after the arrival of each tick.

CopyTicks() can wait for the result for 45 seconds in Expert Advisors and scripts: as distinct from indicators, every Expert Advisor and script operate in a separate thread, and therefore can wait 45 seconds till the completion of synchronization. If the required amount of ticks fails to be synchronized during this time, CopyTicks() will return available ticks by timeout and will continue synchronization. `OnTick()` in Expert Advisor is not a handler of every tick, it only notifies an Expert Advisor about changes in the market. It can be a batch of changes: the terminal can simultaneously make a few ticks, but `OnTick()` will be called only once to notify the EA of the latest market state.

The rate of data return: the terminal stores in the fast access cache 4,096 last ticks for each instrument (65,536 ticks for symbols with a running Market Depth). If requested ticks for the current trading session are beyond the cache, CopyTicks() calls the ticks stored in the terminal memory. These requests require more time for execution. The slowest requests are those requesting ticks for other days, since the data is read from the disk in this case.

Example:

```cpp
//property copyright "Copyright 2016, MetaQuotes Software Corp."
//property link "https://www.mql5.com"
//property version "1.00"
//property script_show_inputs
/-- Requesting 100 million ticks to be sure we receive the entire tick history
input int getticks=100000000; // The number of required ticks
```
void OnStart()
{
    //---
    int attempts=0; // Count of attempts
    bool success=false; // The flag of a successful copying of ticks
    MqlTick tick_array[]; // Tick receiving array
    MqlTick lasttick; // To receive last tick data
    SymbolInfoTick(_Symbol, lasttick);
    //--- Make 3 attempts to receive ticks
    while(attempts<3)
    {
        //--- Measuring start time before receiving the ticks
        uint start=GetTickCount();
        //--- Requesting the tick history since 1970.01.01 00:00.001 (parameter from=1 ms)
        int received=CopyTicks(_Symbol, tick_array, COPY_TICKS_ALL, 1, getticks);
        if(received!=-1)
        {
            //--- Showing information about the number of ticks and spent time
            PrintFormat("%s: received %d ticks in %d ms", _Symbol, received, GetTickCount()-start);
            //--- If the tick history is synchronized, the error code is equal to zero
            if(GetLastError()==0)
            {
                success=true;
                break;
            }
            else
            {
                PrintFormat("%s: Ticks are not synchronized yet, %d ticks received for %d ms.
                _Symbol, received, GetTickCount()-start, _LastError);
            }
        }
        //--- Counting attempts
        attempts++;
        //--- A one-second pause to wait for the end of synchronization of the tick data
        Sleep(1000);
    }
    //--- Receiving the requested ticks from the beginning of the tick history failed in three attempts
    if(!success)
    {
        PrintFormat("Error! Failed to receive %d ticks of %s in three attempts", getticks,
        return;
    }
    int ticks=ArraySize(tick_array);
    //--- Showing the time of the first tick in the array
    datetime firstticktime=tick_array[ticks-1].time;
    PrintFormat("Last tick time = %s.%03I64u",
            TimeToString(firstticktime, TIME_DATE|TIME_MINUTES|TIME_SECONDS), tick_array[ticks-1].time_msc%1000);
    //--- Show the time of the last tick in the array
```cpp
datetime lastticktime=tick_array[0].time;
PrintFormat("First tick time = %s.%03I64u",
            TimeToString(lastticktime,TIME_DATE|TIME_MINUTES|TIME_SECONDS),tick_array[0].time_msc%1000);

//---
MqlDateTime today;
datetime current_time=TimeCurrent();
TimeToStruct(current_time,today);
PrintFormat("current_time=%s",TimeToString(current_time));
today.hour=0;
today.min=0;
today.sec=0;
datetime startday=StructToTime(today);
datetime endday=startday+24*60*60;
if((ticks=CopyTicksRange(_Symbol,tick_array,COPY_TICKS_ALL,startday*1000,endday*1000))==-1)
{
    PrintFormat("CopyTicksRange(%s,tick_array,COPY_TICKS_ALL,%s,%s) failed, error %d",
                _Symbol,TimeToString(startday),TimeToString(endday),GetLastError());
    return;
}
ticks=MathMax(100,ticks);
//--- Showing the first 100 ticks of the last day
int counter=0;
for(int i=0;i<ticks;i++)
{
    datetime time=tick_array[i].time;
    if((time>=startday) && (time<endday) && counter<100)
    {
        counter++;
        PrintFormat("%d. %s",counter,GetTickDescription(tick_array[i]));
    }
}
//--- Showing the first 100 deals of the last day
counter=0;
for(int i=0;i<ticks;i++)
{
    datetime time=tick_array[i].time;
    if((time>=startday) && (time<endday) && counter<100)
    {
        if(((tick_array[i].flags&TICK_FLAG_BUY)==TICK_FLAG_BUY) || ((tick_array[i].flags&TICK_FLAG_SELL)==TICK_FLAG_SELL))
        {
            counter++;
            PrintFormat("%d. %s",counter,GetTickDescription(tick_array[i]));
        }
    }
}
//+------------------------------------------------------------------+
// Returns the string description of a tick
```
string GetTickDescription(MqlTick &tick)
{
    string desc=StringFormat("%s.%03d ",
        TimeToString(tick.time),tick.time_msc%1000);

    //--- Checking flags
    bool buy_tick=((tick.flags&TICK_FLAG_BUY)==TICK_FLAG_BUY);
    bool sell_tick=((tick.flags&TICK_FLAG_SELL)==TICK_FLAG_SELL);
    bool ask_tick=((tick.flags&TICK_FLAG_ASK)==TICK_FLAG_ASK);
    bool bid_tick=((tick.flags&TICK_FLAG_BID)==TICK_FLAG_BID);
    bool last_tick=((tick.flags&TICK_FLAG_LAST)==TICK_FLAG_LAST);
    bool volume_tick=((tick.flags&TICK_FLAG_VOLUME)==TICK_FLAG_VOLUME);

    //--- Checking trading flags in a tick first
    if(buy_tick || sell_tick)
    {
        //--- Forming an output for the trading tick
        desc=desc+(buy_tick?StringFormat("Buy Tick: Last=%G Volume=%d ",tick.last,tick.
                desc=desc+(sell_tick?StringFormat("Sell Tick: Last=%G Volume=%d ",tick.last,tick.
                desc=desc+(ask_tick?StringFormat("Ask=%G ",tick.ask):"
                desc=desc+(bid_tick?StringFormat("Bid=%G ",tick.ask):"
                desc=desc+"(Trade tick)"
                } else
    {
        //--- Form a different output for an info tick
        desc=desc+(ask_tick?StringFormat("Ask=%G ",tick.ask):"
        desc=desc+(bid_tick?StringFormat("Bid=%G ",tick.ask):"
        desc=desc+(last_tick?StringFormat("Last=%G ",tick.last):"
        desc=desc+(volume_tick?StringFormat("Volume=%d ",tick.volume):"
        desc=desc+"(Info tick)"
        }

    //--- Returning tick description
    return desc;
}

/* Example of the output
Si-12.16: received 11048387 ticks in 4937 ms
Last tick time = 2016.09.26 18:32:59.775
First tick time = 2015.06.18 09:45:01.000
1.  2016.09.26 09:45.249 Ask=65370 Bid=65370 (Info tick)
2.  2016.09.26 09:47.420 Ask=65370 Bid=65370 (Info tick)
3.  2016.09.26 09:50.893 Ask=65370 Bid=65370 (Info tick)
4.  2016.09.26 09:51.827 Ask=65370 Bid=65370 (Info tick)
5.  2016.09.26 09:53.810 Ask=65370 Bid=65370 (Info tick)
6.  2016.09.26 09:54.491 Ask=65370 Bid=65370 (Info tick)
7.  2016.09.26 09:55.913 Ask=65370 Bid=65370 (Info tick)
8.  2016.09.26 09:59.350 Ask=65370 Bid=65370 (Info tick)
9.  2016.09.26 09:59.678 Bid=65370 (Info tick)
10. 2016.09.26 10:00.000 Sell Tick: Last=65367 Volume=3 (Trade tick)
<table>
<thead>
<tr>
<th>Time</th>
<th>Last</th>
<th>Volume</th>
</tr>
</thead>
<tbody>
<tr>
<td>2016.09.26 10:00.000</td>
<td>65335</td>
<td>45</td>
</tr>
<tr>
<td>2016.09.26 10:00.000</td>
<td>65334</td>
<td>95</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65319</td>
<td>1</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65317</td>
<td>1</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65316</td>
<td>10</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65315</td>
<td>5</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65313</td>
<td>3</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65307</td>
<td>25</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65304</td>
<td>1</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65301</td>
<td>10</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65300</td>
<td>5</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65300</td>
<td>1</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65300</td>
<td>6</td>
</tr>
<tr>
<td>2016.09.26 10:00.191</td>
<td>65299</td>
<td>1</td>
</tr>
<tr>
<td>2016.09.26 10:00.232</td>
<td>65297</td>
<td></td>
</tr>
<tr>
<td>2016.09.26 10:00.276</td>
<td>65291</td>
<td>31</td>
</tr>
<tr>
<td>2016.09.26 10:00.276</td>
<td>65290</td>
<td>1</td>
</tr>
</tbody>
</table>

See also

SymbolInfoTick, Structure for Current Prices, OnTick()
CopyTicksRange

The function receives ticks in the MqlTick format within the specified date range to ticks_array. Indexing goes from the past to the present meaning that a tick with the index 0 is the oldest one in the array. For tick analysis, check the flags field, which shows what exactly has changed.

```c
int CopyTicksRange(
    const string symbol_name, // symbol name
    MqlTick& ticks_array[], // tick receiving array
    uint flags=COPY_TICKS_ALL, // flag that defines the type of the ticks
    ulong from_msc=0, // date, starting from which ticks are req
    ulong to_msc=0 // date, up to which ticks are requested
);
```

**Parameters**

- **symbol_name**
  - [in] Symbol.

- **ticks_array**
  - [out] MqlTick static or dynamic array for receiving ticks. If the static array cannot hold all the ticks from the requested time interval, the maximum possible amount of ticks is received. In this case, the function generates the error **ERR_HISTORY_SMALL_BUFFER** (4407).

- **flags**
  - [in] A flag to define the type of the requested ticks. **COPY_TICKS_INFO** - ticks with Bid and/or Ask changes, **COPY_TICKS_TRADE** - ticks with changes in Last and Volume, **COPY_TICKS_ALL** - all ticks. For any type of request, the values of the previous tick are added to the remaining fields of the MqlTick structure.

- **from_msc**
  - [in] The date, from which you want to request ticks. In milliseconds since 1970.01.01. If the from_msc parameter is not specified, ticks from the beginning of the history are sent. Ticks with the time >= from_msc are sent.

- **to_msc**
  - [in] The date, up to which you want to request ticks. In milliseconds since 01.01.1970. Ticks with the time <= to_msc are sent. If the to_msc parameter is not specified, all ticks up to the end of the history are sent.

**Return Value**

The number of copied tick or -1 in case of an error. GetLastError() is able to return the following errors:

- **ERR_HISTORY_TIMEOUT** - ticks synchronization waiting time is up, the function has sent all it had.
- **ERR_HISTORY_SMALL_BUFFER** - static buffer is too small. Only the amount the array can store has been sent.
- **ERR_NOT_ENOUGH_MEMORY** - insufficient memory for receiving a history from the specified range to the dynamic tick array. Failed to allocate enough memory for the tick array.

**Note**
The CopyTicksRange() function is used for requesting ticks strictly from a specified range, for example, from a certain day in history. At the same time, CopyTicks() allows specifying only a start date, for example - receive all ticks from the beginning of the month till the current moment.

See also

SymbolInfoTick, Structure for Current Prices, OnTick, CopyTicks
iBars

Returns the number of bars of a corresponding symbol and period, available in history.

```c
int iBars(
    const string symbol,  // Symbol
    ENUM_TIMEFRAMES timeframe // Period
);
```

Parameters

symbol

[in] The symbol name of the financial instrument. `NULL` means the current symbol.

timeframe

[in] Period. It can be one of the values of the `ENUM_TIMEFRAMES` enumeration. 0 means the current chart period.

Return Value

The number of bars of a corresponding symbol and period, available in history, but no more than allowed by the "Max bars in chart" parameter in platform settings.

Example:

```c
Print("Bar count on the 'EURUSD_H1' is ", iBars("EURUSD", PERIOD_H1));
```

See also

Bars
iBarShift

Search bar by time. The function returns the index of the bar corresponding to the specified time.

```c
int iBarShift(
    const string symbol, // Symbol
    ENUM_TIMEFRAMES timeframe, // Period
datetime time, // Time
    bool exact=false // Mode
);
```

**Parameters**

- **symbol**
  
  [in] The symbol name of the financial instrument. NULL means the current symbol.

- **timeframe**
  
  [in] Period. It can be one of the values of the ENUM_TIMEFRAMES enumeration. PERIOD_CURRENT means the current chart period.

- **time**
  
  [in] Time value to search for.

- **exact=false**
  
  [in] A return value, in case the bar with the specified time is not found. If exact=false, iBarShift returns the index of the nearest bar, the Open time of which is less than the specified time (time_open < time). If such a bar is not found (history before the specified time is not available), then the function returns -1. If exact=true, iBarShift does not search for a nearest bar but immediately returns -1.

**Return Value**

The index of the bar corresponding to the specified time. If the bar corresponding to the specified time is not found (there is a gap in the history), the function returns -1 or the index of the nearest bar (depending on the 'exact' parameter).

**Example:**

```c
void OnStart()
{
    //--- The date is on Sunday
    datetime time=D'2002.04.25 12:00';
    string symbol="GBPUSD";
    ENUM_TIMEFRAMES tf=PERIOD_H1;
    bool exact=false;
    //--- If there is no bar at the specified time, iBarShift will return the index of the
    int bar_index=iBarShift(symbol,tf,time,exact);
    //--- Check the error code after the call of iBarShift()
    int error=GetLastError();
}
```
if(error! = 0)
{
    PrintFormat("iBarShift(): GetLastError=%d - The requested date \%s "+
            "for \%s \%s is not found in the available history",
            error,TimeToString(time),symbol,EnumToString(tf));
    return;
}

//--- The iBarShift() function was executed successfully, return a result for exact=false
PrintFormat("1. \%s \%s \%(\%s): bar index is %d (exact=%s)",
            symbol,EnumToString(tf),TimeToString(time),
            DayOfWeek(time),bar_index,string(exact));
datetime bar_time=iTime(symbol,tf,bar_index);
PrintFormat("Time of bar #\%d is %s (%s)",
            bar_index,TimeToString(bar_time),DayOfWeek(bar_time));

//--- Request the index of the bar with the specified time; if there is no bar -1 will:
exact=true;
bar_index=iBarShift(symbol,tf,time,exact);

//--- The iBarShift() function was executed successfully, return a result for exact=true
PrintFormat("2. \%s \%s \%(\%s):bar index is %d (exact=%s)",
            symbol,EnumToString(tf),TimeToString(time),
            DayOfWeek(time),bar_index,string(exact));

//@------------------------------------------------------------------+
//@ Returns the name of the day of the week
//@------------------------------------------------------------------+
string DayOfWeek(const datetime time)
{
    MqlDateTime dt;
    string day="";
    TimeToStruct(time,dt);
    switch(dt.day_of_week)
    {
        case 0: day = EnumToString(SUNDAY); break;
        case 1: day = EnumToString(MONDAY); break;
        case 2: day = EnumToString(TUESDAY); break;
        case 3: day = EnumToString(WEDNESDAY); break;
        case 4: day = EnumToString(THURSDAY); break;
        case 5: day = EnumToString(FRIDAY); break;
        default: day = EnumToString(SATURDAY); break;
    }
    //---
    return day;
} /* Execution result
1. GBPUSD PERIOD_H1 2018.06.10 12:00 (SUNDAY): bar index is 64 (exact=false)
   Time of bar #64 is 2018.06.08 23:00 (FRIDAY)
2. GBPUSD PERIOD_H1 2018.06.10 12:00 (SUNDAY): bar index is -1 (exact=true)
*/
iClose

Returns the Close price of the bar (indicated by the `shift` parameter) on the corresponding chart.

```c
double iClose(
    const string symbol,       // Symbol
    ENUM_TIMEFRAMES timeframe, // Period
    int shift                   // Shift
);
```

**Parameters**

- **symbol**
  
  [in] The symbol name of the financial instrument. **NULL** means the current symbol.

- **timeframe**
  
  [in] Period. It can be one of the values of the **ENUM_TIMEFRAMES** enumeration. 0 means the current chart period.

- **shift**
  
  [in] The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

**Return Value**

The Close price of the bar (indicated by the `shift` parameter) on the corresponding chart or 0 in case of an error. For error details, call the **GetLastError()** function.

**Note**

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

**Example:**

```c
input int shift=0;

//+------------------------------------------------------------------+
//| Function-event handler "tick"                                    |
//+------------------------------------------------------------------+
void OnTick()
{
    datetime time  = iTime(Symbol(),Period(),shift);
    double open   = iOpen(Symbol(),Period(),shift);
    double high   = iHigh(Symbol(),Period(),shift);
    double low    = iLow(Symbol(),Period(),shift);
    double close  = iClose(NULL,PERIOD_CURRENT,shift);
    long volume   = iVolume(Symbol(),0,shift);
    int bars      = iBars(NULL,0);

    Comment(Symbol(),"," ,EnumToString(Period()),"\n",
```
"Time: " ,TimeString(time,TIME_DATE|TIME_SECONDS),"\n",
"Open: " ,DoubleToString(open,Digits()),"\n",
"High: " ,DoubleToString(high,Digits()),"\n",
"Low: " ,DoubleToString(low,Digits()),"\n",
"Close: " ,DoubleToString(close,Digits()),"\n",
"Volume: ",IntegerToString(volume),"\n",
"Bars: " ,IntegerToString(bars),"\n"}

See also

CopyClose, CopyRates
### iHigh

Returns the High price of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```c
double iHigh(
    const string symbol,  // Symbol
    ENUM_TIMEFRAMES timeframe,  // Period
    int shift  // Shift
);```

#### Parameters

- **symbol**
  - [in] The symbol name of the financial instrument. **NULL** means the current symbol.

- **timeframe**
  - [in] Period. It can be one of the values of the **ENUM_TIMEFRAMES** enumeration. 0 means the current chart period.

- **shift**
  - [in] The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

#### Return Value

The High price of the bar (indicated by the 'shift' parameter) on the corresponding chart or 0 in case of an error. For error details, call the **GetLastError()** function.

#### Note

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

#### Example:

```c
input int shift=0;

//+-------------------------------------------------------------+
//| Function-event handler "tick"                               |
//+-------------------------------------------------------------+
void OnTick()
{
    datetime time  = iTime(Symbol(), Period(), shift);
    double open    = iOpen(Symbol(), Period(), shift);
    double high    = iHigh(Symbol(), Period(), shift);
    double low     = iLow(Symbol(), Period(), shift);
    double close   = iClose(NULL, PERIOD_CURRENT, shift);
    long volume    = iVolume(Symbol(), 0, shift);
    int bars       = iBars(NULL, 0);

    Comment(Symbol(), "", EnumToString(Period()), "\n",
```
```cpp
"Time: " , TimeToString(time, TIME_DATE|TIME_SECONDS), "\n",
"Open: " , DoubleToString(open, Digits()), "\n",
"High: " , DoubleToString(high, Digits()), "\n",
"Low: " , DoubleToString(low, Digits()), "\n",
"Close: " , DoubleToString(close, Digits()), "\n",
"Volume: " , IntegerToString(volume), "\n",
"Bars: " , IntegerToString(bars), "\n"

```

See also

[CopyHigh](https://www.metaquotes.net), [CopyRates](https://www.metaquotes.net)
iHighest

Returns the index of the highest value found on the corresponding chart (shift relative to the current bar).

```csharp
int iHighest(
    const string symbol,        // Symbol
    ENUM_TIMEFRAMES timeframe,  // Period
    ENUM_SERIESMODE type,       // Timeseries identifier
    int count=WHOLE_ARRAY,      // Number of elements
    int start=0                 // Index
);
```

Parameters

symbol

[in] The symbol, on which the search will be performed. NULL means the current symbol.

timeframe

[in] Period. It can be one of the values of the ENUM_TIMEFRAMES enumeration. 0 means the current chart period.

type

[in] The identifier of the timeseries, in which the search will be performed. Can be equal to any value from ENUM_SERIESMODE.

count=WHOLE_ARRAY

[in] The number of elements in the timeseries (from the current bar towards index increasing direction), among which the search should be performed.

start=0

[in] The index (shift relative to the current bar) of the initial bar, from which search for the highest value begins. Negative values are ignored and replaced with a zero value.

Return Value

The index of the highest value found on the corresponding chart (shift relative to the current bar) or -1 in case of an error. For error details, call the GetLastError() function.

Example:

```csharp
double val;

//--- Calculation of the highest Close value among 20 consecutive bars
//--- From index 4 to index 23 inclusive, on the current timeframe
int val_index=iHighest(NULL,0,MODE_CLOSE,20,4);
if(val_index!=-1)
    val=High[val_index];
else
    PrintFormat("iHighest() call error. Error code=%d",GetLastError());
```
iLow

Returns the Low price of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```c
#include "platform.h"

double iLow(
    const string    symbol,   // Symbol
    ENUM_TIMEFRAMES timeframe,  // Period
    int shift        // Shift
);
```

**Parameters**

- **symbol**
  
  [in]  The symbol name of the financial instrument. **NULL** means the current symbol.

- **timeframe**
  
  [in]  Period. It can be one of the values of the **ENUM_TIMEFRAMES** enumeration. 0 means the current chart period.

- **shift**
  
  [in]  The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

**Return Value**

The Low price of the bar (indicated by the 'shift' parameter) on the corresponding chart or 0 in case of an error. For error details, call the **GetLastError()** function.

**Note**

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

**Example:**

```c
int shift=0;

// Function-event handler "tick"
void OnTick()
{
   datetime time  = iT ime(Symbol(), Period(),shift);
   double open  = iOpen(Symbol(), Period(),shift);
   double high  = iHigh(Symbol(), Period(),shift);
   double low   = iLow(Symbol(), Period(),shift);
   double close = iClose(NULL, PERIOD_CURRENT,shift);
   long volume  = iVolume(Symbol(), 0, shift);
   int    bars   = iBars(NULL, 0);

   Comment(Symbol(), "", EnumToString(Period()), "\n",
```
"Time: " , TimeToString(time, TIME_DATE|TIME_SECONDS), "\n",
"Open: " , DoubleToString(open, Digits()), "\n",
"High: " , DoubleToString(high, Digits()), "\n",
"Low: " , DoubleToString(low, Digits()), "\n",
"Close: " , DoubleToString(close, Digits()), "\n",
"Volume: " , IntegerToString(volume), "\n",
"Bars: " , IntegerToString(bars), "\n";
}

See also
CopyLow, CopyRates
### iLowest

Returns the index of the smallest value found on the corresponding chart (shift relative to the current bar).

```c
int iLowest
    (const string symbol, // Symbol
     ENUM_TIMEFRAMES timeframe, // Period
     ENUM_SERIESMODE type, // Timeseries identifier
     int count=WHOLE_ARRAY, // Number of elements
     int start=0 // Index
    );
```

#### Parameters

- **symbol**
  - [in] The symbol, on which the search will be performed. `NULL` means the current symbol.

- **timeframe**
  - [in] Period. It can be one of the values of the `ENUM_TIMEFRAMES` enumeration. 0 means the current chart period.

- **type**
  - [in] The identifier of the timeseries, in which the search will be performed. Can be equal to any value from `ENUM_SERIESMODE`.

- **count=WHOLE_ARRAY**
  - [in] The number of elements in the timeseries (from the current bar towards index increasing direction), among which the search should be performed.

- **start=0**
  - [in] The index (shift relative to the current bar) of the initial bar, from which search for the lowest value begins. Negative values are ignored and replaced with a zero value.

#### Return Value

The index of the lowest value found on the corresponding chart (shift relative to the current bar) or -1 in case of an error. For error details, call the `GetLastError()` function.

#### Example:

```c
double val;
//--- Search for a bar with the lowest value of the real volume among 15 consecutive bars
//--- From index 10 to index 24 inclusive, on the current timeframe
int val_index=iLowest(NULL,0,MODE_REAL_VOLUME,15,10);
if(val_index!=-1)
    val=Low[val_index];
else
    PrintFormat("iLowest() call error. Error code=%d",GetLastError());
```

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# iOpen

Returns the Open price of the bar (indicated by the `shift` parameter) on the corresponding chart.

```c
double iOpen(
    const string symbol,  // Symbol
    ENUM_TIMEFRAMES timeframe,  // Period
    int shift              // Shift
);
```

**Parameters**

- `symbol`
  - `[in]` The symbol name of the financial instrument. `NULL` means the current symbol.

- `timeframe`
  - `[in]` Period. It can be one of the values of the `ENUM_TIMEFRAMES` enumeration. 0 means the current chart period.

- `shift`
  - `[in]` The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

**Return Value**

The Open price of the bar (indicated by the `shift` parameter) on the corresponding chart or 0 in case of an error. For error details, call the `GetLastError()` function.

**Note**

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

**Example:**

```c
input int shift=0;

//+------------------------------------------+
//| Function-event handler "tick"            |
//+------------------------------------------+
void OnTick()
{
    datetime time  = iTime(Symbol(), Period(), shift);
    double open  = iOpen(Symbol(), Period(), shift);
    double high  = iHigh(Symbol(), Period(), shift);
    double low   = iLow(Symbol(), Period(), shift);
    double close = iClose(NULL, PERIOD_CURRENT, shift);
    long    volume= iVolume(Symbol(), 0, shift);
    int     bars  = iBars(NULL, 0);

    Comment(Symbol(),",",EnumToString(Period()),"\n",
```
"Time: " ,TimeToString(time,TIME_DATE|TIME_SECONDS),"\n",
"Open: " ,DoubleToString(open,Digits()),"\n",
"High: " ,DoubleToString(high,Digits()),"\n",
"Low: " ,DoubleToString(low,Digits()),"\n",
"Close: " ,DoubleToString(close,Digits()),"\n",
"Volume: ",IntegerToString(volume),"\n",
"Bars: " ,IntegerToString(bars),"\n"
);
**iTime**

Returns the opening time of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```c
datetime iTime(
    const string symbol,  // Symbol
    ENUM_TIMEFRAMES timeframe,  // Period
    int shift)  // Shift
);```

**Parameters**

- `symbol` ([in]) The symbol name of the financial instrument. `NULL` means the current symbol.
- `timeframe` ([in]) Period. It can be one of the values of the `ENUM_TIMEFRAMES` enumeration. `0` means the current chart period.
- `shift` ([in]) The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

**Return Value**

The opening time of the bar (indicated by the 'shift' parameter) on the corresponding chart or `0` in case of an error. For error details, call the `GetLastError()` function.

**Note**

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

**Example:**

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- The date is on Sunday
    datetime time=D'2018.06.10 12:00';
    string symbol="GBPUSD";
    ENUM_TIMEFRAMES tf=PERIOD_H1;
    bool exact=false;
    //--- there is no bar at the specified time, iBarShift will return the index of the next bar
    int bar_index=iBarShift(symbol,tf,time,exact);
    PrintFormat("1. %s %s(%s): bar index is %d (exact=%s)",
        symbol,EnumToString(tf),TimeToString(time),DayOfWeek(time),bar_index,
        string(exact));
    datetime bar_time=iTime(symbol,tf,bar_index);
    //+------------------------------------------------------------------+
}```
PrintFormat("Time of bar #d is %s (%s)",
   bar_index,TimeToString(bar_time),DayOfWeek(bar_time));
//PrintFormat(iTime(symbol,tf,bar_index));
//--- Request the index of the bar with the specified time; but there is no bar, return -1
exact=true;
bar_index=iBarShift(symbol,tf,time,exact);
PrintFormat("2. %s %s %s (%s): bar index is %d (exact=%s)",
   symbol,EnumToString(tf),TimeToString(time),DayOfWeek(time),bar_index,string(exact));
//---

string DayOfWeek(const datetime time)
{
   MqlDateTime dt;
   string day="";
   TimeToStruct(time,dt);
   switch (dt.day_of_week)
   {
      case 0: day=EnumToString(SUNDAY);
         break;
      case 1: day=EnumToString(MONDAY);
         break;
      case 2: day=EnumToString(TUESDAY);
         break;
      case 3: day=EnumToString(WEDNESDAY);
         break;
      case 4: day=EnumToString(THURSDAY);
         break;
      case 5: day=EnumToString(FRIDAY);
         break;
      default: day=EnumToString(SATURDAY);
         break;
   }
   //---
   return day;
}
/* The result:
1. GBPUSD PERIOD_H1 2018.06.10 12:00(SUNDAY): bar index is 64 (exact=false)
Time of bar #64 is 2018.06.08 23:00 (FRIDAY)
2. GBPUSD PERIOD_H1 2018.06.10 12:00 (SUNDAY): bar index is -1 (exact=true)
*/

See also

CopyTime, CopyRates
iTickVolume

Returns the tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```c
long iTickVolume(
    const string   symbol,       // Symbol
    ENUM_TIMEFRAMES timeframe,   // Period
    int             shift         // Shift
);```

**Parameters**

*symbol*

[in] The symbol name of the financial instrument. NULL means the current symbol.

*timeframe*

[in] Period. It can be one of the values of the ENUM_TIMEFRAMES enumeration. 0 means the current chart period.

*shift*

[in] The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

**Return Value**

The tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart or 0 in case of an error. For error details, call the GetLastErr() function.

**Note**

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

**Example:**

```c
input int shift=0;
//------------------------------------------------------------------------------
// Function-event handler "tick"
//------------------------------------------------------------------------------
void OnTick()
{
    datetime time  = iTick(Symbol(),Period(),shift);
    double   open  = iOpen(Symbol(),Period(),shift);
    double   high  = iHigh(Symbol(),Period(),shift);
    double   low   = iLow(Symbol(),Period(),shift);
    double   close = iClose(NULL,PERIOD_CURRENT,shift);
    long      volume= iVolume(Symbol(),0,shift);
    int       bars  = iBars(NULL,0);

    Comment(Symbol(),"","EnumToString(Period()),\n"
"Time: " , TimeToString(time, TIME_DATE|TIME_SECONDS), "\n",
"Open: " , DoubleToString(open, Digits()), "\n",
"High: " , DoubleToString(high, Digits()), "\n",
"Low: " , DoubleToString(low, Digits()), "\n",
"Close: " , DoubleToString(close, Digits()), "\n",
"Volume: " , IntegerToString(volume), "\n",
"Bars: " , IntegerToString(bars), "\n"
);
**iRealVolume**

Returns the real volume of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```cpp
long iRealVolume(
    const string &symbol, // Symbol
    ENUM_TIMEFRAMES timeframe, // Period
    int shift // Shift
);
```

**Parameters**

`symbol`
- **[in]** The symbol name of the financial instrument. `NULL` means the current symbol.

`timeframe`
- **[in]** Period. It can be one of the values of the `ENUM_TIMEFRAMES` enumeration. 0 means the current chart period.

`shift`
- **[in]** The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

**Return Value**

The real volume of the bar (indicated by the 'shift' parameter) on the corresponding chart or 0 in case of an error. For error details, call the `GetLastError()` function.

**Note**

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

**Example:**

```cpp
input int shift=0;
//+------------------------------------------------------------------+
//| Function-event handler "tick"
//+------------------------------------------------------------------+
void OnTick()
{
    datetime time  = iTime(Symbol(), Period(), shift);
    double open  = iOpen(Symbol(), Period(), shift);
    double high  = iHigh(Symbol(), Period(), shift);
    double low   = iLow(Symbol(), Period(), shift);
    double close = iClose(NULL, PERIOD_CURRENT, shift);
    long volume= iVolume(Symbol(),0,shift);
    int bars  = iBars(NULL,0);

    Comment(Symbol(),"","EnumToString(Period()),"\n",
```
"Time: " , TimeToString(time, TIME_DATE|TIME_SECONDS),"\n",
"Open: " , DoubleToString(open, Digits()),"\n",
"High: " , DoubleToString(high, Digits()),"\n",
"Low: " , DoubleToString(low, Digits()),"\n",
"Close: " , DoubleToString(close, Digits()),"\n",
"Volume: ", IntegerToString(volume),"\n",
"Bars: " , IntegerToString(bars),"\n"}

See also

CopyRealVolume, CopyRates
iVolume

Returns the tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```cpp
long iVolume(
    const string symbol,       // Symbol
    ENUM_TIMEFRAMES timeframe, // Period
    int shift,                 // Shift
)
```

**Parameters**

- **symbol**
  - [in] The symbol name of the financial instrument. **NULL** means the current symbol.

- **timeframe**
  - [in] Period. It can be one of the values of the **ENUM_TIMEFRAMES** enumeration. 0 means the current chart period.

- **shift**
  - [in] The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

**Return Value**

The tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart or 0 in case of an error. For error details, call the **GetLastError()** function.

**Note**

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

**Example:**

```cpp
input int shift=0;

void OnTick()
{
    datetime time = iTime(Symbol(), Period(), shift);
    double open = iOpen(Symbol(), Period(), shift);
    double high = iHigh(Symbol(), Period(), shift);
    double low = iLow(Symbol(), Period(), shift);
    double close = iClose(NULL, PERIOD_CURRENT, shift);
    long volume = iVolume(Symbol(), 0, shift);
    int bars = iBars(NULL, 0);

    Comment(Symbol(), "", EnumToString(Period()), "\n",
```
See also

CopyTickVolume, CopyRates
iSpread

Returns the spread value of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```c
long iSpread(
    const string  symbol,  // Symbol
    ENUM_TIMEFRAMES timeframe,  // Period
    int          shift     // Shift
);
```

Parameters

- `symbol`
  - [in] The symbol name of the financial instrument. `NULL` means the current symbol.

- `timeframe`
  - [in] Period. It can be one of the values of the `ENUM_TIMEFRAMES` enumeration. 0 means the current chart period.

- `shift`
  - [in] The index of the received value from the timeseries (backward shift by specified number of bars relative to the current bar).

Return Value

The Spread value of the bar (indicated by the 'shift' parameter) on the corresponding chart or 0 in case of an error. For error details, call the `GetLastError()` function.

Note

The function always returns actual data. For this purpose it performs a request to the timeseries for the specified symbol/period during each call. This means that if there is no ready data during the first function call, some time may be taken to prepare the result.

The function does not store previous calls results, and there is no local cache for quick value return.

Example:

```c
input int shift=0;
//+--------------------------------------------------------------------------------------------------------+
//| Function-event handler "tick"                                                                       |
//+--------------------------------------------------------------------------------------------------------+
void OnTick()
{
    datetime  time  = iTime(Symbol(),Period(),shift);
    double    open  = iOpen(Symbol(),Period(),shift);
    double    high  = iHigh(Symbol(),Period(),shift);
    double    low   = iLow(Symbol(),Period(),shift);
    double    close = iClose(NULL,PERIOD_CURRENT,shift);
    long      volume= iVolume(Symbol(),0,shift);
    int       bars  = iBars(NULL,0);

    Comment(Symbol(),"," ,EnumToString(Period()),"\n",
```
"Time: " , TimeToString{time,TIME_DATE|TIME_SECONDS},"\n",
"Open: " , DoubleToString(open,Digits()),"\n",
"High: " , DoubleToString(high,Digits()),"\n",
"Low: " , DoubleToString(low,Digits()),"\n",
"Close: " , DoubleToString(close,Digits()),"\n",
"Volume: ", IntegerToString(volume),"\n",
"Bars: " , IntegerToString(bars),"\n"
};

See also

CopySpread, CopyRates
**Custom symbols**

Functions for creating and editing the custom symbol properties.

When connecting the terminal to a certain trade server, a user is able to **work with time series** of the financial symbols provided by a broker. Available financial symbols are displayed as a list in the Market Watch window. A separate group of functions allows **receiving data on the symbol properties**, trading sessions and market depth updates.

The group of functions described in this section allows creating custom symbols. To do this, users are able to apply the trade server’s existing symbols, text files or external data sources.

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Custom Symbols

CustomSymbolCreate

Creates a custom symbol with the specified name in the specified group.

```cpp
bool CustomSymbolCreate(
    const string symbol_name,  // custom symbol name
    const string symbol_path="",  // name of a group a symbol is to be created in
    const string symbol_origin=NULL  // name of a symbol used as a basis to create
);
```

Parameters

- **symbol_name**
  - [in] Custom symbol name. It should not contain groups or subgroups the symbol is located in.

- **symbol_path=""**
  - [in] The group name a symbol is located in.

- **symbol_origin=NULL**
  - [in] Name of a symbol the properties of a created custom symbol are to be copied from. After creating a custom symbol, any property value can be changed to a necessary one using the appropriate functions.

Return Value

- true - success, otherwise - false. To get information about the error, call the `GetLastError()` function.

Note

All custom symbols are created in the special Custom section. If a group name is not specified (the `symbol_path` parameter in the CustomSymbolCreate function contains an empty string or NULL), a custom symbol is generated in the Custom section root. Here we can draw an analogy with the file system, where groups and subgroups can be viewed as folders and subfolders.

The symbol and group names may only contain Latin letters without punctuation, spaces or special characters (may only contain ".", ",", "&" and "#"). It is not recommended to use characters `<`, `>`, `:`, ``, `/`, `|`, `?`, `*`.

The custom symbol name should be unique regardless of a group name it is created in. If a symbol with the same name already exists, the CustomSymbolCreate() function returns 'false', while the subsequent `GetLastError()` call returns the error 5300 (ERR_NOT_CUSTOM_SYMBOL) or 5304 (ERR_CUSTOM_SYMBOL_EXIST).

The length of the symbol name should not exceed 31 characters. Otherwise, CustomSymbolCreate() returns 'false' and the error 5302 - ERR_CUSTOM_SYMBOL_NAME_LONG is activated.

The `symbol_path` parameter can be set in two ways:

- only a group name without a name of the custom symbol, for example - "CFD\Metals". It is best to use this option to avoid errors.
- or <group> name + groups separator "\\"+<custom symbol name>, for example - "CFD\Metals\Platinum". In this case, the group name should end with the exact name of the custom symbol. In case of a mismatch, the custom symbol is still created, but not in the intended group. For example, if `symbol_path="CFD\Metals\Platinum"` and `symbol_name="platinum"` (register error),
then a custom symbol named “platinum” is created in the “Custom\CFD\Metals\Platinum” group. The SymbolInfoGetString(“platinum”,SYMBOL_PATH) function returns the “Custom\CFD\Metals\Platinum\platinum” value.

Note that the SYMBOL_PATH property returns the path with the symbol name at the end. Therefore, it cannot be copied without changes if you want to create a custom symbol in the exact same group. In this case, it is necessary to cut the symbol name in order not to get the result described above.

If a non-existent symbol is set as the symbol_origin parameter, then the custom symbol is created empty as if the symbol_origin parameter is not set. The error 4301 - ERR_MARKET_UNKNOWN_SYMBOL is activated in that case.

The symbol_path parameter length should not exceed 127 characters considering “Custom\", \\ groups separators and the symbol name if it is specified at the end.

See also
SymbolName, SymbolSelect, CustomSymbolDelete
### CustomSymbolDelete

Deletes a custom symbol with the specified name.

```cpp
bool CustomSymbolDelete(
    const string symbol_name // custom symbol name
);
```

**Parameters**

*symbol*

[in] Custom symbol name. It should not match the name of an already existing symbol.

**Return Value**

true - success, otherwise - false. To get information about the error, call the `GetLastError()` function.

**Note**

The custom symbol displayed in the Market Watch or the one a chart is opened for cannot be deleted.

**See also**

`SymbolName`, `SymbolSelect`, `CustomSymbolCreate`
Custom Symbols

CustomSymbolSetInteger

Sets the integer type property value for a custom symbol.

```cpp
bool CustomSymbolSetInteger(
    const string symbol_name, // symbol name
    ENUM_SYMBOL_INFO_INTEGER property_id, // property ID
    long property_value // property value
);
```

Parameters

- **symbol_name**
  - [in] Custom symbol name.

- **property_id**
  - [in] Symbol property ID. The value can be one of the values of the ENUM_SYMBOL_INFO_INTEGER enumeration.

- **property_value**
  - [in] A long type variable containing the property value.

Return Value

- true - success, otherwise - false. To get information about the error, call the GetLastError() function.

Note

The minute and tick history of the custom symbol is completely removed if any of these properties is changed in the symbol specification:

- SYMBOL_CHART_MODE - price type for constructing bars (Bid or Last)
- SYMBOL_DIGITS - number of digits after the decimal point to display the price

After deleting the custom symbol history, the terminal attempts to create a new history using the updated properties. The same happens when the custom symbol properties are changed manually.

See also

- SymbolInfoInteger
Custom Symbols

CustomSymbolSetDouble

Sets the real type property value for a custom symbol.

```c
bool CustomSymbolSetDouble(
    const string symbol_name, // symbol name
    ENUM_SYMBOL_INFO_DOUBLE property_id, // property ID
    double property_value // property value
);
```

Parameters

- **symbol_name**
  - [in] Custom symbol name.

- **property_id**
  - [in] Symbol property ID. The value can be one of the values of the `ENUM_SYMBOL_INFO_DOUBLE` enumeration.

- **property_value**
  - [in] A double type variable containing the property value.

Return Value

- `true` - success, otherwise - `false`. To get information about the error, call the `GetLastError()` function.

Note

The minute and tick history of the custom symbol is completely removed if any of these properties is changed in the symbol specification:

- `SYMBOL_POINT` - one point value
- `SYMBOL_TRADE_TICK_SIZE` - value of a tick that specifies the minimum allowable price change
- `SYMBOL_TRADE_TICK_VALUE` - one-tick price change value for a profitable position

After deleting the custom symbol history, the terminal attempts to create a new history using the updated properties. The same happens when the custom symbol properties are changed manually.

See also

- `SymbolInfoDouble`
Custom Symbols

CustomSymbolSetString

Sets the string type property value for a custom symbol.

```cpp
bool CustomSymbolSetString(
    const string symbol_name,  // symbol name
    ENUM_SYMBOL_INFO_STRING property_id,  // property ID
    string property_value  // property value
);

Parameters

symbol_name  
  [in]  Custom symbol name.

property_id  
  [in]  Symbol property ID. The value can be one of the values of the ENUM_SYMBOL_INFO_STRING enumeration.

property_value  
  [in]  A string type variable containing the property value.

Return Value

true - success, otherwise - false. To get information about the error, call the GetLastError() function.

Note

The minute and tick history of the custom symbol is completely removed if the SYMBOL_FORMULA property (setting the equation for the custom symbol price construction) is changed in the symbol specification. After deleting the custom symbol history, the terminal attempts to create a new history using the new equation. The same happens when the custom symbol equation is changed manually.

See also

SymbolInfoString
CustomSymbolSetMarginRate

Sets the margin rates depending on the order type and direction for a custom symbol.

```csharp
bool CustomSymbolSetMarginRate(
    const string symbol_name,  // symbol name
    ENUM_ORDER_TYPE order_type, // order type
    double initial_margin_rate, // initial margin rate
    double maintenance_margin_rate // maintenance margin rate
);
```

**Parameters**

- **symbol_name**
  - [in] Custom symbol name.

- **order_type**
  - [in] Order type.

- **initial_margin_rate**
  - [in] A `double` type variable with an initial margin rate. Initial margin is a security deposit for 1 lot deal in the appropriate direction. Multiplying the rate by the initial margin, we receive the amount of funds to be reserved on the account when placing an order of the specified type.

- **maintenance_margin_rate**
  - [in] A `double` type variable with a maintenance margin rate. Maintenance margin is a minimum amount for maintaining an open position of 1 lot in the appropriate direction. Multiplying the rate by the maintenance margin, we receive the amount of funds to be reserved on the account after an order of the specified type is activated.

**Return Value**

- `true` - success, otherwise `false`. To get information about the error, call the `GetLastError()` function.

**See also**

- `SymbolInfoMarginRate`
CustomSymbolSetSessionQuote

Sets the start and end time of the specified quotation session for the specified symbol and week day.

```cpp
bool CustomSymbolSetSessionQuote(
    const string symbol_name,  // symbol name
    ENUM_DAY_OF_WEEK day_of_week,  // week day
    uint session_index,  // session index
    datetime from,  // session start time
    datetime to  // session end time
);```

Parameters

- `symbol_name`
  - [in] Custom symbol name.

- `ENUM_DAY_OF_WEEK`  
  - [in] Week day, value from the `ENUM_DAY_OF_WEEK` enumeration.

- `uint`
  - [in] Index of the session, for which start and end times are to be set. Session indexing starts from 0.

- `datetime`  
  - [in] Session start time in seconds from 00:00, data value in the variable is ignored.

- `datetime`
  - [in] Session end time in seconds from 00:00, data value in the variable is ignored.

Return Value

- `true` - success, otherwise - `false`. To get information about the error, call the `GetLastError()` function.

Note

If the session with the specified `session_index` already exists, the function simply edits the beginning and end of the session.

If zero start and end parameters have been passed for the session (`from=0` and `to=0`), the appropriate session with the `session_index` is deleted, while the session indexing is shifted downwards.

Sessions can be added only sequentially. In other words, you can add `session_index=1` only if the session with the index 0 already exists. If this rule is broken, a new session is not created, while the function itself returns `false`.

See also

- `SymbolInfoSessionQuote`, `Symbol info`, `TimeToStruct`, `Date structure`
Custom Symbols

CustomSymbolSetSessionTrade

Sets the start and end time of the specified trading session for the specified symbol and week day.

```cpp
bool CustomSymbolSetSessionTrade(
    const string symbol_name, // symbol name
    ENUM_DAY_OF_WEEK day_of_week, // week day
    uint session_index, // session index
    datetime from, // session start time
    datetime to // session end time
);
```

Parameters

- **symbol_name**
  - [in] Custom symbol name.

- **ENUM_DAY_OF_WEEK**
  - [in] Week day, value from the `ENUM_DAY_OF_WEEK` enumeration.

- **uint**
  - [in] Index of the session, for which start and end times are to be set. Session indexing starts from 0.

- **from**
  - [in] Session start time in seconds from 00:00, data value in the variable is ignored.

- **to**
  - [in] Session end time in seconds from 00:00, data value in the variable is ignored.

Return Value

- true - success, otherwise - false. To get information about the error, call the `GetLastError()` function.

Note

If the session with the specified `session_index` already exists, the function simply edits the beginning and end of the session.

If zero start and end parameters have been passed for the session (`from=0` and `to=0`), the appropriate session with the `session_index` is deleted, while the session indexing is shifted downwards.

Sessions can be added only sequentially. In other words, you can add `session_index=1` only if the session with the index 0 already exists. If this rule is broken, a new session is not created, while the function itself returns 'false'.

See also

- `SymbolInfoSessionTrade`, `SymbolInfo`, `TimeToStruct`, `Date structure`
Custom Symbols

CustomRatesDelete

Deletes all bars from the price history of the custom symbol in the specified time interval.

```c
int CustomRatesDelete(
    const string symbol,       // symbol name
    datetime from,             // start date
    datetime to                // end date
);
```

Parameters

- `symbol`  
  [in] Custom symbol name.

- `from`  
  [in] Time of the first bar in the price history within the specified range to be removed.

- `to`  
  [in] Time of the last bar in the price history within the specified range to be removed.

Return Value

Number of deleted bars or -1 in case of an error.

See also

- CustomRatesReplace, CustomRatesUpdate, CopyRates
**CustomRatesReplace**

Fully replaces the price history of the custom symbol within the specified time interval with the data from the `MqlRates` type array.

```cpp
int CustomRatesReplace(
    const string symbol, // symbol name
    datetime from, // start date
    datetime to, // end date
    const MqlRates& rates[], // array for the data to be applied to a custom symbol
    uint count=WHOLE_ARRAY // number of the rates[] array elements to be used
);
```

**Parameters**

- `symbol`
  - [in] Custom symbol name.

- `from`
  - [in] Time of the first bar in the price history within the specified range to be updated.

- `to`
  - [in] Time of the last bar in the price history within the specified range to be updated.

- `rates[]`

- `count=WHOLE_ARRAY`
  - [in] Number of the `rates[]` array elements to be used for replacement. `WHOLE_ARRAY` means that all `rates[]` array elements should be used for replacement.

**Return Value**

Number of updated bars or -1 in case of an error.

**Note**

If the bar from the `rates[]` array goes beyond the specified range, it is ignored. If such a bar is already present in the price history and enters the given range, it is replaced. All other bars in the current price history outside the specified range remain unchanged. The `rates[]` array data should be correct regarding OHLC prices, while the bars opening time should correspond to the M1 timeframe.

**See also**

- [CustomRatesDelete](#)
- [CustomRatesUpdate](#)
- [CopyRates](#)
Custom Symbols

CustomRatesUpdate

Adds missing bars to the custom symbol history and replaces existing data with the ones from the MqlRates type array.

```c
int CustomRatesUpdate(  
    const string symbol,   // custom symbol name
    const MqlRates& rates[], // array for the data to be applied to a custom symbol
    uint count=WHOLE_ARRAY  // number of the rates[] array elements to be used
);
```

Parameters

- **symbol**
  - [in] Custom symbol name.
- **rates[]**
- **count=WHOLE_ARRAY**
  - [in] Number of the rates[] array elements to be used for update. WHOLE_ARRAY means that all rates[] array elements should be used.

Return Value

Number of updated bars or -1 in case of an error.

Note

If there is no bar from the rates[] array in the current custom symbol history, it is added. If such a bar already exists, it is replaced. All other bars in the current price history remain unchanged. The rates[] array data should be correct regarding OHLC prices, while the bars opening time should correspond to the M1 timeframe.

See also

- CustomRatesReplace, CustomRatesDelete, CopyRates
**Custom Symbols**

**CustomTicksAdd**

Adds data from an array of the `MqlTick` type to the price history of a custom symbol. The custom symbol must be selected in the Market Watch window.

```c
int CustomTicksAdd(
    const string symbol, // Symbol name
    const MqlTick& ticks[], // The array with tick data that should be applied to the custom symbol
    uint count=WHOLE_ARRAY // number of the ticks[] array elements to be used
);
```

**Parameters**

- `symbol`:
  - [in] The name of the custom symbol.

- `ticks[]`:
  - [in] An array of tick data of the `MqlTick` type arranged in order of time from earlier data to more recent ones, i.e. `ticks[k].time_msc <= ticks[n].time_msc`, if `k<n`.

- `count=WHOLE_ARRAY`:
  - [in] Number of the `ticks[]` array elements to be used for adding. `WHOLE_ARRAY` means that all `ticks[]` array elements should be used.

**Return Value**

The number of added ticks or -1 in case of an error.

**Further Note**

The `CustomTicksAdd` function only works for custom symbols opened in the Market Watch window. If the symbol is not selected in Market Watch, then you should add ticks using `CustomTicksReplace`.

The `CustomTicksAdd` function allows transmitting ticks as if they are delivered from the broker's server. Data are sent to the Market Watch window instead of being written directly to the tick database. The terminal then saves ticks from the Market Watch to a database. If the amount of data transmitted during one function call is large, the behavior of the function changes in order to reduce resource usage. If more than 256 ticks are passed, data is divided into two parts. The first, i.e. the larger part is written directly to the tick database (as it is done in `CustomTicksReplace`). The second part containing 128 ticks is passed to the Market Watch window, from which the terminal saves the ticks to a database.

The `MqlTick` structure has two fields with the time value: time (the tick time in seconds) and `time_msc` (the tick time in milliseconds), which are counted from January 1, 1970. These fields in the added ticks are processed in the following order:

1. If `ticks[k].time_msc!=0`, we use it to fill the `ticks[k].time` field, i.e. `ticks[k].time=ticks[k].time_msc/1000` (integer division) is set for the tick
2. If `ticks[k].time_msc==0` and `ticks[k].time!=0`, time in milliseconds is obtained by multiplying by `1000`, i.e. `ticks[k].time_msc=ticks[k].time*1000`
3. If `ticks[k].time_msc==0` and `ticks[k].time==0`, the current `trade server time` up to a millisecond as of the moment of `CustomTicksAdd` call is written to these fields.
Custom Symbols

If the value of ticks[k].bid, ticks[k].ask, ticks[k].last or ticks[k].volume is greater than zero, a combination of appropriate flags is written to the ticks[k].flags field:

- TICK_FLAG_BID - the tick has changed the bid price
- TICK_FLAG_ASK - the tick has changed the ask price
- TICK_FLAG_LAST - the tick has changed the last deal price
- TICK_FLAG_VOLUME - the tick has changed the volume

If the value of a field is less than or equal to zero, the corresponding flag is not written to the ticks[k].flags field.

Flags TICK_FLAG_BUY and TICK_FLAG_SELL are not added to the history of a custom symbol.

See also

CustomRatesDelete, CustomRatesUpdate, CustomTicksReplace, CopyTicks, CopyTicksRange
**CustomSymbols**

# CustomTicksDelete

Deletes all ticks from the price history of the custom symbol in the specified time interval.

```c
int CustomTicksDelete(
    const string symbol,  // symbol name
    long from_msc,       // start date
    long to_msc)         // end date
);
```

**Parameters**

- `symbol`  
  
  [in] Custom symbol name.

- `from_msc`  
  
  [in] Time of the first tick in the price history within the specified range to be removed. Time in milliseconds since 01.01.1970.

- `to_msc`  
  
  [in] Time of the last tick in the price history within the specified range to be removed. Time in milliseconds since 01.01.1970.

**Return Value**

Number of deleted ticks or -1 in case of an error.

**See also**

- CustomRatesDelete, CustomRatesUpdate, CustomTicksReplace, CopyTicks, CopyTicksRange
Custom Symbols

CustomTicksReplace

Fully replaces the price history of the custom symbol within the specified time interval with the data from the `MqlTick` type array.

```c
int CustomTicksReplace(
    const string symbol,       // symbol name
    long from_msc,             // start date
    long to_msc,               // end date
    const MqlTick& ticks[],    // array for the data to be applied to a custom symbol
    uint count=WHOLE_ARRAY     // number of the ticks[] array elements to be used
);
```

Parameters

- `symbol` [in] Custom symbol name.
- `from_msc` [in] Time of the first tick in the price history within the specified range to be removed. Time in milliseconds since 01.01.1970.
- `to_msc` [in] Time of the last tick in the price history within the specified range to be removed. Time in milliseconds since 01.01.1970.
- `ticks[]` [in] Array of the `MqlTick` type tick data ordered in time in ascending order.
- `count=WHOLE_ARRAY` [in] Number of the `ticks[]` array elements to be used for replacement in the specified time interval. `WHOLE_ARRAY` means that all `ticks[]` array elements should be used.

Return Value

Number of updated ticks or -1 in case of an error.

Note

Since several ticks may often have the same time up to a millisecond in a stream of quotes (accurate tick time is stored in the `time_msc` field of the `MqlTick` structure), the `CustomTicksReplace` function does not automatically sort out the `ticks[]` array elements by time. Therefore, the array of ticks must be pre-arranged in time ascending order.

The ticks are replaced consecutively, day after day, until the time specified in `to_msc` or until an error occurs. The first day from the specified range is processed followed by the next one, etc. As soon as the mismatch between the tick time and the ascending (non-descending) order is detected, the tick replacement stops on the current day. All ticks from the previous days are successfully replaced, while the current day (at the moment of a wrong tick) and all the remaining days in the specified interval remain unchanged.

If the `ticks[]` array contains no tick data for any day (generally, any time interval), a “hole” corresponding to the missing data appears in the custom symbol history after the tick data from `ticks[]` are applied. In other words, the call of `CustomTicksReplace` with missing ticks is
equivalent to deleting part of the tick history, as if `CustomTicksDelete` with the "hole" interval is called.

If the tick database has no data for the specified time interval, `CustomTicksReplace` will add to the database ticks form the ticks[] array.

The `CustomTicksReplace` function works directly with the tick database.

See also

- `CustomRatesDelete`
- `CustomRatesUpdate`
- `CustomTicksDelete`
- `CopyTicks`
- `CopyTicksRange`
**Custom Symbols**

### CustomBookAdd

Passes the status of the Depth of Market for a custom symbol. The function allows broadcasting the Depth of Market as if the prices arrive from a broker's server.

```cpp
int CustomBookAdd(
    const string symbol,       // symbol name
    const MqlBookInfo& books[]  // array with descriptions of the Depth of Market elements
)
```

#### Parameters

- **symbol**
  - [in] Custom symbol name.

- **books[]**
  - [in] The array of `MqlBookInfo` type data fully describing the Depth of Market status — all buy and sell requests. The passed Depth of Market status completely replaces the previous one.

- **count=WHOLE_ARRAY**
  - [in] The number of 'books' array elements to be passed to the function. The entire array is used by default.

#### Return Value

- Number of added ticks or -1 in case of an error.

#### Note

The `CustomBookAdd` function works only for custom symbols the Depth of Market is opened for — via the platform interface or the `MarketBookAdd` function.

When throwing the Depth of Market in, the symbol's Bid and Ask prices are not updated. You should control the change of the best prices and throw in the ticks using `CustomTicksAdd`.

The passed data are checked for validity: prices and volumes should not be negative, as well as type, price and volume (`MqlBookInfo.volume` or `MqlBookInfo.volume_real`) should be specified for each element. If at least one Depth of Market element is described incorrectly, the system discards the passed status entirely.

The `MqlBookInfo.volume_real` extended accuracy volume has a higher priority over the regular `MqlBookInfo.volume`. If both values are specified for the Depth of Market element, the `volume_real` one is used.

The order of the `MqlBookInfo` elements in the 'books' array does not matter. When saving the data, the terminal sorts them by price on its own.

When saving data, the “Book depth” (`SYMBOL_TICKS_BOOKDEPTH`) parameter of the recipient custom symbol is checked. If the number of sell requests exceeds this value in the passed Depth of Market, the excess levels are discarded. The same is true for buy requests.

Sample filling of the 'books' array:
<table>
<thead>
<tr>
<th>Depth of Market status</th>
<th>Filling books[]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Volume</td>
<td>Price</td>
</tr>
<tr>
<td>100.00</td>
<td>1.14337</td>
</tr>
<tr>
<td>50.00</td>
<td>1.14336</td>
</tr>
<tr>
<td>40.00</td>
<td>1.14335</td>
</tr>
<tr>
<td>10.00</td>
<td>1.14333</td>
</tr>
<tr>
<td>10.00</td>
<td>1.14322</td>
</tr>
<tr>
<td>90.00</td>
<td>1.14320</td>
</tr>
<tr>
<td>100.00</td>
<td>1.14319</td>
</tr>
<tr>
<td>10.00</td>
<td>1.14318</td>
</tr>
</tbody>
</table>

Example:

```cpp
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
  //--- enable the Depth of Market for a symbol we are to retrieve data from
  MarketBookAdd(Symbol());
  return INIT_SUCCEEDED;
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
}
//+------------------------------------------------------------------+
//| Tick function                                                    |
//+------------------------------------------------------------------+
void OnTick(void)
{
  MqlTick ticks[];
  ArrayResize(ticks,1);
  //...
/--- copy the current prices from the common symbol to the custom one
if(SymbolInfoTick(Symbol(),ticks[0]))
{
    string symbol_name=Symbol()+".SYN";
    CustomTicksAdd(symbol_name,ticks);
}

// Book function
//
void OnBookEvent(const string &book_symbol)
{
    //--- copy the current Depth of Market status from the common symbol to the custom one
    if(book_symbol==Symbol())
    {
        MqlBookInfo book_array[];
        if(MarketBookGet(Symbol(),book_array))
        {
            string symbol_name=Symbol()+".SYN";
            CustomBookAdd(symbol_name,book_array);
        }
    }
}

See also
MarketBookAdd, CustomTicksAdd, OnBookEvent
Chart Operations

Functions for setting chart properties (ChartSetInteger, ChartSetDouble, ChartSetString) are asynchronous and are used for sending update commands to a chart. If these functions are executed successfully, the command is included in the common queue of the chart events. Chart property changes are implemented along with handling of the events queue of this chart.

Thus, do not expect an immediate update of the chart after calling asynchronous functions. Use the ChartRedraw() function to forcedly update the chart appearance and properties.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChartApplyTemplate</td>
<td>Applies a specific template from a specified file to the chart</td>
</tr>
<tr>
<td>ChartSaveTemplate</td>
<td>Saves current chart settings in a template with a specified name</td>
</tr>
<tr>
<td>ChartWindowFind</td>
<td>Returns the number of a subwindow where an indicator is drawn</td>
</tr>
<tr>
<td>ChartTimePriceToXY</td>
<td>Converts the coordinates of a chart from the time/price representation to the X and Y coordinates</td>
</tr>
<tr>
<td>ChartXYToTimePrice</td>
<td>Converts the X and Y coordinates on a chart to the time and price values</td>
</tr>
<tr>
<td>ChartOpen</td>
<td>Opens a new chart with the specified symbol and period</td>
</tr>
<tr>
<td>ChartClose</td>
<td>Closes the specified chart</td>
</tr>
<tr>
<td>ChartFirst</td>
<td>Returns the ID of the first chart of the client terminal</td>
</tr>
<tr>
<td>ChartNext</td>
<td>Returns the chart ID of the chart next to the specified one</td>
</tr>
<tr>
<td>ChartSymbol</td>
<td>Returns the symbol name of the specified chart</td>
</tr>
<tr>
<td>ChartPeriod</td>
<td>Returns the period value of the specified chart</td>
</tr>
<tr>
<td>ChartRedraw</td>
<td>Calls a forced redrawing of a specified chart</td>
</tr>
<tr>
<td>ChartSetDouble</td>
<td>Sets the double value for a corresponding property of the specified chart</td>
</tr>
<tr>
<td>ChartSetInteger</td>
<td>Sets the integer value (datetime, int, color, bool or char) for a corresponding property of the specified chart</td>
</tr>
<tr>
<td>ChartSetString</td>
<td>Sets the string value for a corresponding property of the specified chart</td>
</tr>
<tr>
<td>ChartGetDouble</td>
<td>Returns the double value property of the specified chart</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ChartGetInteger</td>
<td>Returns the integer value property of the specified chart</td>
</tr>
<tr>
<td>ChartGetString</td>
<td>Returns the string value property of the specified chart</td>
</tr>
<tr>
<td>ChartNavigate</td>
<td>Performs shift of the specified chart by the specified number of bars relative to the specified position in the chart</td>
</tr>
<tr>
<td>ChartID</td>
<td>Returns the ID of the current chart</td>
</tr>
<tr>
<td>ChartIndicatorAdd</td>
<td>Adds an indicator with the specified handle into a specified chart window</td>
</tr>
<tr>
<td>ChartIndicatorDelete</td>
<td>Removes an indicator with a specified name from the specified chart window</td>
</tr>
<tr>
<td>ChartIndicatorGet</td>
<td>Returns the handle of the indicator with the specified short name in the specified chart window</td>
</tr>
<tr>
<td>ChartIndicatorName</td>
<td>Returns the short name of the indicator by the number in the indicators list on the specified chart window</td>
</tr>
<tr>
<td>ChartIndicatorsTotal</td>
<td>Returns the number of all indicators applied to the specified chart window.</td>
</tr>
<tr>
<td>ChartWindowOnDropped</td>
<td>Returns the number (index) of the chart subwindow the Expert Advisor or script has been dropped to</td>
</tr>
<tr>
<td>ChartPriceOnDropped</td>
<td>Returns the price coordinate of the chart point the Expert Advisor or script has been dropped to</td>
</tr>
<tr>
<td>ChartTimeOnDropped</td>
<td>Returns the time coordinate of the chart point the Expert Advisor or script has been dropped to</td>
</tr>
<tr>
<td>ChartXOnDropped</td>
<td>Returns the X coordinate of the chart point the Expert Advisor or script has been dropped to</td>
</tr>
<tr>
<td>ChartYOnDropped</td>
<td>Returns the Y coordinate of the chart point the Expert Advisor or script has been dropped to</td>
</tr>
<tr>
<td>ChartSetSymbolPeriod</td>
<td>Changes the symbol value and a period of the specified chart</td>
</tr>
<tr>
<td>ChartScreenshot</td>
<td>Provides a screenshot of the chart of its current state in a GIF, PNG or BMP format depending on specified extension</td>
</tr>
</tbody>
</table>
ChartApplyTemplate

Applies a specific template from a specified file to the chart. The command is added to chart messages queue and will be executed after processing of all previous commands.

```
bool ChartApplyTemplate(
    long chart_id,  // Chart ID
    const string filename  // Template file name
);
```

Parameters

- **chart_id**
  
  [in] Chart ID. 0 means the current chart.

- **filename**
  
  [in] The name of the file containing the template.

Return Value

Returns true if the command has been added to chart queue, otherwise false. To get an information about the error, call the GetLastError() function.

Note

The Expert Advisor will be unloaded and will not be able to continue operating in case of successful loading of a new template to the chart it is attached to.

When applying the template to the chart, trade permissions may be limited due to security reasons:

Live trading permission cannot be extended for the Expert Advisors launched by applying the template using ChartApplyTemplate() function.

If the mql5-program calling ChartApplyTemplate() function has no permission to trade, the Expert Advisor launched via the template will also not be able to trade regardless of the template settings.

If the mql5-program calling ChartApplyTemplate() function has permission to trade, while there is no such permission in the template settings, the Expert Advisor launched via the template will not be able to trade.

Using Templates

The resources of the MQL5 language allow setting multiple chart properties, including colors using the ChartSetInteger() function:

- Chart background color;
- Color of the axes, scale and the OHLC line;
- Grid color;
- Color of volumes and position open levels;
- Color of the up bar, shadow and edge of a bullish candlestick;
- Color of the down bar, shadow and edge of a bearish candlestick;
- Color of the chart line and Doji candlesticks;
Chart Operations

- Color of the bullish candlestick body;
- Color of the bearish candlestick body;
- Color of the Bid price line;
- Color of the Ask price line;
- Color of the line of the last deal price (Last);
- Color of the stop order levels (Stop Loss and Take Profit).

Besides, there can be multiple graphical objects and indicators on a chart. You may set up a chart with all the necessary indicators once and then save it as a template. Such a template can be applied to any chart.

The ChartApplyTemplate() function is intended for using a previously saved template, and it can be used in any mq5 program. The path to the file that stores the template is passed as the second parameter to ChartApplyTemplate(). The template file is searched according to the following rules:

- if the backslash "\" separator (written as \") is placed at the beginning of the path, the template is searched for relative to the path _terminal_data_directory\MQL5,
- if there is no backslash, the template is searched for relative to the executable EX5 file, in which ChartApplyTemplate() is called;
- if a template is not found in the first two variants, the search is performed in the folder _terminal_directory\Profiles\Templates\.

Here _terminal_directory is the folder from which the MetaTrader 5 Client Terminal is running, and _terminal_data_directory is the folder, in which editable files are stored, its location depends on the operating system, user name and computer's security settings. Normally they are different folders, but in some cases they may coincide.

The location of folders _terminal_data_directory and _terminal_directory can be obtained using the TerminalInfoString() function.

```plaintext
//--- directory from which the terminal is started
string terminal_path=TerminalInfoString(TERMNAL_PATH);
Print("Terminal directory:", terminal_path);

//--- terminal data directory, in which the MQL5 folder with EAs and indicators is located
string terminal_data_path=TerminalInfoString(TERMNAL_DATA_PATH);
Print("Terminal data directory:", terminal_data_path);
```

For example:

```plaintext
//--- search for a template in _terminal_data_directory\MQL5\ 
ChartApplyTemplate(0,"\first_template.tpl")
//--- search for a template in directory of EX5_file, then in folder _terminal_data_directory\ 
ChartApplyTemplate(0,"second_template.tpl")
//--- search for a template in directory of EX5_file\My_templates, then in folder terminal\ 
ChartApplyTemplate(0,"My_templates\third_template.tpl")
```

Templates are not resources, they cannot be included into an executable EX5 file.

Example:

```plaintext
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
```
void OnStart()
{
    //--- example of applying template, located in \MQL5\Files
    if(FileIsExist("my_template.tpl"))
    {
        Print("The file my_template.tpl found in Files'\n");
        //--- apply template
        if(ChartApplyTemplate(0,"\Files\my_template.tpl")
        {
            Print("The template 'my_template.tpl' applied successfully'\n");
            //--- redraw chart
            ChartRedraw();
        }
        else
        {
            Print("Failed to apply 'my_template.tpl', error code ",GetLastError());
        }
    }
    else
    {
        Print("File 'my_template.tpl' not found in "+TerminalInfoString(TERMINAL_PATH)+"\\MQL5\\Files");
    }
}
ChartSaveTemplate

Saves current chart settings in a template with a specified name.

```c
bool ChartSaveTemplate(
    long chart_id,  // Chart ID
    const string filename  // Filename to save the template
);
```

**Parameters**

- `chart_id` [in] Chart ID. 0 means the current chart.
- `filename` [in] The filename to save the template. The ".tpl" extension will be added to the filename automatically; there is no need to specify it. The template is saved in `data_folder\Profiles\Templates\` and can be used for manual application in the terminal. If a template with the same filename already exists, the contents of this file will be overwritten.

**Return Value**

If successful, the function returns true, otherwise it returns false. To get information about the error, call the `GetLastError()` function.

**Note**

Using templates, you can save chart settings with all applied indicators and graphical objects, to then apply it to another chart.

**Example:**

```c
//+------------------------------------------------------------------+
//|                                       Test_ChartSaveTemplate.mq5 |
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property script_show_inputs
//--- input parameters
input string symbol="GBPUSD";  // The symbol of a new chart
input ENUM_TIMEFRAMES period=PERIOD_H3;  // The timeframe of a new chart

//+------------------------------------------------------------------+
//| Script program start function |
//+------------------------------------------------------------------+
void OnStart()
{
//--- First attach indicators to the chart
    int handle;
//--- Prepare the indicator for use
```
if(!PrepareZigzag(NULL,0,handle)) return; // Failed, so exit

//--- Attach the indicator to the current chart, but in a separate window.
if(!ChartIndicatorAdd(0,1,handle))
{
    PrintFormat("Failed to attach to chart %s/%s an indicator with the handle=%d. 
_Symbol,
        EnumToString(_Period),
        handle,
        GetLastError());
    //--- Terminate the program operation
    return;
}

//--- Refresh the chart to see the indicator
ChartRedraw();

//--- Find the last two last fractures of the zigzag
double two_values[];
datetime two_times[];
if(!GetLastTwoFractures(two_values,two_times,handle))
{
    PrintFormat("Failed to find two last fractures in the Zigzag!");
    //--- Terminate the program operation
    return;
}

//--- Now attach a standard deviation channel
string channel="StdDeviation Channel";
if(!ObjectCreate(0,channel,OBJ_STDDEVCHANNEL,0,two_times[1],0))
{
    PrintFormat("Failed to create object %s. Error code %d", 
            EnumToString(OBJ_STDDEVCHANNEL),GetLastError());
    return;
}
else
{
    //--- The channel has been created, define the second point
    ObjectSetInteger(0,channel,OBJ_PROP_TIME,1,two_times[0]);
    //--- Set a tooltip text for the channel
    ObjectSetString(0,channel,OBJ_PROP_TOOLTIP,"Demo from MQL5 Help");
    //--- Refresh the chart
    ChartRedraw();
}

//--- Save the result in a template
ChartSaveTemplate(0,"StdDevChannelOnZigzag");

//--- Open a new chart and apply a saved template to it
long new_chart=ChartOpen(symbol,period);
//--- Enable tooltips for graphical objects
ChartSetInteger(new_chart,CHART_SHOW_OBJECT_DESCR,true);
if(new_chart!=0)
{
    //--- Apply the saved template to a chart
}
ChartApplyTemplate(new_chart,"StdDevChannelOnZigzag");
}
Sleep(10000);

bool PrepareZigzag(string sym, ENUM_TIMEFRAMES tf, int &h)
{
    ResetLastError();
    //--- The Zigzag indicator must be located in terminal_data_folder\MQL5\Examples
    h=iCustom(sym,tf,"Examples\\Zigzag");
    if(h==INVALID_HANDLE)
    {
        PrintFormat("%s: Failed to create the handle of the Zigzag indicator. Error code 
         __FUNCTION__,GetLastError());
        return false;
    }
    //--- When creating an indicator handle, it requires time to calculate values
    int k=0; // The number of attempts to wait for the indicator calculation
    //--- Wait for the calculation in a loop, pausing to 50 milliseconds if the calculation
    while(BarsCalculated(h)<=0)
    {
        k++;
        //--- Show the number of attempts
        PrintFormat("%s: k=%d", __FUNCTION__,k);
        //--- Wait 50 milliseconds to wait until the indicator is calculated
        Sleep(50);
        //--- If more than 100 attempt, then something is wrong
        if(k>100)
        {
            //--- Report a problem
            PrintFormat("Failed to calculate the indicator for %d attempts!");
            //--- Terminate the program operation
            return false;
        }
    }
    //--- Everything is ready, the indicator is created and values are calculated
    return true;
}

bool GetLastTwoFractures(double &get_values[],datetime &get_times[],int handle)
{
    double values[];  // An array for the values of the zigzag
    datetime times[]; // An array to get time
    int size=100;     // Size of the array
    ResetLastError();
```c
//--- Copy the last 100 values of the indicator
int copied=CopyBuffer(handle,0,0,size,values);
//--- Check the number of values copied
if(copied<100)
{
    PrintFormat("%s: Failed to copy %d values of the indicator with the handle=%d. I
    __FUNCTION__,size,handle,GetLastError());
    return false;
}
//--- Define the order of access to the array as in a timeseries
ArraySetAsSeries(values,true);
//--- Write here the numbers of bars, in which fractures were found
int positions[];
//--- Set array sizes
ArrayResize(get_values,3); ArrayResize(get_times,3); ArrayResize(positions,3);
//--- Counters
int i=0,k=0;
//--- Start to search for fractures
while(i<100)
{
    double v=values[i];
    //--- We are not interested in empty values
    if(v!=0.0)
    {
        //--- Remember the bar number
        positions[k]=i;
        //--- Remember the value of a zigzag on the fracture
        get_values[k]=values[i];
        PrintFormat("%s: Zigzag[%d]=%G",__FUNCTION__,i,values[i]);
        //--- Increase the counter
        k++;
        //--- If two fractures found, break the loop
        if(k>2) break;
    }
    i++;
}
//--- Define the order of access to the arrays as in a timeseries
ArraySetAsSeries(times,true); ArraySetAsSeries(get_times,true);
if(CopyTime(_Symbol,_Period,0,size,times)<=0)
{
    PrintFormat("%s: Failed to copy %d values from CopyTime(). Error code %d",
    __FUNCTION__,size,GetLastError());
    return false;
}
//--- Open the bar open time, on which the last 2 fractures occurred
get_times[0]=times[positions[1]]; // The last but one value will be written as the:
get_times[1]=times[positions[2]]; // The value third from the end will be the second
PrintFormat("%s: first=%s, second=%s",__FUNCTION__,TimeToString(get_times[1]),Time
//--- Successful
```

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return true;
}

See also

ChartApplyTemplate(), Resources
**ChartWindowFind**

The function returns the number of a subwindow where an indicator is drawn. There are 2 variants of the function.

1. The function searches in the indicated chart for the subwindow with the specified "short name" of the indicator (the short name is displayed in the left top part of the subwindow), and it returns the subwindow number in case of success.

   ```c
   int ChartWindowFind(
       long chart_id, // chart identifier
       string indicator_shortname // short indicator name, see INDICATOR_SHORTNAME
   )
   ```

2. The function must be called from a custom indicator. It returns the number of the subwindow where the indicator is working.

   ```c
   int ChartWindowFind();
   ```

**Parameters**

- **chart_id**
  
  [in] Chart ID. 0 denotes the current chart.

- **indicator_shortname**
  
  [in] Short name of the indicator.

**Return Value**

Subwindow number in case of success. In case of failure the function returns -1.

**Note**

If the second variant of the function (without parameters) is called from a script or Expert Advisor, the function returns -1.

Don't mix up the short name of an indicator and a file name, which is specified when an indicator is created using `iCustom()` and `IndicatorCreate()` functions. If the indicator's short name is not set explicitly, then the name of the file containing the source code of the indicator, is specified in it during compilation.

It is important to correctly form the short name of an indicator, which is recorded in the `INDICATOR_SHORTNAME` property using the `IndicatorSetString()` function. It is recommended that the short name contains values of the indicator's input parameters, because the indicator deleted from a chart in the `ChartIndicatorDelete()` function is identified by its short name.

**Example:**

```c
#property script_show_inputs
//--- input parameters
input string shortname="MACD(12,26,9)";
//+------------------------------------------------------------------+
//| Returns number of the chart window with this indicator           |
//+------------------------------------------------------------------+
int GetIndicatorSubWindowNumber(long chartID=0,string short_name="")
```
```c
{ int window=-1;
 //---
 if((ENUM_PROGRAM_TYPE)MQL5InfoInteger(MQL5_PROGRAM_TYPE)==PROGRAM_INDICATOR)
 { //--- the function is called from the indicator, name is not required
 window=ChartWindowFind();
 }
 else
 { //--- the function is called from an Expert Advisor or script
 window=ChartWindowFind(0,short_name);
 if(window==-1) Print(__FUNCTION__+"(): Error = ",GetLastError());
 //---
 return(window);
 }
 //+------------------------------------------------------------------+
 //| Script program start function                                    |
 //+------------------------------------------------------------------+
 void OnStart()
 { //---
 int window=GetIndicatorSubWindowNumber(0,shortname);
 if(window!=-1)
 { Print("Indicator "+shortname+" is in the window "+(string)window);
 }
 else
 { Print("Indicator "+shortname+" is not found. window = "+(string)window);
 }
 See also
 ObjectCreate(), ObjectFind()
```
**ChartTimePriceToXY**

Converts the coordinates of a chart from the time/price representation to the X and Y coordinates.

```c
bool ChartTimePriceToXY(
    long chart_id,       // Chart ID
    int sub_window,      // The number of the subwindow
    datetime time,       // Time on the chart
    double price,        // Price on the chart
    int& x,              // The X coordinate for the time on the chart
    int& y               // The Y coordinates for the price on the chart
);
```

**Parameters**

- `chart_id`  
  - [in] Chart ID. 0 means the current chart.

- `sub_window`  
  - [in] The number of the chart subwindow. 0 means the main chart window.

- `time`  
  - [in] The time value on the chart, for which the value in pixels along the X axis will be received. The origin is in the upper left corner of the main chart window.

- `price`  
  - [in] The price value on the chart, for which the value in pixels along the Y axis will be received. The origin is in the upper left corner of the main chart window.

- `x`  
  - [out] The variable, into which the conversion of time to X will be received.

- `y`  
  - [out] The variable, into which the conversion of price to Y will be received.

**Return Value**

Returns true if successful, otherwise false. To get information about the error, call the `GetLastError()` function.

**See also**

- `ChartXYToTimePrice()`
ChartXYToTimePrice

Converts the X and Y coordinates on a chart to the time and price values.

```cpp
bool ChartXYToTimePrice(
    long chart_id, // Chart ID
    int x, // The X coordinate on the chart
    int y, // The Y coordinate on the chart
    int& sub_window, // The number of the subwindow
    datetime& time, // Time on the chart
    double& price // Price on the chart
);
```

**Parameters**

- `chart_id`  
  [in] Chart ID. 0 means the current chart.

- `x`  
  [in] The X coordinate.

- `y`  

- `sub_window`  
  [out] The variable, into which the chart subwindow number will be written. 0 means the main chart window.

- `time`  
  [out] The time value on the chart, for which the value in pixels along the X axis will be received. The origin is in the upper left corner of the main chart window.

- `price`  
  [out] The price value on the chart, for which the value in pixels along the Y axis will be received. The origin is in the upper left corner of the main chart window.

**Return Value**

Returns true if successful, otherwise false. To get information about the error, call the `GetLastError()` function.

**Example:**

```cpp
//+------------------------------------------------------------------+
//| ChartEvent function                                              |
//+------------------------------------------------------------------+
void OnChartEvent(const int id,
                   const long lparam,
                   const double &dparam,
                   const string &sparam)
{
    //--- Show the event parameters on the chart
```
Comment(__FUNCTION__," id="id," lparam="lparam," dparam="dparam," sparam="sparam")

//--- If this is an event of a mouse click on the chart
if(id==CHARTEVENT_CLICK)
{
    //--- Prepare variables
    int x = (int)lparam;
    int y = (int)dparam;
    datetime dt = 0;
    double price = 0;
    int window=0;
    //--- Convert the X and Y coordinates in terms of date/time
    if(ChartXYToTimePrice(0,x,y,window,dt,price))
    {
        PrintFormat("Window=%d X=%d Y=%d => Time=%s Price=%G",window,x,y,TimeToString(dt),price);
        //--- Perform reverse conversion: (X,Y) => (Time,Price)
        if(ChartTimePriceToXY(0,window,dt,price,x,y))
            PrintFormat("Time=%s Price=%G => X=%d Y=%d",TimeToString(dt),price,x,y);
        else
            Print("ChartTimePriceToXY return error code: ",GetLastError());
    }
    else
        Print("ChartXYToTimePrice return error code: ",GetLastError());
}//--- delete lines
ObjectDelete(0,"V Line");
ObjectDelete(0,"H Line");
//--- create horizontal and vertical lines of the crosshair
ObjectCreate(0,"H Line",OBJ_HLINE,window,dt,price);
ObjectCreate(0,"V Line",OBJ_VLINE,window,dt,price);
ChartRedraw(0);
}
else
    Print("ChartXYToTimePrice return error code: ",GetLastError());

Print("+--------------------------------------------------------------+");

}

See also
ChartTimePriceToXY()
ChartOpen

Opens a new chart with the specified symbol and period.

```c
long ChartOpen(
    string symbol,   // Symbol name
    ENUM_TIMEFRAMES period  // Period
);
```

Parameters

symbol

[in] Chart symbol. **NULL** means the symbol of the current chart (the Expert Advisor is attached to).

period

[in] Chart period (timeframe). Can be one of the **ENUM_TIMEFRAMES** values. 0 means the current chart period.

Return Value

If successful, it returns the opened chart ID. Otherwise returns 0.

Note

The maximum possible number of simultaneously open charts in the terminal can't exceed the **CHARTS_MAX** value.
**ChartFirst**

Returns the ID of the first chart of the client terminal.

```
long ChartFirst();
```

**Return Value**

Chart ID.
Chart Next

Returns the chart ID of the chart next to the specified one.

```c
long ChartNext(
    long chart_id  // Chart ID
);
```

**Parameters**

*chart_id*

[in] Chart ID. 0 does not mean the current chart. 0 means "return the first chart ID".

**Return Value**

Chart ID. If this is the end of the chart list, it returns -1.

**Example:**

```c
//--- variables for chart ID
    long currChart,prevChart=ChartFirst();
    int i=0,limit=100;
    Print("ChartFirst =",ChartSymbol(prevChart)," ID =",prevChart);
    while(i<limit)// We have certainly not more than 100 open charts
    {
        currChart=ChartNext(prevChart);  // Get the new chart ID by using the previous cl
        if(currChart<0) break;  // Have reached the end of the chart list
        Print(i,ChartSymbol(currChart)," ID =",currChart);
        prevChart=currChart;  // let's save the current chart ID for the ChartNext()
        i++;  // Do not forget to increase the counter
    }
```
ChartClose

Closes the specified chart.

```cpp
bool ChartClose(
    long chart_id=0     // Chart ID
);
```

Parameters

`chart_id=0`

[in] Chart ID. 0 means the current chart.

Return Value

If successful, returns true, otherwise false.
ChartSymbol

Returns the symbol name for the specified chart.

```cpp
string ChartSymbol(
    long chart_id=0  // Chart ID
);
```

Parameters

- `chart_id=0`  
  [in] Chart ID. 0 means the current chart.

Return Value

If chart does not exist, the result will be an empty string.

See also

- [ChartSetSymbolPeriod](chartsetsymbolperiod)
**ChartPeriod**

Returns the timeframe period of specified chart.

```c
ENUM_TIMEFRAMES ChartPeriod(
    long chart_id=0   // Chart ID
);
```

**Parameters**

`chart_id=0`

[in] Chart ID. 0 means the current chart.

**Return Value**

The function returns one of the ENUM_TIMEFRAMES values. If chart does not exist, it returns 0.
ChartRedraw

This function calls a forced redrawing of a specified chart.

```c
void ChartRedraw(
    long chart_id=0  // Chart ID
);
```

**Parameters**

- `chart_id=0`
  - `[in]` Chart ID. 0 means the current chart.

**Note**

Usually it is used after changing the object properties.

**See also**

- Objects functions
ChartSetDouble

Sets a value for a corresponding property of the specified chart. Chart property should be of a `double` type. The command is added to chart messages queue and will be executed after processing of all previous commands.

```c
bool ChartSetDouble(
    long chart_id,  // Chart ID
    int prop_id,    // Property ID
    double value    // Value
);
```

**Parameters**

`chart_id`
- [in] Chart ID. 0 means the current chart.

`prop_id`
- [in] Chart property ID. Can be one of the `ENUM_CHART_PROPERTY_DOUBLE` values (except the read-only properties).

`value`
- [in] Property value.

**Return Value**

Returns true if the command has been added to chart queue, otherwise false. To get an information about the error, call the `GetLastError()` function.

**Note**

The function is asynchronous, which means that the function does not wait for the execution of the command, which has been successfully added to the queue of specified the chart. Instead, it immediately returns control. The property will only change after the handling of the appropriate command from the chart queue. To immediately execute commands from the chart queue, call the `ChartRedraw` function.

If you want to immediately change several chart properties at once, then the corresponding functions (`ChartSetString`, `ChartSetDouble`, `ChartSetString`) should be executed in one code block, after which you should call `ChartRedraw` once.

To check the command execution result, you can use a function, which requests the specified chart property (`ChartGetInteger`, `ChartGetDouble`, `ChartSetString`). However, note that these functions are synchronous and wait for execution results.
ChartSetInteger

Sets a value for a corresponding property of the specified chart. Chart property must be `datetime`, `int`, `color`, `bool` or `char`. The command is added to chart messages queue and will be executed after processing of all previous commands.

```cpp
bool ChartSetInteger(
    long chart_id, // Chart ID
    int prop_id,   // Property ID
    long value     // Value
);
```

Sets a value for a corresponding property of the specified subwindow.

```cpp
bool ChartSetInteger(
    long chart_id, // Chart ID
    int prop_id,   // Property ID
    int sub_window, // Subwindow number
    long value     // Value
);
```

Parameters

- `chart_id`
  - [in] Chart ID. 0 means the current chart.

- `prop_id`
  - [in] Chart property ID. It can be one of the `ENUM/title_CHARS_PROP_INTEGER` value (except the read-only properties).

- `sub_window`
  - [in] Number of the chart subwindow. For the first case, the default value is 0 (main chart window). The most of the properties do not require a subwindow number.

- `value`
  - [in] Property value.

Return Value

Returns true if the command has been added to chart queue, otherwise false. To get an information about the error, call the `GetLastError()` function.

Note

The function is asynchronous, which means that the function does not wait for the execution of the command, which has been successfully added to the queue of specified the chart. Instead, it immediately returns control. The property will only change after the handling of the appropriate command from the chart queue. To immediately execute commands from the chart queue, call the `ChartRedraw` function.

If you want to immediately change several chart properties at once, then the corresponding functions (`ChartSetString`, `ChartSetDouble`, `ChartSetString`) should be executed in one code block, after which you should call `ChartRedraw` once.
To check the command execution result, you can use a function, which requests the specified chart property (ChartGetInteger, ChartGetDouble, ChartSetString). However, note that these functions are synchronous and wait for execution results.

Example:

```csharp
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
void OnInit()
{
  //--- Enabling events of mouse movements on the chart window
  ChartSetInteger(0, CHART_EVENT_MOUSE_MOVE, 1);
  //--- Forced updating of chart properties ensures readiness for event processing
  ChartRedraw();
}
//+------------------------------------------------------------------+
//| MouseState                                                       |
//+------------------------------------------------------------------+
string MouseState(uint state)
{
  string res;
  res+="\nML: " + (((state& 1)== 1)?"DN":"UP");  // mouse left
  res+="\nMR: " + (((state& 2)== 2)?"DN":"UP");  // mouse right
  res+="\nMM: " + (((state&16)==16)?"DN":"UP");  // mouse middle
  res+="\nMX: " + (((state&32)==32)?"DN":"UP");  // mouse first X key
  res+="\nMY: " + (((state&64)==64)?"DN":"UP");  // mouse second X key
  res+="\nSHIFT: " + (((state& 4)== 4)?"DN":"UP"); // shift key
  res+="\nCTRL: " + (((state& 8)== 8)?"DN":"UP"); // control key
  return(res);
}
//+------------------------------------------------------------------+
//| ChartEvent function                                              |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, const long &lparam, const double &dparam, const string &sparam)
{
  if(id==CHARTEVENT_MOUSE_MOVE)
    Comment("POINT: ", (int)lparam, ",", (int)dparam, "n", MouseState((uint)sparam));
}
```
Chart Set String

Sets a value for a corresponding property of the specified chart. Chart property must be of the string type. The command is added to chart messages queue and will be executed after processing of all previous commands.

```cpp
bool ChartSetString(
    long chart_id, // Chart ID
    int prop_id, // Property ID
    string str_value // Value
);
```

**Parameters**

- `chart_id`
  
  [in] Chart ID. 0 means the current chart.

- `prop_id`
  
  [in] Chart property ID. Its value can be one of the `ENUM CHART_PROPERTY_STRING` values (except the read-only properties).

- `str_value`
  
  [in] Property value string. String length cannot exceed 2045 characters (extra characters will be truncated).

**Return Value**

Returns true if the command has been added to chart queue, otherwise false. To get an information about the error, call the `GetLastError()` function.

**Note**

Chart Set String can be used for a comment output on the chart instead of the `Comment` function.

The function is asynchronous, which means that the function does not wait for the execution of the command, which has been successfully added to the queue of specified the chart. Instead, it immediately returns control. The property will only change after the handling of the appropriate command from the chart queue. To immediately execute commands from the chart queue, call the `ChartRedraw` function.

If you want to immediately change several chart properties at once, then the corresponding functions (ChartSetString, ChartSetDouble, ChartSetString) should be executed in one code block, after which you should call `ChartRedraw` once.

To check the command execution result, you can use a function, which requests the specified chart property (ChartGetInteger, ChartGetDouble, ChartSetString). However, note that these functions are synchronous and wait for execution results.

**Example:**

```cpp
void OnTick()
{
    //---
    double Ask,Bid;
}
```
```cpp
int Spread;
Ask=SymbolInfoDouble(Symbol(),SYMBOL_ASK);
Bid=SymbolInfoDouble(Symbol(),SYMBOL_BID);
Spread=SymbolInfoInteger(Symbol(),SYMBOL_SPREAD);
string comment=StringFormat("Printing prices:
Ask = %G
Bid = %G
Spread = %d",
Ask,Bid,Spread);
ChartSetString(0,CHART_COMMENT,comment);
```

See also

- [Comment](#)
- [ChartGetString](#)
ChartGetDouble

Returns the value of a corresponding property of the specified chart. Chart property must be of double type. There are 2 variants of the function calls.

1. Returns the property value directly.

   ```c
   double  ChartGetDouble(
       long  chart_id,  // Chart ID
       int   prop_id,  // Property ID
       int   sub_window=0  // subwindow number, if necessary
   );
   ```

2. Returns true or false, depending on the success of a function. If successful, the value of the property is placed in a target variable double_var passed by reference.

   ```c
   bool  ChartGetDouble(
       long  chart_id,  // Chart ID
       int   prop_id,  // Property ID
       int   sub_window,  // Subwindow number
       double&  double_var  // Target variable for the chart property
   );
   ```

Parameters

- **chart_id**
  
  [in] Chart ID. 0 means the current chart.

- **prop_id**
  
  [in] Chart property ID. This value can be one of the `ENUM_CHART_PROPERTY_DOUBLE` values.

- **sub_window**
  
  [in] Number of the chart subwindow. For the first case, the default value is 0 (main chart window). The most of the properties do not require a subwindow number.

- **double_var**
  
  [out] Target variable of double type for the requested property.

Return Value

The value of double type.

For the second call case it returns true if the specified property is available and its value has been placed into double_var variable, otherwise returns false. To get an additional information about the error, it is necessary to call the function `GetLastError()`.

Note

The function is synchronous, which means that it waits for the execution of all the commands that have been added to the chart queue prior to its call.

Example:

```c
void OnStart()
```
```csharp
{
    double priceMin=ChartGetDouble(0,CHART_PRICE_MIN,0);
    double priceMax=ChartGetDouble(0,CHART_PRICE_MAX,0);
    Print("CHART_PRICE_MIN =",priceMin);
    Print("CHART_PRICE_MAX =",priceMax);
}
```
Chart GetInteger

Returns the value of a corresponding property of the specified chart. Chart property must be of datetime, int or bool type. There are 2 variants of the function calls.

1. Returns the property value directly.

```c
long ChartGetInteger(
    long chart_id,   // Chart ID
    int prop_id,     // Property ID
    int sub_window=0  // subwindow number, if necessary
);
```

2. Returns true or false, depending on the success of a function. If successful, the value of the property is placed in a target variable long_var passed by reference.

```c
bool ChartGetInteger(
    long chart_id,   // Chart ID
    int prop_id,     // Property ID
    int sub_window,  // subwindow number
    long& long_var   // Target variable for the property
);
```

**Parameters**

- **chart_id**
  
  [in] Chart ID. 0 means the current chart.

- **prop_id**
  
  [in] Chart property ID. This value can be one of the ENUM_CHART_PROPERTY_INTEGER values.

- **sub_window**
  
  [in] Number of the chart subwindow. For the first case, the default value is 0 (main chart window). The most of the properties do not require a subwindow number.

- **long_var**
  
  [out] Target variable of long type for the requested property.

**Return Value**

The value of long type.

For the second call case it returns true if specified property is available and its value has been stored into long_var variable, otherwise returns false. To get additional information about the error, it is necessary to call the function GetLastError().

**Note**

The function is synchronous, which means that it waits for the execution of all the commands that have been added to the chart queue prior to its call.

**Example:**

```c
void OnStart()
```
{  
    int height=ChartGetInteger(0,CHART_HEIGHT_IN_PIXELS,0);  
    int width=ChartGetInteger(0,CHART_WIDTH_IN_PIXELS,0);  
    Print("CHART_HEIGHT_IN_PIXELS =",height,"pixels");  
    Print("CHART_WIDTH_IN_PIXELS =",width,"pixels");  
}
**ChartGetString**

Returns the value of a corresponding property of the specified chart. Chart property must be of string type. There are 2 variants of the function call.

1. Returns the property value directly.

```cpp
string ChartGetString(
    long chart_id,   // Chart ID
    int prop_id      // Property ID
);
```

2. Returns true or false, depending on the success of a function. If successful, the value of the property is placed in a target variable `string_var` passed by reference.

```cpp
bool ChartGetString(
    long chart_id,   // Chart ID
    int prop_id,     // Property ID
    string& string_var // Target variable for the property
);
```

**Parameters**

- `chart_id`
  - [in] Chart ID. 0 means the current chart.

- `prop_id`
  - [in] Chart property ID. This value can be one of the `ENUM_CHARTPROPERTYSTRING` values.

- `string_var`
  - [out] Target variable of string type for the requested property.

**Return Value**

The value of string type.

For the second call case it returns true if the specified property is available and its value has been stored into `string_var` variable, otherwise returns false. To get additional information about the error, it is necessary to call the function `GetLastError()`.

**Note**

ChartGetString can be used for reading comments plotted on the chart using the `Comment` or `ChartSetString` functions.

The function is synchronous, which means that it waits for the execution of all the commands that have been added to the chart queue prior to its call.

**Example:**

```cpp
void OnStart()
{
    ChartSetString(0, CHART_COMMENT,"Test comment.\nSecond line.\nThird!");
    ChartRedraw();
}```
Sleep(1000);
string comm=ChartGetString(0,CHART_COMMENT);
Print(comm);

See also
Comment, ChartSetString
Chart Navigate

Performs shift of the specified chart by the specified number of bars relative to the specified position in the chart.

```cpp
bool ChartNavigate(
    long chart_id, // Chart ID
    ENUM_CHART_POSITION position, // Position
    int shift=0 // Shift value
);
```

Parameters

`chart_id`

[in] Chart ID. 0 means the current chart.

`position`

[in] Chart position to perform a shift. Can be one of the `ENUM_CHART_POSITION` values.

`shift=0`

[in] Number of bars to shift the chart. Positive value means the right shift (to the end of chart), negative value means the left shift (to the beginning of chart). The zero shift can be used to navigate to the beginning or end of chart.

Return Value

Returns true if successful, otherwise returns false.

Example:

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- get handle of the current chart
    long handle=ChartID();
    string comm="";
    if(handle>0) // if successful, additionally set up the chart
    {
        //--- disable auto scroll
        ChartSetInteger(handle,CHART_AUTOSCROLL,false);
        //--- set a shift from the right chart border
        ChartSetInteger(handle,CHART_SHIFT,true);
        //--- draw candlesticks
        ChartSetInteger(handle,CHART_MODE,CHART_CANDLES);
        //--- set the display mode for tick volumes
        ChartSetInteger(handle,CHART_SHOW_VOLUMES,CHART_VOLUME_TICK);

        //--- prepare a text to output in Comment()
        comm="Scroll 10 bars to the right of the history start";
        //--- show comment
    }
}
```
Comment (comm);
//--- scroll 10 bars to the right of the history start
ChartNavigate (handle, CHART_BEGIN, 10);
//--- get the number of the first bar visible on the chart (numeration like in the history)
long first_bar = ChartGetInteger (0, CHART_FIRST_VISIBLE_BAR, 0);
//--- add line feed character
comm = comm + "\n";
//--- add to comment
comm = comm + "The first bar on the chart is number " + IntegerToString (first_bar) + "\n";
//--- show comment
Comment (comm);
//--- wait 5 seconds to see how the chart moves
Sleep (5000);

comm = comm + "\n" + "Scroll 10 bars to the left of the right chart border";
Comment (comm);
//--- scroll 10 bars to the left of the right chart border
ChartNavigate (handle, CHART_END, -10);
//--- get the number of the first bar visible on the chart (numeration like in the history)
first_bar = ChartGetInteger (0, CHART_FIRST_VISIBLE_BAR, 0);
comm = comm + "\n";
comm = comm + "The first bar on the chart is number " + IntegerToString (first_bar) + "\n";
Comment (comm);
//--- wait 5 seconds to see how the chart moves
Sleep (5000);

comm = comm + "\n" + "Scroll 300 bars to the right of the history start";
Comment (comm);
//--- scroll 300 bars to the right of the history start
ChartNavigate (handle, CHART_BEGIN, 300);
first_bar = ChartGetInteger (0, CHART_FIRST_VISIBLE_BAR, 0);
comm = comm + "\n";
comm = comm + "The first bar on the chart is number " + IntegerToString (first_bar) + "\n";
Comment (comm);
//--- wait 5 seconds to see how the chart moves
Sleep (5000);

comm = comm + "\n" + "Scroll 300 bars to the left of the right chart border";
Comment (comm);
//--- scroll 300 bars to the left of the right chart border
ChartNavigate (handle, CHART_END, -300);
first_bar = ChartGetInteger (0, CHART_FIRST_VISIBLE_BAR, 0);
comm = comm + "\n";
comm = comm + "The first bar on the chart is number " + IntegerToString (first_bar) + "\n";
Comment (comm);
}
ChartID

Returns the ID of the current chart.

```c
long ChartID();
```

Return Value

Value of `long` type.
**ChartIndicatorAdd**

Adds an indicator with the specified handle into a specified chart window. Indicator and chart should be generated on the same symbol and time frame.

```c
bool ChartIndicatorAdd(
    long chart_id,       // chart ID
    int sub_window       // number of the sub-window
    int indicator_handle // handle of the indicator
);
```

**Parameters**

*chart_id*

[in] Chart ID. 0 means the current chart.

*sub_window*

[in] The number of the chart sub-window. 0 means the main chart window. To add an indicator in a new window, the parameter must be one greater than the index of the last existing window, i.e. equal to `CHART_WINDOWS_TOTAL`. If the value of the parameter is greater than `CHART_WINDOWS_TOTAL`, a new window will not be created, and the indicator will not be added.

*indicator_handle*

[in] The handle of the indicator.

**Return Value**

The function returns true in case of success, otherwise it returns false. In order to obtain information about the error, call the `GetLastError()` function. Error 4114 means that a chart and an added indicator differ by their symbol or time frame.

**Note**

If an indicator that should be drawn in a separate subwindow (for example, built-in `iMACD` or a custom indicator with specified `#property indicator_separate_window` property) is applied to the main chart window, it may not be visible though it will still be present in the list of indicators. This means that the scale of the indicator is different from the scale of the price chart, and applied indicator's values do not fit in the displayed range of the price chart. In this case, `GetLastError()` returns zero code indicating the absence of an error. The values of such “invisible” indicator can be seen in Data Window and received from other MQL5 applications.

**Example:**

```c
#property description "Expert Advisor demonstrating the work with ChartIndicatorAdd()."
#property description "After launching on the chart (and receiving the error in Journal), open"
#property description "the Expert Advisor's properties and specify correct <symbol> and <period> parameters."
#property description "MACD indicator will be added on the chart."

//--- input parameters
input string symbol="AUDUSD"; // symbol name
input ENUM_TIMEFRAMES period=PERIOD_M12; // time frame
input int fast_ema_period=12; // fast MACD period
input int slow_ema_period=26; // slow MACD period
```
input int signal_period=9;       // signal period
input ENUM_APPLIED_PRICE apr=PRICE_CLOSE; // price type for MACD calculation

int indicator_handle=INVALID_HANDLE;

//+------------------------------------------------------------------+
//| Expert initialization function                                    |
//+------------------------------------------------------------------+
int OnInit()
{
    //---
    indicator_handle=IMACD(symbol, period, fast_ema_period, slow_ema_period, signal_period,
    //--- try to add the indicator on the chart
    if(!AddIndicator())
    {
        //--- AddIndicator() function refused to add the indicator on the chart
        int answer=MessageBox("Do you want to add MACD on the chart anyway?",
            "Incorrect symbol and/or time frame for adding the indicator",
            MB_YESNO) // "Yes" and "No" selection buttons will be shown
        );
    //--- if a user still insists on incorrect usage of ChartIndicatorAdd()
    if(answer==IDYES)
    {
        //--- first of all, a Journal entry will be made about that
        PrintFormat("Attention! %s: Trying to add MACD(%s/%s) indicator on %s/%s chart.
        Failed to add MACD indicator on %d chart window. Error code %d",
        __FUNCTION__, symbol, EnumToString(period), _Symbol, EnumToString(_Period),
        ChartGetInteger(0, CHART_WINDOWS_TOTAL);
        //--- now make an attempt resulting in error
        if(!ChartIndicatorAdd(0, subwindow, indicator_handle))
        PrintFormat("Failed to add MACD indicator on %d chart window. Error code
            subwindow, GetLastError()");
    }
    //---
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert tick function                                              |
//+------------------------------------------------------------------+
void OnTick()
{
    // Expert Advisor performs nothing
}
//+------------------------------------------------------------------+
//| Function for checking and adding the indicator on the chart       |
//+------------------------------------------------------------------+
bool AddIndicator()
{
    //--- displayed message
}
```c
string message;
//--- check if the indicator symbol and chart symbol match each other
if(symbol!=_Symbol)
{
    message="Displaying the use of Demo_ChartIndicatorAdd() function:";
    message=message+"\n";
    message=message+"Unable to add the indicator calculated on another symbol on the chart.
    Specify the chart symbol in Expert Advisor's property - "+_Symbol
    Alert(message);
    //--- premature exit, the indicator will not be added on the chart
    return false;
}

//--- check if the indicator's and chart's time frames match each other
if(period!=_Period)
{
    message="Unable to add the indicator calculated on another time frame on the chart.
    Specify the chart time frame in Expert Advisor properties - "+EnumToString(_Period)
    Alert(message);
    //--- premature exit, the indicator will not be added on the chart
    return false;
}

//--- all checks completed, symbol and indicator time frame match the chart
if(indicator_handle==INVALID_HANDLE)
{
    Print(__FUNCTION__," Creating MACD indicator");
    indicator_handle=MACD(symbol,period,fast_ema_period,slow_ema_period,signal_period);
    if(indicator_handle==INVALID_HANDLE)
    {
        Print("Failed to create MACD indicator. Error code ",GetLastError());
    }
}

//--- reset the error code
ResetLastError();

//--- apply the indicator to the chart
Print(__FUNCTION__," Adding MACD indicator on the chart");
Print("MACD is generated on ",symbol,"/",EnumToString(period));
//--- receive the number of a new subwindow, to which MACD indicator is added
int subwindow=(int)ChartGetInteger(0,CHART_WINDOWS_TOTAL);
PrintFormat("Adding MACD indicator on %d chart window",subwindow);
if(!ChartIndicatorAdd(0,subwindow,indicator_handle))
{
    PrintFormat("Failed to add MACD indicator on %d chart window. Error code %d", subwindow,GetLastError());
}

//--- Indicator added successfully
return(true);
```
See Also

ChartIndicatorDelete(), ChartIndicatorName(), ChartIndicatorsTotal(), iCustom(), IndicatorCreate()
# Chart operations

## ChartIndicatorDelete

Removes an indicator with a specified name from the specified chart window.

```cpp
bool ChartIndicatorDelete(
    long chart_id,          // chart id
    int sub_window          // number of the subwindow
    const string indicator_shortname // short name of the indicator
);
```

### Parameters

- **chart_id**
  - [in] Chart ID. 0 denotes the current chart.

- **sub_window**
  - [in] Number of the chart subwindow. 0 denotes the main chart subwindow.

- **const indicator_shortname**
  - [in] The short name of the indicator which is set in the `INDICATOR_SHORTNAME` property with the `IndicatorSetString()` function. To get the short name of an indicator use the `ChartIndicatorName()` function.

### Return Value

Returns true in case of successful deletion of the indicator. Otherwise it returns false. To get error details use the `GetLastError()` function.

### Note

- If two indicators with identical short names exist in the chart subwindow, the first one in a row will be deleted.
- If other indicators on this chart are based on the values of the indicator that is being deleted, such indicators will also be deleted.
- Do not confuse the indicator short name and the file name that is specified when creating an indicator using functions `iCustom()` and `IndicatorCreate()`. If the short name of an indicator is not set explicitly, then the name of the file containing the source code of the indicator will be specified during compilation.
- Deletion of an indicator from a chart doesn't mean that its calculation part will be deleted from the terminal memory. To release the indicator handle use the `IndicatorRelease()` function.
- The indicator's short name should be formed correctly. It will be written to the `INDICATOR_SHORTNAME` property using the `IndicatorSetString()` function. It is recommended that the short name should contain values of all the input parameters of the indicator, because the indicator to be deleted from the chart by the `ChartIndicatorDelete()` function is identified by the short name.

### Example of deleting an indicator after initialization has failed:

```cpp
//+------------------------------------------------------------------+
//|                          Copyright 2011, MetaQuotes Software Corp. |
```
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//--- plot Histogram
#property indicator_label1 "Histogram"
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- input parameters
input int first_param=1;
input int second_param=2;
input int third_param=3;
input bool wrong_init=true;
//--- indicator buffers
double HistogramBuffer[];
string shortname;
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    int res=INIT_SUCCEEDED;
    //--- Link the HistogramBuffer array to the indicator buffer
    SetIndexBuffer(0,HistogramBuffer,INDICATOR_DATA);
    //--- Construct a short indicator name based on input parameters
    shortname=StringFormat("Demo_ChartIndicatorDelete(%d,%d,%d)",
        first_param,second_param,third_param);
    IndicatorSetString(INDICATOR_SHORTNAME,shortname);
    //--- If forced completion of an indicator is set, return a non-zero value
    if(wrong_init) res=INIT_FAILED;
    return(res);
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total, const int prev_calculated, const datetime &time[], const double &open[],
    const double &high[], const double &low[], const double &close[], const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- Starting position for working in a loop
    int start=prev_calculated-1;
    if(start<0) start=0;
    //--- Fill in the indicator buffer with values
    for(int i=start;i<rates_total;i++)
    {
        HistogramBuffer[i]=close[i];
    }
    //--- return value of prev_calculated for next call
    return(rates_total);
}

void OnDeinit(const int reason)
{
    PrintFormat("%s: Deinitialization reason code=%d",__FUNCTION__,reason);
    if(reason==REASON_INITFAILED)
    {
        PrintFormat("An indicator with a short name %s (file %s) deletes itself from the
int window=ChartWindowFind();
bool res=ChartIndicatorDelete(0,window,shortname);
//--- Analyse the result of call of ChartIndicatorDelete()
if(!res)
    {
        PrintFormat("Failed to delete indicator %s from window #%d. Error code %d",
shortname,window,GetLastError());
    }
    }
}

See also

ChartIndicatorAdd(), ChartIndicatorName(), ChartIndicatorsTotal(), iCustom(), IndicatorCreate(),
IndicatorSetString()
**ChartIndicatorGet**

Returns the handle of the indicator with the specified short name in the specified chart window.

```cpp
int ChartIndicatorGet(
    long chart_id, // Chart ID
    int sub_window // The number of the subwindow
    const string indicator_shortname // Short name of the indicator
);
```

**Parameters**

- `chart_id`  
  
  [in] Chart ID. 0 means the current chart.

- `sub_window`  
  
  [in] The number of the chart subwindow. 0 means the main chart window.

- `indicator_shortname`  
  
  [in] The short name if the indicator, which is set in the `INDICATOR_SHORTNAME` property using the `IndicatorSetString()` function. To get the short name of an indicator, use the `ChartIndicatorName()` function.

**Return Value**

Returns an indicator handle if successful, otherwise returns `INVALID_HANDLE`. To get information about the error, call the `GetLastError()` function.

**Note**

The indicator handle obtained using the `ChartIndicatorGet()` function increases the internal indicator usage counter. The terminal runtime system keeps all indicators, whose counter is greater than zero, loaded. Therefore, the indicator handle that is no longer needed should be immediately and explicitly released using `IndicatorRelease()` in the same program that received it, as shown in the example below. Otherwise, it will be impossible to find the “abandoned” handle and release it from another program correctly.

When creating an indicator, be careful forming its short name, which is written in the `INDICATOR_SHORTNAME` property using the `IndicatorSetString()` function. It is recommended that a short name should contain the values of input parameters of the indicator, since the indicator is identified in the `ChartIndicatorGet()` function based on its short name.

Another way to identify the indicator is to get a list of its parameters for a given handle using the `IndicatorParameters()` function and then to analyze the obtained values.

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- The number of windows on the chart (at least one main window is always present
    int windows=(int)ChartGetInteger(0,CHART_WINDOWS_TOTAL);
```
//--- Check all windows
for(int w=0;w<windows;w++)
{
    //--- the number of indicators in this window/subwindow
    int total=ChartIndicatorsTotal(0,w);
    //--- Go through all indicators in the window
    for(int i=0;i<total;i++)
    {
        //--- get the short name of an indicator
        string name=ChartIndicatorName(0,w,i);
        //--- get the handle of an indicator
        int handle=ChartIndicatorGet(0,w,name);
        //--- Add to log
        PrintFormat("Window=%d, index=%d, name=%s, handle=%d",w,i,name,handle);
        //--- You should obligatorily release the indicator handle when it is no long
        IndicatorRelease(handle);
    }
}

See also

ChartIndicatorAdd(), ChartIndicatorName(), ChartIndicatorsTotal(), IndicatorParameters()
ChartIndicatorName

Returns the short name of the indicator by the number in the indicators list on the specified chart window.

```cpp
string ChartIndicatorName(
    long chart_id,  // chart id
    int sub_window   // number of the subwindow
    int index       // index of the indicator in the list of indicators added to the chart subwindow
);
```

Parameters

`chart_id`
- [in] Chart ID. 0 denotes the current chart.

`sub_window`
- [in] Number of the chart subwindow. 0 denotes the main chart subwindow.

`index`
- [in] The index of the indicator in the list of indicators. The numeration of indicators start with zero, i.e. the first indicator in the list has the 0 index. To obtain the number of indicators in the list use the `ChartIndicatorsTotal()` function.

Return Value

The short name of the indicator which is set in the `INDICATOR_SHORTNAME` property with the `IndicatorSetString()` function. To get error details use the `GetLastError()` function.

Note

Do not confuse the indicator short name and the file name that is specified when creating an indicator using functions `iCustom()` and `IndicatorCreate()`. If the short name of an indicator is not set explicitly, then the name of the file containing the source code of the indicator will be specified during compilation.

The indicator's short name should be formed correctly. It will be written to the `INDICATOR_SHORTNAME` property using the `IndicatorSetString()` function. It is recommended that the short name should contain values of all the input parameters of the indicator, because the indicator to be deleted from the chart by the `ChartIndicatorDelete()` function is identified by the short name.

See also

`ChartIndicatorAdd()`, `ChartIndicatorDelete()`, `ChartIndicatorsTotal()`, `iCustom()`, `IndicatorCreate()`, `IndicatorSetString()`
ChartIndicatorsTotal

Returns the number of all indicators applied to the specified chart window.

```c
int ChartIndicatorsTotal(
    long chart_id,       // chart id
    int sub_window       // number of the subwindow
);
```

Parameters

- `chart_id` [in] Chart ID. 0 denotes the current chart.
- `sub_window` [in] Number of the chart subwindow. 0 denotes the main chart subwindow.

Return Value

The number of indicators in the specified chart window. To get error details use the `GetLastError()` function.

Note

The function allows going searching through all the indicators attached to the chart. The number of all the windows of the chart can be obtained from the `CHART WINDOWS TOTAL` property using the `ChartGetInteger()` function.

See also

- `ChartIndicatorAdd()`, `ChartIndicatorDelete()`, `iCustom()`, `IndicatorCreate()`, `IndicatorSetString()`
ChartWindowOnDropped

Returns the number (index) of the chart subwindow the Expert Advisor or script has been dropped to. 0 means the main chart window.

```plaintext
int ChartWindowOnDropped();
```

**Return Value**

Value of `int` type.

**Example:**

```plaintext
int myWindow=ChartWindowOnDropped();
int windowsTotal=ChartGetInteger(0, CHART_WINDOWS_TOTAL);
Print("Script is running on the window "+myWindow+
" Total windows on the chart "+ChartSymbol()+":",windowsTotal);
```

**See also**

[ChartPriceOnDropped](#), [ChartTimeOnDropped](#), [ChartXOnDropped](#), [ChartYOnDropped](#)
**ChartPriceOnDropped**

Returns the price coordinate corresponding to the chart point the Expert Advisor or script has been dropped to.

```c
double ChartPriceOnDropped();
```

**Return Value**

Value of `double` type.

**Example:**

```c
double p = ChartPriceOnDropped();
Print("ChartPriceOnDropped() = ", p);
```

**See also**

[ChartXOnDropped], [ChartYOnDropped]
**ChartTimeOnDropped**

Returns the time coordinate corresponding to the chart point the Expert Advisor or script has been dropped to.

```
datetime ChartTimeOnDropped();
```

**Return Value**

Value of `datetime` type.

**Example:**

```
datetime t=ChartTimeOnDropped();
Print("Script was dropped on the "+t);
```

**See also**

`ChartXOnDropped`, `ChartYOnDropped`
ChartXOnDropped

Returns the X coordinate of the chart point the Expert Advisor or script has been dropped to.

```
int ChartXOnDropped();
```

**Return Value**

The X coordinate value.

**Note**

X axis direction from left to right.

**Example:**

```
int X=ChartXOnDropped();
int Y=ChartYOnDropped();
Print("(X,Y) = ("+X+","+Y+")");
```

**See also**

ChartWindowOnDropped, ChartPriceOnDropped, ChartTimeOnDropped
**ChartYOnDropped**

Returns the Y coordinate of the chart point the Expert Advisor or script has been dropped to.

```c
int ChartYOnDropped();
```

**Return Value**

The Y coordinate value.

**Note**

Y axis direction from top to bottom.

**See also**

[ChartWindowOnDropped](#), [ChartPriceOnDropped](#), [ChartTimeOnDropped](#)
ChartSetSymbolPeriod

Changes the symbol and period of the specified chart. The function is asynchronous, i.e. it sends the command and does not wait for its execution completion. The command is added to chart messages queue and will be executed after processing of all previous commands.

```cpp
bool ChartSetSymbolPeriod(
    long chart_id,  // Chart ID
    string symbol,  // Symbol name
    ENUM_TIMEFRAMES period  // Period
);
```

**Parameters**

- `chart_id`  
  `[in]` Chart ID. 0 means the current chart.

- `symbol`  
  `[in]` Chart symbol. `NULL` value means the current chart symbol (Expert Advisor is attached to).

- `period`  
  `[in]` Chart period (timeframe). Can be one of the `ENUM_TIMEFRAMES` values. 0 means the current chart period.

**Return Value**

Returns true if the command has been added to chart queue, otherwise false. To get an information about the error, call the `GetLastError()` function.

**Note**

The symbol/period change leads to the re-initialization of the Expert Advisor attached to a chart.

The call of ChartSetSymbolPeriod with the same symbol and timeframe can be used to update the chart (similar to the terminal's Refresh command). In its turn, the chart update triggers re-calculation of the indicators attached to it. Thus, you are able to calculate an indicator on the chart even if there are no ticks (e.g., on weekends).

**See also**

- ChartSymbol, ChartPeriod
**ChartScreenShot**

The function provides a screenshot of the chart in its current state in the GIF, PNG or BMP format depending on specified extension.

```c
bool ChartScreenShot(
    long chart_id,         // Chart ID
    string filename,       // Symbol name
    int width,             // Width
    int height,            // Height
    ENUM_ALIGN_MODE align_mode=ALIGN_RIGHT  // Alignment type
);
```

**Parameters**

- `chart_id` [in] Chart ID. 0 means the current chart.
- `filename` [in] Screenshot file name. Cannot exceed 63 characters. Screenshot files are placed in the `Files` directory.
- `width` [in] Screenshot width in pixels.
- `align_mode=ALIGN_RIGHT` [in] Output mode of a narrow screenshot. A value of the `ENUM_ALIGN_MODE` enumeration. `ALIGN_RIGHT` means align to the right margin (the output from the end). `ALIGN_LEFT` means Left justify.

**Return Value**

Returns true if successful, otherwise false.

**Note**

If you need to take a screenshot from a chart from a certain position, first it's necessary to position the graph using the `ChartNavigate()` function. If the horizontal size of the screenshot is smaller than the chart window, either the right part of the chart window, or its left part is output, depending on the `align_mode` settings.

**Example:**

```c
#define WIDTH 800       // Image width to call ChartScreenShot()
#define HEIGHT 600       // Image height to call ChartScreenShot()
```

---

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//--- input parameters
input int pictures=5; // The number of images in the series
int mode=-1; // -1 denotes a shift to the right edge of the chart, 1 - to the left
int bars_shift=300; // The number of bars when scrolling the chart using ChartNavigate()

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
void OnInit()
{
    //--- Disable chart autoscroll
    ChartSetInteger(0, CHART_AUTOSCROLL, false);
    //--- Set the shift of the right edge of the chart
    ChartSetInteger(0, CHART_SHIFT, true);
    //--- Show a candlestick chart
    ChartSetInteger(0, CHART_MODE, CHART_CANDLES);
    //---
    Print("Preparation of the Expert Advisor is completed");
}

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    //---
}

//+------------------------------------------------------------------+
//| ChartEvent function                                              |
//+------------------------------------------------------------------+
void OnChartEvent(const int id,
                    const long &lparam,
                    const double &dparam,
                    const string &sparam)
{
    //--- Show the name of the function, call time and event identifier
    Print(__FUNCTION__, TimeCurrent(), " id=", id, " mode=", mode);
    //--- Handle the CHARTEVENT_CLICK event ("A mouse click on the chart")
    if(id==CHARTEVENT_CLICK)
    {
        //--- Initial shift from the chart edge
        int pos=0;
        //--- Operation with the left chart edge
        if(mode>0)
        {
            //--- Scroll the chart to the left edge
            ChartNavigate(0, CHART_BEGIN, pos);
            for(int i=0;i<pictures;i++)
            {
                //--- Prepare a text to show on the chart and a file name
            }
        }
    }

    //--- Other chart events...

    //--- Cleanup...
}
Trade Functions

This is the group of functions intended for managing trading activities.

Before you proceed to study the trade functions of the platform, you must have a clear understanding of the basic terms: order, deal and position:

- An order is an instruction given to a broker to buy or sell a financial instrument. There are two main types of orders: Market and Pending. In addition, there are special Take Profit and Stop Loss levels.
- A deal is the commercial exchange (buying or selling) of a financial security. Buying is executed at the demand price (Ask), and Sell is performed at the supply price (Bid). A deal can be opened as a result of market order execution or pending order triggering. Note that in some cases, execution of an order can result in several deals.
- A position is a trade obligation, i.e. the number of bought or sold contracts of a financial instrument. A long position is financial security bought expecting the security price go higher. A short position is an obligation to supply a security expecting the price will fall in future.

General information about trading operations is available in the client terminal help.

Trading functions can be used in Expert Advisors and scripts. Trading functions can be called only if in the properties of the Expert Advisor or script the “Allow live trading” checkbox is enabled.

Trading can be allowed or prohibited depending on various factors described in the Trade Permission section.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>OrderCalcMargin</td>
<td>Calculates the margin required for the specified order type, in the deposit currency</td>
</tr>
<tr>
<td>OrderCalcProfit</td>
<td>Calculates the profit based on the parameters passed, in the deposit currency</td>
</tr>
<tr>
<td>OrderCheck</td>
<td>Checks if there are enough funds to execute the required trade operation</td>
</tr>
<tr>
<td>OrderSend</td>
<td>Sends trade requests to a server</td>
</tr>
<tr>
<td>OrderSendAsync</td>
<td>Asynchronously sends trade requests without waiting for the trade response of the trade server</td>
</tr>
<tr>
<td>PositionsTotal</td>
<td>Returns the number of open positions</td>
</tr>
<tr>
<td>PositionGetSymbol</td>
<td>Returns the symbol corresponding to the open position</td>
</tr>
<tr>
<td>PositionSelect</td>
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</tr>
<tr>
<td>PositionSelectByTicket</td>
<td>Selects a position to work with by the ticket number specified in it</td>
</tr>
<tr>
<td>PositionGetDouble</td>
<td>Returns the requested property of an open position (double)</td>
</tr>
</tbody>
</table>
## Trade Functions

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<th>Action</th>
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<tr>
<td>PositionGetInteger</td>
<td>Returns the requested property of an open position (datetime or int)</td>
</tr>
<tr>
<td>PositionGetString</td>
<td>Returns the requested property of an open position (string)</td>
</tr>
<tr>
<td>PositionGetTicket</td>
<td>Returns the ticket of the position with the specified index in the list of open positions</td>
</tr>
<tr>
<td>OrdersTotal</td>
<td>Returns the number of orders</td>
</tr>
<tr>
<td>OrderGetTicket</td>
<td>Return the ticket of a corresponding order</td>
</tr>
<tr>
<td>OrderSelect</td>
<td>Selects an order for further working with it</td>
</tr>
<tr>
<td>OrderGetDouble</td>
<td>Returns the requested property of the order (double)</td>
</tr>
<tr>
<td>OrderGetInteger</td>
<td>Returns the requested property of the order (datetime or int)</td>
</tr>
<tr>
<td>OrderGetString</td>
<td>Returns the requested property of the order (string)</td>
</tr>
<tr>
<td>HistorySelect</td>
<td>Retrieves the history of transactions and orders for the specified period of the server time</td>
</tr>
<tr>
<td>HistorySelectByPosition</td>
<td>Requests the history of deals with a specified position identifier.</td>
</tr>
<tr>
<td>HistoryOrderSelect</td>
<td>Selects an order in the history for further working with it</td>
</tr>
<tr>
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<td>Returns the number of orders in the history</td>
</tr>
<tr>
<td>HistoryOrderGetTicket</td>
<td>Return order ticket of a corresponding order in the history</td>
</tr>
<tr>
<td>HistoryOrderGetDouble</td>
<td>Returns the requested property of an order in the history (double)</td>
</tr>
<tr>
<td>HistoryOrderGetInteger</td>
<td>Returns the requested property of an order in the history (datetime or int)</td>
</tr>
<tr>
<td>HistoryOrderGetString</td>
<td>Returns the requested property of an order in the history (string)</td>
</tr>
<tr>
<td>HistoryDealSelect</td>
<td>Selects a deal in the history for further calling it through appropriate functions</td>
</tr>
<tr>
<td>HistoryDealsTotal</td>
<td>Returns the number of deals in the history</td>
</tr>
<tr>
<td>HistoryDealGetTicket</td>
<td>Returns a ticket of a corresponding deal in the history</td>
</tr>
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## Trade Functions

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<td>HistoryDealGetDouble</td>
<td>Returns the requested property of a deal in the history (double)</td>
</tr>
<tr>
<td>HistoryDealGetInteger</td>
<td>Returns the requested property of a deal in the history (datetime or int)</td>
</tr>
<tr>
<td>HistoryDealGetString</td>
<td>Returns the requested property of a deal in the history (string)</td>
</tr>
</tbody>
</table>
**OrderCalcMargin**

The function calculates the margin required for the specified order type, on the current account, in the current market environment not taking into account current pending orders and open positions. It allows the evaluation of margin for the trade operation planned. The value is returned in the account currency.

```c
bool OrderCalcMargin(
    ENUM_ORDER_TYPE action, // type of order
    string symbol, // symbol name
    double volume, // volume
    double price, // open price
    double& margin // variable for obtaining the margin value
);
```

**Parameters**

- **action**  
  [in] The order type, can be one of the values of the `ENUM_ORDER_TYPE` enumeration.

- **symbol**  
  [in] Symbol name.

- **volume**  
  [in] Volume of the trade operation.

- **price**  

- **margin**  
  [out] The variable, to which the value of the required margin will be written in case the function is successfully executed. The calculation is performed as if there were no pending orders and open positions on the current account. The margin value depends on many factors, and can differ in different market environments.

**Return Value**

The function returns true in case of success; otherwise it returns false. In order to obtain information about the error, call the `GetLastError()` function.

**See also**

- `Ordersend()`, `Order Properties`, `Trade Operation Types`
OrderCalcProfit

The function calculates the profit for the current account, in the current market conditions, based on the parameters passed. The function is used for pre-evaluation of the result of a trade operation. The value is returned in the account currency.

```c
bool OrderCalcProfit(
    ENUM_ORDER>Type action, // type of the order (ORDER_TYPE_BUY or ORDER_TYPE_SELL)
    string symbol, // symbol name
    double volume, // volume
    double price_open, // open price
    double price_close, // close price
    double& profit // variable for obtaining the profit value
);
```

**Parameters**

*action*

[in] Type of the order, can be one of the two values of the ENUM_ORDER_TYPE enumeration: ORDER_TYPE_BUY or ORDER_TYPE_SELL.

*symbol*

[in] Symbol name.

*volume*

[in] Volume of the trade operation.

*price_open*


*price_close*


*profit*

[ out] The variable, to which the calculated value of the profit will be written in case the function is successfully executed. The estimated profit value depends on many factors, and can differ in different market environments.

**Return Value**

The function returns true in case of success; otherwise it returns false. If an invalid order type is specified, the function will return false. In order to obtain information about the error, call GetLastError().

**See also**

OrderSend(), Order Properties, Trade Operation Types
OrderCheck

The OrderCheck() function checks if there are enough money to execute a required trade operation. The check results are placed to the fields of the MqlTradeCheckResult structure.

```c
bool OrderCheck(  
    MqlTradeRequest& request,  // request structure  
    MqlTradeCheckResult& result  // result structure
  )
```

Parameters

- **request**
  - [in] Pointer to the structure of the MqlTradeRequest type, which describes the required trade action.

- **result**
  - [in,out] Pointer to the structure of the MqlTradeCheckResult type, to which the check result will be placed.

Return Value

If funds are not enough for the operation, or parameters are filled out incorrectly, the function returns false. In case of a successful basic check of structures (check of pointers), it returns true. However, this is not an indication that the requested trade operation is sure to be successfully executed. For a more detailed description of the function execution result, analyze the fields of the result structure.

In order to obtain information about the error, call the GetLastError() function.

See also

OrderSend(), Trade Operation Types, Trade Request Structure, Structure of Request Check Results, Structure of a Trade Request Result
OrderSend

The OrderSend() function is used for executing trade operations by sending requests to a trade server.

```c
bool OrderSend(
    MqlTradeRequest& request,  // query structure
    MqlTradeResult& result     // structure of the answer
);
```

Parameters

request

[in] Pointer to a structure of MqlTradeRequest type describing the trade activity of the client.

result

[in,out] Pointer to a structure of MqlTradeResult type describing the result of trade operation in case of a successful completion (if true is returned).

Return Value

In case of a successful basic check of structures (index checking) returns true. However, this is not a sign of successful execution of a trade operation. For a more detailed description of the function execution result, analyze the fields of result structure.

Note

The trade requests go through several stages of checking on a trade server. First of all, it checks if all the required fields of the request parameter are filled out correctly. If there are no errors, the server accepts the order for further processing. If the order is successfully accepted by the trade server, the OrderSend() function returns true.

It is recommended to check the request before sending it to a trade server. To check requests, use the OrderCheck() function. It checks if there are enough funds to execute the trade operation, and returns many useful parameters in the results of trade request checking:

- return code containing information about errors in the checked request;
- balance value that will appear after the trade operation is executed;
- equity value that will appear after the trade operation is executed;
- floating point value that will appear after the trade operation is executed;
- margin required for the trade operation;
- amount of free equity that will remain after the execution of the trade operation;
- the margin level that will be set after the trade operation is executed;
- comment to the reply code, error description.

When sending a market order (MqlTradeRequest.action=TRADE_ACTION_DEAL), the successful result of the OrderSend() function does not mean that the order has been executed (appropriate trades have been performed). In this case, ‘true’ means only that the order has been successfully placed in the trading system for further execution. The trade server can fill in the deal or order field values in the returned result structure, if it is aware of these data when forming a response to an OrderSend() call. Generally, event(s) of executing trades corresponding to an order may happen after sending a response to the OrderSend() call. Therefore, for any type of a trade request, when receiving the OrderSend() execution result, we should first check the retcode trade server response code and the
Trade Functions

`retcode_external` external system response code (if necessary) available in the obtained `result` structure.

Each accepted order is stored on the trade server awaiting processing until one of the conditions for its execution occurs:

- expiration,
- appearance of an opposite request,
- order execution when the execution price appears,
- a request to cancel the order is received.

At the moment of the order processing, the trade server sends to the terminal a message about the occurrence of the `Trade` event, which can be processed by the `OnTrade()` function.

The result of executing the trade request on a server sent by `OrderSend()` function can be tracked by `OnTradeTransaction` handler. It should be noted that `OnTradeTransaction` handler will be called several times when executing one trade request.

For example, when sending a market buy order, it is handled, an appropriate buy order is created for the account, the order is then executed and removed from the list of the open ones, then it is added to the orders history, an appropriate deal is added to the history and a new position is created. `OnTradeTransaction` function will be called for each of these events.

Example:

```c
//--- value for ORDER_MAGIC
input long order_magic=55555;
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
//--- make sure that the account is demo
if(AccountInfoInteger(ACCOUNT_TRADE_MODE)==ACCOUNT_TRADE_MODE_REAL)
{
    Alert("Script operation is not allowed on a live account!");
    return;
}
//--- place or delete order
if(GetOrdersTotalByMagic(order_magic)==0)
{
    //--- no current orders - place an order
    uint res=SendRandomPendingOrder(order_magic);
    Print("Return code of the trade server ",res);
}
else // there are orders - delete orders
{
    DeleteAllOrdersByMagic(order_magic);
}
//---
}
//+------------------------------------------------------------------+
```

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// Receives the current number of orders with specified ORDER_MAGIC |
//+------------------------------------------------------------------+
int GetOrdersTotalByMagic(long const magic_number)
{
    ulong order_ticket;
    int total=0;
    //--- go through all pending orders
    for(int i=0;i<OrdersTotal();i++)
       if((order_ticket=OrderGetTicket(i))>0)
           if(magic_number==OrderGetIntege(ORDER_MAGIC)) total++;
    //---
    return(total);
}
//---
// Deletes all pending orders with specified ORDER_MAGIC |
//+------------------------------------------------------------------+
void DeleteAllOrdersByMagic(long const magic_number)
{
    ulong order_ticket;
    //--- go through all pending orders
    for(int i=OrdersTotal()-1;i>=0;i--)
       if((order_ticket=OrderGetTicket(i))>0)
           //--- order with appropriate ORDER_MAGIC
           if(magic_number==OrderGetIntege(ORDER_MAGIC))
           {
               MqlTradeResult result={};
               MqlTradeRequest request={};
               request.order=order_ticket;
               request.action=TRADE_ACTION_REMOVE;
               OrderSend(request,result);
               //--- write the server reply to log
               Print(__FUNCTION__", ",result.comment," reply code ",result.retcode);
           }
    //---
}
//---
// Sets a pending order in a random way |
//+------------------------------------------------------------------+
uint SendRandomPendingOrder(long const magic_number)
{
    //--- prepare a request
    MqlTradeRequest request={};
    request.action=TRADE_ACTION_PENDING; // setting a pending order
    request.magic=magic_number; // ORDER_MAGIC
    request.symbol=_Symbol; // symbol
    request.volume=0.1; // volume in 0.1 lots
    request.sl=0; // Stop Loss is not specified
    request.tp=0; // Take Profit is not specified
    //--- form the order type
request.type=GetRandomType(); // order type
--- form the price for the pending order
request.price=GetRandomPrice(request.type); // open price
--- send a trade request
MqlTradeResult result={};
OrderSend(request,result);
--- write the server reply to log
Print("__FUNCTION__":",result.comment);
if(result.retcode==10016) Print(result.bid,result.ask,result.price);
--- return code of the trade server reply
return result.retcode;

//+------------------------------------------------------------------+
// Returns type of a pending order in a random way                  |
//+------------------------------------------------------------------+
ENUM_ORDER_TYPE GetRandomType()
{
    int t=MathRand()%4;
    // 0<=t<4
    switch(t)
    {
        case(0):return(ORDER_TYPE_BUY_LIMIT);
        case(1):return(ORDER_TYPE_SELL_LIMIT);
        case(2):return(ORDER_TYPE_BUY_STOP);
        case(3):return(ORDER_TYPE_SELL_STOP);
    }
    //--- incorrect value
    return(WRONG_VALUE);
}

//+------------------------------------------------------------------+
// Returns price in a random way                                    |
//+------------------------------------------------------------------+
double GetRandomPrice(ENUM_ORDER_TYPE type)
{
    int t=(int)type;
    //--- stop levels for the symbol
    int distance=(int)SymbolInfoInteger(_Symbol,SYMBOL_TRADE_STOPS_LEVEL);
    //--- receive data of the last tick
    MqlTick last_tick={};
    SymbolInfoTick(_Symbol,last_tick);
    //--- calculate price according to the type
    double price;
    if(t==2 || t==5) // ORDER_TYPE_BUY_LIMIT or ORDER_TYPE_SELL_STOP
    {
        price=last_tick.bid; // depart from price Bid
        price=price-(distance+(MathRand()%10)*5)*_Point;
    }
    else // ORDER_TYPE_SELL_LIMIT or ORDER_TYPE_BUY_STOP
    {
price = last_tick.ask; // depart from price Ask
price = price + (distance + (MathRand() % 10) * 5) * _Point;

//---
return (price);
}

See also
Trade Operation Types, Trade Request Structure, Structure of Request Check Results, Structure of a Trade Request Result
**OrderSendAsync**

The OrderSendAsync() function is used for conducting asynchronous trade operations without waiting for the trade server's response to a sent request. The function is designed for high-frequency trading, when under the terms of the trading algorithm it is unacceptable to waste time waiting for a response from the server.

```c
bool OrderSendAsync(
    MqlTradeRequest& request,  // Request structure
    MqlTradeResult& result      // Response structure
);
```

### Parameters

**request**

[in] A pointer to a structure of the `MqlTradeRequest` type that describes the trade action of the client.

**result**

[in,out] A pointer to a structure of the `MqlTradeResult` type that describes the result of a trade operation in case of successful execution of the function (if true is returned).

### Return Value

Returns true if the request is sent to a trade server. In case the request is not sent, it returns false. In case the request is sent, in the `result` variable the response code contains `TRADE RETCODE PLACED` value (code 10008) - "order placed". Successful execution means only the fact of sending, but does not give any guarantee that the request has reached the trade server and has been accepted for processing. When processing the received request, a trade server sends a reply to a client terminal notifying of change in the current state of positions, orders and deals, which leads to the generation of the `Trade` event.

The result of executing the trade request on a server sent by OrderSendAsync() function can be tracked by `OnTradeTransaction` handler. It should be noted that `OnTradeTransaction` handler will be called several times when executing one trade request.

For example, when sending a market buy order, it is handled, an appropriate buy order is created for the account, the order is then executed and removed from the list of the open ones, then it is added to the orders history, an appropriate deal is added to the history and a new position is created. `OnTradeTransaction` function will be called for each of these events. To get such a data, the function parameters should be analyzed:

- **trans** - this parameter gets `MqlTradeTransaction` structure describing a trade transaction applied to a trade account;
- **request** - this parameter gets `MqlTradeRequest` structure describing the trade request resulted in a trade transaction;
- **result** - this parameter gets `MqlTradeResult` structure describing a trade request execution result.

### Note

In terms of purposes and parameters, the function is similar to `OrderSend()`, but unlike it, it is asynchronous, i.e. does not hold the program operation while waiting for the function execution result. You can compare the rate of trade operations of these two functions using the sample Expert Advisor.
Example:

```cpp
#property description "Expert Advisor for sending trade requests"  " using OrderSendAsync() function."
#property description "Handling trading events using"  " OnTrade() and OnTradeTransaction() handler functions is disp;
#property description "Expert Advisor parameters allow setting Magic Number"  " (unique ID)"
#property description "and the mode of displaying messages in Experts log. All details:

//-- input parameters
input int MagicNumber=1234567;  // Expert Advisor ID
input bool DescriptionModeFull=true;  // Detailed output mode
//-- variable for using in HistorySelect() call
datetime history_start;
//-- initialization function
int OnInit()
{
    //--- check if autotrading is allowed
    if(!TerminalInfoInteger(TERMTRADE_ALLOWED))
    {
        Alert("Autotrading in the terminal is disabled, Expert Advisor will be removed.");
        ExpertRemove();
        return(-1);
    }
    //--- unable to trade on a real account
    if(AccountInfoInteger(ACCOUNT_TRADE_MODE)==ACCOUNT_TRADE_MODE_REAL)
    {
        Alert("Expert Advisor cannot trade on a real account!");
        ExpertRemove();
        return(-2);
    }
    //--- check if it is possible to trade on this account (for example, trading is impr
    if(!AccountInfoInteger(ACCOUNT_TRADE_ALLOWED))
    {
        Alert("Trading on this account is disabled");
        ExpertRemove();
        return(-3);
    }
    //--- save the time of launching the Expert Advisor for receiving trading history
    history_start=TimeCurrent();
    //---
    CreateBuySellButtons();
    return(INIT_SUCCEEDED);
}
```
```cpp
void OnDeinit(const int reason)
{
    //--- delete all graphical objects
    ObjectDelete(0, "Buy");
    ObjectDelete(0, "Sell");
    //---
}

void OnTradeTransaction(const MqlTradeTransaction &trans,
                          const MqlTradeRequest &request,
                          const MqlTradeResult &result)
{
    //--- heading named after trading event's handler function
    Print("= > \_
FUNCTION\_", at " , TimeToString(TimeCurrent(), TIME_SECONDS));
    //--- receive transaction type as enumeration value
    ENUM_TRADE_TRANSACTION_TYPE type = trans.type;
    //--- if transaction is a result of request handling
    if (type == TRADE_TRANSACTION_REQUEST)
    {
        //--- display transaction name
        Print(EnumToString(type));
        //--- then display the string description of the handled request
        Print("---------- RequestDescription\r\n\n",
              RequestDescription(request, DescriptionModeFull));
        //--- and show description of the request result
        Print("---------- RequestResult\r\n",
              TradeResultDescription(request, DescriptionModeFull));
    }
    else // display full description of the transaction for transactions of another type
    {
        Print("---------- TransactionDescription\r\n",
              TransactionDescription(trans, DescriptionModeFull));
    }
    //---
}

void OnTrade()
{
    //--- static members for storing trading account status
    static int prev_positions = 0, prev_orders = 0, prev_deals = 0, prev_history_orders = 0;
    //--- request trading history
    bool update = HistorySelect(history_start, TimeCurrent());
    PrintFormat("HistorySelect(%s , %s) = %s",
                TimeToString(history_start), TimeToString(TimeCurrent()), (string)update);
    //--- heading named after trading event's handler function
```
Trade Functions

```cpp
Print("=> ",__FUNCTION__," at ", TimeToString(TimeCurrent(), TIME_SECONDS));

//--- display handler's name and the number of orders at the moment of handling
int curr_positions=PositionsTotal();
int curr_orders=OrdersTotal();
int curr_deals=HistoryOrdersTotal();
int curr_history_orders=HistoryDealsTotal();

//--- display the number of orders, positions, deals, as well as changes in parentheses
PrintFormat("PositionsTotal() = %d (%+d)", curr_positions,(curr_positions-prev_positions));
PrintFormat("OrdersTotal() = %d (%+d)", curr_orders,curr_orders-prev_orders);
PrintFormat("HistoryOrdersTotal() = %d (%+d)", curr_deals,curr_deals-prev_deals);
PrintFormat("HistoryDealsTotal() = %d (%+d)", curr_history_orders,curr_history_orders-prev_history_orders);

//--- insert a string break to view the log more conveniently
Print("\n");

//--- save the account status
prev_positions=curr_positions;
prev_orders=curr_orders;
prev_deals=curr_deals;
prev_history_orders=curr_history_orders;

//---
}

//+------------------------------------------------------------------+
//| ChartEvent function                                              |
//+------------------------------------------------------------------+

void OnChartEvent(const int id,
    const long &lparam,
    const double &dparam,
    const string &sparam)
{
//--- handling CHARTEVENT_CLICK event ("Clicking the chart")
if(id==CHARTEVENT_OBJECT_CLICK)
{
    Print("=> ",__FUNCTION__," sparam = ",sparam);
    //--- minimum volume for a deal
    double volume_min=SymbolInfoDouble(_Symbol,SYMBOL_VOLUME_MIN);
    //--- if "Buy" button is pressed, then buy
    if(sparam=="Buy")
    {
        PrintFormat("Buy %s %G lot",_Symbol,volume_min);
        BuyAsync(volume_min);
        //--- unpress the button
        ObjectSetInteger(0,"Buy",OBJPROP_STATE,false);
    }
    //--- if "Sell" button is pressed, then sell
    if(sparam=="Sell")
    {
```
PrintFormat("Sell %s %G lot",_Symbol, volume_min);
SellAsync(volume_min);
    //--- unpress the button
    ObjectSetInteger(0,"Sell",OBJPROP_STATE,false);

} ChartRedraw();

//--- unpress the button
ObjectSetInteger(0,"Sell",OBJPROP_STATE,false);


//--- prepare a string for returning from the function
string desc=EnumToString(trans.type)+"
";

//--- all possible data is added in detailed mode
if(detailed)
{
    desc+="Symbol: "+trans.symbol+"
";
    desc+="Deal ticket: "+(string)trans.deal+"
";
    desc+="Deal type: "+EnumToString(trans.deal_type)+"
";
    desc+="Order ticket: "+(string)trans.order+"
";
    desc+="Order type: "+EnumToString(trans.order_type)+"
";
    desc+="Order state: "+EnumToString(trans.order_state)+"
";
    desc+="Order time type: "+EnumToString(trans.time_type)+"
";
    desc+="Order expiration: "+TimeToString(trans.time_expiration)+"
";
    desc+="Price: "+StringFormat("%G",trans.price)+"
";
    desc+="Price trigger: "+StringFormat("%G",trans.price_trigger)+"
";
    desc+="Stop Loss: "+StringFormat("%G",trans.price_sl)+"
";
    desc+="Take Profit: "+StringFormat("%G",trans.price_tp)+"
";
    desc+="Volume: "+StringFormat("%G",trans.volume)+"
";
}

//--- return a received string
return desc;

string RequestDescription(const MqlTradeRequest &request,
                    const bool detailed=true)
{
    //--- prepare a string for returning from the function
    string desc=EnumToString(request.action)+"
";
    //--- add all available data in detailed mode
    if(detailed)
    {
        desc="Symbol: "+request.symbol+"
";
    }
}
desc+

if (ObjectFind(0,"Buy") >= 0)
{
    //--- if the found object is not a button, delete it
    "Buy": result.request_id + "
    return desc;
}

//| Create two buttons for buying and selling
//|------------------------------------------------------------------
//--- return the received string
//--- add all available data in detailed mode
//--- prepare the string for returning from the function
//| Returns the text description of request handling result
//|------------------------------------------------------------------
string TradeResultDescription(const MqlTradeResult &result,

    const bool detailed=true)
{
    //--- return the received string
    return desc;
}

//|---------------------------|
//| Returns the text description of request handling result
//|---------------------------|

//--- check the object named "Buy"
if (ObjectFind(0,"Buy") == 0)
{
    //--- if the found object is not a button, delete it
//--- prepare the request
MqlTradeRequest req={};
req.action = TRADE_ACTION_DEAL;
req.symbol = _Symbol;
req.magic = MagicNumber;
req.volume = 0.1;
req.type = ORDER_TYPE_BUY;
req.price = SymbolInfoDouble(req.symbol,SYMBOL_ASK);
req.deviation = 10;
req.comment = "Buy using OrderSendAsync();"
```c
MqlTradeResult res={};
if(!OrderSendAsync(req,res))
{
    Print(__FUNCTION__"," error ",GetLastError()"," retcode = ",res.retcode);
}
//--
//+------------------------------------------------------------------+
//| Sell using OrderSendAsync() asynchronous function                |
//+------------------------------------------------------------------+
void SellSync(double volume)
{
    //--- prepare the request
    MqlTradeRequest req={};
    req.action =TRADE_ACTION DEAL;
    req.symbol =_Symbol;
    req.magic =MagicNumber;
    req.volume =0.1;
    req.type =ORDER_TYPE_SELL;
    req.price =SymbolInfoDouble(req.symbol,SYMBOL_BID);
    req.deviation =10;
    req.comment ="Sell using OrderSendAsync()";
    MqlTradeResult res={};
    if(!OrderSendAsync(req,res))
    {
        Print(__FUNCTION__"," error ",GetLastError()", retcode = ",res.retcode);
    }
    //--
    //+------------------------------------------------------------------+

Example of displaying messages in “Experts” log:

12:52:52   ExpertAdvisor (EURUSD,H1)   => OnChartEvent: sparam = Sell
12:52:52   ExpertAdvisor (EURUSD,H1)   Sell EURUSD 0.01 lot
12:52:52   ExpertAdvisor (EURUSD,H1)   => OnTradeTransaction at 09:52:53
12:52:52   ExpertAdvisor (EURUSD,H1)   TRADE TRANSACTION_REQUEST
12:52:52   ExpertAdvisor (EURUSD,H1)   RequestDescription
12:52:52   ExpertAdvisor (EURUSD,H1)   TRADE_ACTION DEAL
12:52:52   ExpertAdvisor (EURUSD,H1)   Symbol: EURUSD
12:52:52   ExpertAdvisor (EURUSD,H1)   Magic Number: 1234567
12:52:52   ExpertAdvisor (EURUSD,H1)   Order ticket: 16361998
12:52:52   ExpertAdvisor (EURUSD,H1)   Order type: ORDER_TYPE_SELL
12:52:52   ExpertAdvisor (EURUSD,H1)   Order filling: ORDER_FILLING_FOK
12:52:52   ExpertAdvisor (EURUSD,H1)   Order time type: ORDER_TIME_GTC
12:52:52   ExpertAdvisor (EURUSD,H1)   Order expiration: 1970.01.01 00:00
12:52:52   ExpertAdvisor (EURUSD,H1)   Price: 1.29313
12:52:52   ExpertAdvisor (EURUSD,H1)   Deviation points: 10
12:52:52   ExpertAdvisor (EURUSD,H1)   Stop Loss: 0
```
<table>
<thead>
<tr>
<th>Time</th>
<th>Function</th>
<th>Arguments</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD, H1)</td>
<td>Take Profit: 0</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD, H1)</td>
<td>Stop Limit: 0</td>
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<td></td>
</tr>
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</tr>
<tr>
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<td>Comment:</td>
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<td>OnTrade at 09:52:53</td>
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</tr>
<tr>
<td>12:52:52</td>
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<td>PositionsTotal() = 1 (+1)</td>
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<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD, H1)</td>
<td>OrdersTotal() = 0 (+0)</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD, H1)</td>
<td>HistoryOrdersTotal() = 2 (+2)</td>
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</tr>
<tr>
<td>12:52:52</td>
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<td>HistoryDealsTotal() = 2 (+2)</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD, H1)</td>
<td>=&gt; OnTradeTransaction at 09:52:53</td>
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<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD, H1)</td>
<td>TRADE_TRANSACTION_ORDER_ADD</td>
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<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD, H1)</td>
<td>Deal ticket: 0</td>
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<tr>
<td>12:52:52</td>
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<td>12:52:52</td>
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</tr>
<tr>
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<tr>
<td>12:52:52</td>
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<td>Take Profit: 0</td>
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<td>12:52:52</td>
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<td>Volume: 0.1</td>
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<tr>
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<td>=&gt; OnTradeTransaction at 09:52:53</td>
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<td>12:52:52</td>
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<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
PositionsTotal

Returns the number of open positions.

```c
int PositionsTotal();
```

**Return Value**

Value of `int` type.

**Note**

For the "netting" interpretation of positions (`ACCOUNT_MARGIN_MODE_RETAIL_NETTING` and `ACCOUNT_MARGIN_MODE_EXCHANGE`), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (`ACCOUNT_MARGIN_MODE_RETAIL_HEDGING`), multiple positions can be open for one symbol.

**See also**

*PositionGetSymbol*, *PositionSelect*, *Position Properties*
**PositionGetSymbol**

Returns the symbol corresponding to the open position and automatically selects the position for further working with it using functions `PositionGetDouble`, `PositionGetInteger`, `PositionGetString`.

```c
string PositionGetSymbol(
    int index  // Number in the list of positions
);
```

**Parameters**

- `index`
  
  [in] Number of the position in the list of open positions.

**Return Value**

Value of the `string` type. If the position was not found, an empty string will be returned. To get an error code, call the `GetLastError()` function.

**Note**

For the “netting” interpretation of positions (`ACCOUNT_MARGIN_MODE_RETAIL_NETTING` and `ACCOUNT_MARGIN_MODE_EXCHANGE`), only one `position` can exist for a `symbol` at any moment of time. This position is a result of one or more `deals`. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (`ACCOUNT_MARGIN_MODE_RETAIL_HEDGING`), multiple positions can be open for one symbol.

**See also**

- `PositionsTotal()`, `PositionSelect()`, `Position Properties`
PositionSelect

Chooses an open position for further working with it. Returns true if the function is successfully completed. Returns false in case of failure. To obtain information about the error, call GetLast Error().

```c
bool PositionSelect(
    string symbol       // Symbol name
);
```

Parameters

symbol

[in] Name of the financial security.

Return Value

Value of the bool type.

Note

For the “netting” interpretation of positions (ACCOUNT_MARGIN_MODE RETAIL_NETTING and ACCOUNT_MARGIN_MODE EXCHANGE), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (ACCOUNT_MARGIN_MODE RETAIL_HEDGING), multiple positions can be open for one symbol. In this case, PositionSelect will select a position with the lowest ticket.

Function PositionSelect() copies data about a position into the program environment, and further calls of PositionGetDouble(), PositionGetInteger() and PositionGetString() return the earlier copied data. This means that the position itself may no longer exist (or its volume, direction, etc. has changed), but data of this position still can be obtained. To ensure receipt of fresh data about a position, it is recommended to call PositionSelect() right before referring to them.

See also

PositionGetSymbol(), PositionsTotal(), Position Properties
## PositionSelectByTicket

Selects an open position to work with based on the ticket number specified in the position. If successful, returns true. Returns false if the function failed. Call `GetLastError()` for error details.

```csharp
bool PositionSelectByTicket(
    ulong ticket // Position ticket
);
```

### Parameters

- **ticket**
  - [in] Position ticket.

### Return Value

A value of the `bool` type.

### Note

The `PositionSelectByTicket()` function copies position data to the program environment. Further calls of `PositionGetDouble()`, `PositionGetInteger()` and `PositionGetString()` return the previously copied data. Even if a position does not exist already (or its size, direction etc. has changed), the data may still be received sometimes. To make sure that you receive valid position data, it is recommended to call `PositionSelectByTicket()` before you access the data.

### See also

- `PositionGetSymbol()`, `PositionsTotal()`, `Position Properties`
### PositionGetDouble

The function returns the requested property of an open position, pre-selected using PositionGetSymbol or PositionSelect. The position property must be of the double type. There are 2 variants of the function.

1. Immediately returns the property value.

```c
double  PositionGetDouble(  
    ENUM_POSITION_PROPERTY_DOUBLE  property_id  // Property identifier
);
```

2. Returns true or false, depending on the success of the function execution. If successful, the value of the property is placed in a receiving variable passed by reference by the last parameter.

```c
bool  PositionGetDouble(  
    ENUM_POSITION_PROPERTY_DOUBLE  property_id,  // Property identifier
    double&  double_var  // Here we accept the property value
);
```

**Parameters**

- `property_id`
  - [in] Identifier of a position property. The value can be one of the values of the ENUM_POSITION_PROPERTY_DOUBLE enumeration.

- `double_var`
  - [out] Variable of the double type, accepting the value of the requested property.

**Return Value**

Value of the double type. If the function fails, 0 is returned.

**Note**

For the “netting” interpretation of positions (ACCOUNT_MARGIN_MODE_RETAIL_NETTING and ACCOUNT_MARGIN_MODE_EXCHANGE), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (ACCOUNT_MARGIN_MODE_RETAIL_HEDGING), multiple positions can be open for one symbol.

To ensure receipt of fresh data about a position, it is recommended to call PositionSelect() right before referring to them.

**See also**

PositionGetSymbol(), PositionSelect(), Position Properties
**PositionGetInteger**

The function returns the requested property of an open position, pre-selected using `PositionGetSymbol` or `PositionSelect`. The position property should be of datetime, int type. There are 2 variants of the function.

1. Immediately returns the property value.

```c
long PositionGetInteger(
    ENUM_POSITION_PROPERTY_INTEGER property_id,  // Property identifier
);`
```

2. Returns true or false, depending on the success of the function execution. If successful, the value of the property is placed in a receiving variables passed by reference by the last parameter.

```c
bool PositionGetInteger(
    ENUM_POSITION_PROPERTY_INTEGER property_id,  // Property identifier
    long& long_var  // Here we accept the property value
);`
```

**Parameters**

- `property_id` [in] Identifier of a position property. The value can be one of the values of the `ENUM_POSITION_PROPERTY_INTEGER` enumeration.

- `long_var` [out] Variable of the long type accepting the value of the requested property.

**Return Value**

Value of the `long` type. If the function fails, 0 is returned.

**Note**

For the “netting” interpretation of positions (`ACCOUNT_MARGIN_MODE RETAIL_NETTING` and `ACCOUNT_MARGIN_MODE EXCHANGE`), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (`ACCOUNT_MARGIN_MODE RETAIL_HEDGING`), multiple positions can be open for one symbol.

To ensure receipt of fresh data about a position, it is recommended to call `PositionSelect()` right before referring to them.

**Example:**

```c
//+------------------------------------------------------------------+
//| Trade function                                                   |
//+------------------------------------------------------------------+
void OnTrade()
{
    //--- check if a position is present and display the time of its changing
```
if(PositionSelect(_Symbol))
{
    //--- receive position ID for further work
    ulong position_ID=PositionGetInteger(POSITION_IDENTIFIER);
    Print(_Symbol," position ",position_ID);
    //--- receive the time of position forming in milliseconds since 01.01.1970
    long create_time_msc=PositionGetInteger(POSITION_TIME_MSC);
    PrintFormat("Position ",position_ID,create_time_msc,TimeToString(create_time_msc/1000));
    //--- receive the time of the position's last change in seconds since 01.01.1970
    long update_time_sec=PositionGetInteger(POSITION_TIME_UPDATE);
    PrintFormat("Position ",position_ID,update_time_sec,TimeToString(update_time_sec));
    //--- receive the time of the position's last change in milliseconds since 01.01.1970
    long update_time_msc=PositionGetInteger(POSITION_TIME_UPDATE_MSC);
    PrintFormat("Position ",position_ID,update_time_msc,TimeToString(update_time_msc/1000));
}
//---

See also

PositionGetSymbol(), PositionSelect(), Position Properties
## PositionGetString

The function returns the requested property of an open position, pre-selected using `PositionGetSymbol` or `PositionSelect`. The position property should be of the string type. There are 2 variants of the function.

1. Immediately returns the property value.

```c
string PositionGetString(
    ENUM_POSITION_PROPERTY_STRING property_id  // Property identifier
);```

2. Returns true or false, depending on the success of the function execution. If successful, the value of the property is placed in a receiving variables passed by reference by the last parameter.

```c
bool PositionGetString(
    ENUM_POSITION_PROPERTY_STRING property_id,  // Property identifier
    string& string_var                    // Here we accept the property value
);```

### Parameters

- `property_id`
  
  [in] Identifier of a position property. The value can be one of the values of the `ENUM_POSITION_PROPERTY_STRING` enumeration.

- `string_var`
  
  [out] Variable of the string type accepting the value of the requested property.

### Return Value

Value of the string type. If the function fails, an empty string is returned.

### Note

For the “netting” interpretation of positions (`ACCOUNT_MARGIN_MODE RETAIL_NETTING` and `ACCOUNT_MARGIN_MODE_EXCHANGE`), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (`ACCOUNT_MARGIN MODE RETAIL HEDGING`), multiple positions can be open for one symbol.

To ensure receipt of fresh data about a position, it is recommended to call `PositionSelect()` right before referring to them.

### See also

- `PositionGetSymbol()`, `PositionSelect()`, `Position Properties`
**PositionGetTicket**

The function returns the ticket of a position with the specified index in the list of open positions and automatically selects the position to work with using functions PositionGetDouble, PositionGetInteger, PositionGetString.

```c
ulong PositionGetTicket(
    int index // The number of a position in the list
);
```

**Parameters**

- **index**
  - [in] The index of a position in the list of open positions, numeration starts with 0.

**Return Value**

- The ticket of the position. Returns 0 if the function fails.

**Note**

For the “netting” interpretation of positions (ACCOUNT_MARGIN_MODE_RETAIL_NETTING and ACCOUNT_MARGIN_MODE_EXCHANGE), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (ACCOUNT_MARGIN_MODE_RETAIL_HEGGING), multiple positions can be open for one symbol.

To ensure receipt of fresh data about a position, it is recommended to call PositionSelect() right before referring to them.

**See also**

PositionGetSymbol(), PositionSelect(), Position Properties
OrdersTotal

Returns the number of current orders.

```c
int OrdersTotal();
```

Return Value

Value of the `int` type.

Note

Do not confuse current `pending orders` with positions, which are also displayed on the "Trade" tab of the "Toolbox" of the client terminal. An order is a request to conduct a `transaction`, while a position is a result of one or more `deals`.

For the “netting” interpretation of positions (ACCOUNT_MARGIN_MODE_RETAIL_NETTING and ACCOUNT_MARGIN_MODE_EXCHANGE), only one `position` can exist for a `symbol` at any moment of time. This position is a result of one or more `deals`. Do not confuse positions with valid `pending orders`, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (ACCOUNT_MARGIN_MODE_RETAIL_HEDGING), multiple positions can be open for one symbol.

See also

OrderSelect(), OrderGetTicket(), Order Properties
OrderGetTicket

Returns ticket of a corresponding order and automatically selects the order for further working with it using functions.

```
ulong OrderGetTicket(
    int index // Number in the list of orders
);
```

Parameters

*index*

[in] Number of an order in the list of current orders.

Return Value

Value of the *ulong* type. If the function fails, 0 is returned.

Note

Do not confuse current *pending orders* with positions, which are also displayed on the “Trade” tab of the “Toolbox” of the client terminal. An order is a request to conduct a *transaction*, while a position is a result of one or more *deals*.

For the “netting” interpretation of positions (*ACCOUNT_MARGIN_MODE RETAIL NETTING* and *ACCOUNT_MARGIN_MODE EXCHANGE*), only one *position* can exist for a *symbol* at any moment of time. This position is a result of one or more *deals*. Do not confuse positions with valid *pending orders*, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (*ACCOUNT_MARGIN_MODE RETAIL HEDGING*), multiple positions can be open for one symbol.

Function OrderGetTicket() copies data about an order into the program environment, and further calls of *OrderGetDouble()*, *OrderGetInteger()*, *OrderGetString()* return the earlier copied data. This means that the order itself may no longer exist (or its open price, Stop Loss/Take Profit levels or expiration has changed), but data of this order still can be obtained. To ensure receipt of fresh data about an order, it is recommended to call OrderGetTicket() right before referring to them.

Example:

```
void OnStart()
{
    //--- variables for returning values from order properties
    ulong ticket;
    double open_price;
    double initial_volume;
    datetime time_setup;
    string symbol;
    string type;
    long order_magic;
    long positionID;
    //--- number of current pending orders
    uint total=OrdersTotal();
```
```csharp
//--- go through orders in a loop
for(uint i=0;i<total;i++)
{
    //--- return order ticket by its position in the list
    if((ticket=OrderGetTicket(i))>0)
    {
        //--- return order properties
        open_price  =OrderGetDouble(ORDER_PRICE_OPEN);
time_setup   =(datetime)OrderGetInteger(ORDER_TIME_SETUP);
symbol       =OrderGetString(ORDER_SYMBOL);
order_magic   =OrderGetInteger(ORDER_MAGIC);
positionID    =OrderGetInteger(ORDER_POSITION_ID);
initial_volume=OrderGetDouble(ORDER_VOLUME_INITIAL);
type          =EnumToString(ENUM_ORDER_TYPE(OrderGetInteger(ORDER_TYPE)));

        //--- prepare and show information about the order
        printf("ticket %d %s %G %s at %G was set up at %s",
                ticket,       // order ticket
                type,          // type
                initial_volume, // placed volume
                symbol,        // symbol
                open_price,    // specified open price
                TimeToString(time_setup), // time of order placing
        );
    }
}
//---
```

See also

OrdersTotal(), OrderSelect(), OrderGetInteger()
**OrderSelect**

Selects an order to work with. Returns true if the function has been successfully completed. Returns false if the function completion has failed. For more information about an error call `GetLastError()`.

```cpp
bool OrderSelect(
    ulong ticket // Order ticket
);
```

**Parameters**

- `ticket`
  - [in] Order ticket.

**Return Value**

Value of the bool type.

**Note**

Do not confuse current pending orders with positions, which are also displayed on the "Trade" tab of the "Toolbox" of the client terminal.

For the "netting" interpretation of positions (`ACCOUNT_MARGIN_MODE_RETAIL_NETTING` and `ACCOUNT_MARGIN_MODE_EXCHANGE`), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (`ACCOUNT_MARGIN_MODE_RETAIL_HEDGING`), multiple positions can be open for one symbol.

Function OrderSelect() copies data about an order into the program environment, and further calls of `OrderGetDouble()`, `OrderGetInteger()`, `OrderGetString()` return the earlier copied data. This means that the order itself may no longer exist (or its open price, Stop Loss/Take Profit levels or expiration has changed), but data of this order still can be obtained. To ensure receipt of fresh data about an order, it is recommended to call OrderSelect() right before referring to them.

**See also**

`OrderGetInteger()`, `OrderGetDouble()`, `OrderGetString()`, `OrderCalcProfit()`, `OrderGetTicket()`, `OrderProperties`
**Trade Functions**

**OrderGetDouble**

Returns the requested property of an order, pre-selected using `OrderGetTicket` or `OrderSelect`. The order property must be of the double type. There are 2 variants of the function.

1. Immediately returns the property value.

```c
double OrderGetDouble(
    ENUM_ORDER_PROPERTY_DOUBLE property_id, // Property identifier
);
```

2. Returns true or false, depending on the success of a function. If successful, the value of the property is placed in a target variable passed by reference by the last parameter.

```c
bool OrderGetDouble(
    ENUM_ORDER_PROPERTY_DOUBLE property_id, // Property identifier
double& double_var // Here we accept the property value
);
```

**Parameters**

- `property_id`
  - [in] Identifier of the order property. The value can be one of the values of the `ENUM_ORDER_PROPERTY_DOUBLE` enumeration.

- `double_var`
  - [out] Variable of the double type that accepts the value of the requested property.

**Return Value**

Value of the `double` type. If the function fails, 0 is returned.

**Note**

Do not confuse current pending orders with positions, which are also displayed on the "Trade" tab of the "Toolbox" of the client terminal.

For the "netting" interpretation of positions (`ACCOUNT_MARGIN_MODE_RETAIL_NETTING` and `ACCOUNT_MARGIN_MODE_EXCHANGE`), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (`ACCOUNT_MARGIN_MODE_RETAIL_HEDGING`), multiple positions can be open for one symbol.

To ensure receipt of fresh data about an order, it is recommended to call `OrderSelect()` right before referring to them.

**See also**

`OrdersTotal()`, `OrderGetTicket()`, `Order Properties`
**OrderGetInteger**

Returns the requested order property, pre-selected using `OrderGetTicket` or `OrderSelect`. Order property must be of the datetime, int type. There are 2 variants of the function.

1. Immediately returns the property value.

```cpp
long OrderGetInteger(  
    ENUM_ORDER_PROPERTY_INTEGER property_id    // Property identifier
);
```

2. Returns true or false depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```cpp
bool OrderGetInteger(  
    ENUM_ORDER_PROPERTY_INTEGER property_id,    // Property identifier  
    long& long_var                                  // Here we accept the property value
);
```

**Parameters**

- `property_id`    
  
  [in] Identifier of the order property. The value can be one of the values of the `ENUM_ORDER_PROPERTY_INTEGER` enumeration.

- `long var`    
  
  [out] Variable of the long type that accepts the value of the requested property.

**Return Value**

Value of the `long` type. If the function fails, 0 is returned.

**Note**

Do not confuse current pending orders with positions, which are also displayed on the “Trade” tab of the “Toolbox” of the client terminal.

For the “netting” interpretation of positions (ACCOUNT_MARGIND_MODE RETAIL_NETTING and ACCOUNT_MARGIND_MODE EXCHANGE), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (ACCOUNT_MARGIND_MODE RETAIL HEDGING), multiple positions can be open for one symbol.

To ensure receipt of fresh data about an order, it is recommended to call `OrderSelect()` right before referring to them.

**See also**

- `OrdersTotal()`, `OrderGetTicket()`, `Order Properties`
## OrderGetString

Returns the requested order property, pre-selected using `OrderGetTicket` or `OrderSelect`. The order property must be of the string type. There are 2 variants of the function.

### Variant 1
Immediately returns the property value.

```c
string  OrderGetString(  
    ENUM_ORDER_PROPERTY_STRING property_id  // Property identifier  
);  
```

### Variant 2
Returns true or false, depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```c
bool  OrderGetString(  
    ENUM_ORDER_PROPERTY_STRING property_id,  // Property identifier  
    string& string_var  // Here we accept the property value  
);  
```

### Parameters

- **property_id**
  - [in] Identifier of the order property. The value can be one of the values of the `ENUM_ORDER_PROPERTY_STRING` enumeration.

- **string_var**
  - [out] Variable of the string type that accepts the value of the requested property.

### Return Value

Value of the `string` type.

### Note

Do not confuse current pending orders with positions, which are also displayed on the "Trade" tab of the "Toolbox" of the client terminal.

For the "netting" interpretation of positions (`ACCOUNT_MARGIN_MODE RETAIL_NETTING` and `ACCOUNT_MARGIN_MODE_EXCHANGE`), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (`ACCOUNT_MARGIN_MODE RETAIL HEDGING`), multiple positions can be open for one symbol.

To ensure receipt of fresh data about an order, it is recommended to call `OrderSelect()` right before referring to them.

### See also

- `OrdersTotal()`, `OrderGetTicket()`, `Order Properties`
HistorySelect

Retrieves the history of deals and orders for the specified period of server time.

```cpp
bool HistorySelect(
    datetime from_date, // From date
    datetime to_date   // To date
);
```

Parameters

- **from_date**
  - [in] Start date of the request.

- **to_date**
  - [in] End date of the request.

Return Value

- It returns true if successful, otherwise returns false.

Note

HistorySelect() creates a list of orders and a list of trades in a mql5-program, for further referring to the list elements using corresponding functions. The deals list size can be returned using the `HistoryDealsTotal()` function; the size of the list of orders in the history can be obtained using `HistoryOrdersTotal()`. Selection in the list of orders should be better performed by `HistoryOrderGetTicket()`, for items in the list of deals `HistoryDealGetTicket()` suits better.

After using `HistoryOrderSelect()`, the list of history orders available to the mql5 program is reset and filled again by the found order, if the search of an order by the ticket has been completed successfully. The same applies to the list of deals available to the mql5 program - it is reset by `HistoryDealSelect()` and filled again in case of a successful receipt of a deal by ticket number.

Example:

```cpp
void OnStart()
{
    color BuyColor = clrBlue;
    color SellColor = clrRed;
    //--- request trade history
    HistorySelect(0, TimeCurrent());
    //--- create objects
    string     name;
    uint       total=HistoryDealsTotal();
    ulong      ticket=0;
    double     price;
    double     profit;
    datetime   time;
    string     symbol;
    long       type;
    long       entry;
    //--- for all deals
```
for(uint i=0;i<total;i++)
{
  //--- try to get deals ticket
  if((ticket=HistoryDealGetTicket(i))>0)
  {
    //--- get deals properties
    price =HistoryDealGetDouble(ticket,DEAL_PRICE);
    time =HistoryDealGetInteger(ticket,DEAL_TIME);
    symbol=HistoryDealGetString(ticket,DEAL_SYMBOL);
    type =HistoryDealGetInteger(ticket,DEAL_TYPE);
    entry =HistoryDealGetInteger(ticket,DEAL_ENTRY);
    profit=HistoryDealGetDouble(ticket,DEAL_PROFIT);
    //--- only for current symbol
    if(price && time && symbol==Symbol())
    {
      //--- create price object
      name="TradeHistory_Deal_"+string(ticket);
      if(entry) ObjectCreate(0,name,OBJ_ARROW_RIGHT_PRICE,0,time,price,0,0);
      else ObjectCreate(0,name,OBJ_ARROW_LEFT_PRICE,0,time,price,0,0);
      //--- set object properties
      ObjectSetInteger(0,name,OBJPROP_SELECTABLE,0);
      ObjectSetInteger(0,name,OBJPROP_BACK,0);
      ObjectSetInteger(0,name,OBJPROP_COLOR,type?BuyColor:SellColor);
      if(profit!=0) ObjectSetString(0,name,OBJPROP_TEXT,"Profit: "+string(profit);
    }
  }
}
//--- apply on chart
ChartRedraw();

See also

HistoryOrderSelect(), HistoryDealSelect()
**HistorySelectByPosition**

Retrieves the history of deals and orders having the specified position identifier.

```csharp
bool HistorySelectByPosition(
    long position_id  // position identifier - POSITION_IDENTIFIER
);
```

**Parameters**

`position_id`

- [in] Position identifier that is set to every executed order and every deal.

**Return Value**

It returns true if successful, otherwise returns false.

**Note**

Do not confuse orders of a trading history with current pending orders that appear on the “Trade” tab of the “Toolbox” bar. The list of orders that were canceled or have led to a transaction, can be viewed in the “History” tab of “Toolbox” of the client terminal.

`HistorySelectByPosition()` creates in a mql5 program a list of orders and a list of deals with a specified position identifier for further reference to the elements of the list using the appropriate functions. To know the size of the list of deals, use function `HistoryDealsTotal()`, the size of the list of orders in the history can be obtained using `HistoryOrdersTotal()`. To run through elements of the orders list, use `HistoryOrderGetTicket()`, for elements of the deals list - `HistoryDealGetTicket()`.

After using `HistoryOrderSelect()`, list of history orders available to the mql5 program is reset and filled again with the found order, if search of an order by its ticket was successful. The same refers to the list of deals available to the mql5 program - it is reset by function `HistoryDealSelect()` and is filled out again if a deal was found successfully by the ticket number.

**See also**

`HistorySelect()`, `HistoryOrderGetTicket()`, `Order Properties`
HistoryOrderSelect

Selects an order from the history for further calling it through appropriate functions. It returns true if the function has been successfully completed. Returns false if the function has failed. For more details on error call GetLastError().

```csharp
bool HistoryOrderSelect(
    ulong ticket, // Order ticket
);
```

Parameters

ticket

Return Value

Returns true if successful, otherwise false.

Note

Do not confuse orders of a trading history with current pending orders that appear on the “Trade” tab of the “Toolbox” bar. The list of orders that were canceled or have led to a transaction, can be viewed in the “History” tab of “Toolbox” of the client terminal.

HistoryOrderSelect() clears in a mql5-program the list of orders from a history, available for calls, and copies to it a single order, if the execution of HistoryOrderSelect() has been completed successfully. If you need to go through all deals selected by HistorySelect(), you should better use HistoryOrderGetTicket().

See also

HistorySelect(), HistoryOrderGetTicket(), Order Properties
**HistoryOrdersTotal**

Returns the number of orders in the history. Prior to calling `HistoryOrdersTotal()`, first it is necessary to receive the history of deals and orders using the `HistorySelect()` or `HistorySelectByPosition()` function.

```c
int HistoryOrdersTotal();
```

**Return Value**

Value of the `int` type.

**Note**

Do not confuse orders of a trading history with current pending orders that appear on the “Trade” tab of the “Toolbox” bar. The list of orders that were canceled or have led to a transaction, can be viewed in the “History” tab of “Toolbox” of the client terminal.

**See also**

- `HistorySelect()`, `HistoryOrderSelect()`, `HistoryOrderGetTicket()`, `Order Properties`
HistoryOrderGetTicket

Return the ticket of a corresponding order in the history. Prior to calling HistoryOrderGetTicket(), first it is necessary to receive the history of deals and orders using the HistorySelect() or HistorySelectByPosition() function.

```csharp
ulong HistoryOrderGetTicket(
    int index // Number in the list of orders
);
```

Parameters

*index*
- [in] Number of the order in the list of orders.

Return Value

Value of the *ulong* type. If the function fails, 0 is returned.

Note

Do not confuse orders of a trading history with current pending orders that appear on the "Trade" tab of the "Toolbox" bar. The list of orders that were canceled or have led to a transaction, can be viewed in the "History" tab of "Toolbox" of the client terminal.

Example:

```csharp
void OnStart()
{
    datetime from=0;
    datetime to=TimeCurrent();
    //--- request the entire history
    HistorySelect(from,to);
    //--- variables for returning values from order properties
    ulong ticket;
    double open_price;
    double initial_volume;
    datetime time_setup;
    datetime time_done;
    string symbol;
    string type;
    long order_magic;
    long positionID;
    //--- number of current pending orders
    uint total=HistoryOrdersTotal();
    //--- go through orders in a loop
    for(uint i=0;i<total;i++)
    {
        //--- return order ticket by its position in the list
        if((ticket=HistoryOrderGetTicket(i))>0)
        {
            //--- return order properties
        }
    }
}```
open_price = HistoryOrderGetDouble(ticket, ORDER_PRICE_OPEN);
time_setup = (datetime) HistoryOrderGetInteger(ticket, ORDER_TIME_SETUP);
time_done = (datetime) HistoryOrderGetInteger(ticket, ORDER_TIME_DONE);
symbol = HistoryOrderGetString(ticket, ORDER_SYMBOL);
order_magic = HistoryOrderGetInteger(ticket, ORDER_MAGIC);
positionID = HistoryOrderGetInteger(ticket, ORDER_POSITION_ID);
initial_volume = HistoryOrderGetDouble(ticket, ORDER_VOLUME_INITIAL);
type = GetOrderType(HistoryOrderGetInteger(ticket, ORDER_TYPE));

//--- prepare and show information about the order
printf("#ticket %d %s %G %s at %G was set up at %s, pos ID-%d",
ticket, // order ticket
type, // type
initial_volume, // placed volume
symbol, // symbol
open_price, // specified open price
TimeToString(time_setup), // time of order placing
TimeToString(time_done), // time of order execution or deletion
positionID // ID of a position , to which the deal of the order is included
);
}

//---
}

// Returns the string name of the order type
string GetOrderType(long type)
{
    string str_type = "unknown operation";
    switch(type)
    {
        case (ORDER_TYPE_BUY): return("buy");
        case (ORDER_TYPE_SELL): return("sell");
        case (ORDER_TYPE_BUY_LIMIT): return("buy limit");
        case (ORDER_TYPE_SELL_LIMIT): return("sell limit");
        case (ORDER_TYPE_BUY_STOP): return("buy stop");
        case (ORDER_TYPE_SELL_STOP): return("sell stop");
        case (ORDER_TYPE_BUY_STOP_LIMIT): return("buy stop limit");
        case (ORDER_TYPE_SELL_STOP_LIMIT): return("sell stop limit");
    }
    return(str_type);
}

See also
HistorySelect(), HistoryOrdersTotal(), HistoryOrderSelect(), Order Properties
HistoryOrderGetDouble

Returns the requested order property. The order property must be of the double type. There are 2 variants of the function.

1. Immediately returns the property value.

```cpp
double HistoryOrderGetDouble(
    ulong ticket_number, // Ticket
    ENUM_ORDER_PROPERTY_DOUBLE property_id // Property identifier
);
```

2. Returns true or false, depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```cpp
bool HistoryOrderGetDouble(
    ulong ticket_number, // Ticket
    ENUM_ORDER_PROPERTY_DOUBLE property_id, // Property identifier
    double& double_var // Here we accept the property value
);
```

Parameters

- ticket_number
  - [in] Order ticket.

- property_id
  - [in] Identifier of the order property. The value can be one of the values of the ENUM_ORDER_PROPERTY_DOUBLE enumeration.

- double_var
  - [out] Variable of the double type that accepts the value of the requested property.

Return Value

Value of the double type.

Note

Do not confuse orders of a trading history with current pending orders that appear on the “Trade” tab of the “Toolbox” bar. The list of orders that were canceled or have led to a transaction, can be viewed in the “History” tab of “Toolbox” of the client terminal.

See also

HistorySelect(), HistoryOrdersTotal(), HistoryOrderSelect(), Order Properties
HistoryOrderGetInteger

Returns the requested property of an order. The order property must be of datetime, int type. There are 2 variants of the function.

1. Immediately returns the property value.

```c
long HistoryOrderGetInteger(
    ulong ticket_number,   // Ticket
    ENUM_ORDERPROPERTYINTEGER property_id  // Property identifier
);
```

2. Returns true or false, depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```c
bool HistoryOrderGetInteger(
    ulong ticket_number,   // Ticket
    ENUM_ORDERPROPERTYINTEGER property_id,    // Property identifier
    long& long_var         // Here we accept the property value
);
```

Parameters

ticket_number


property_id

[in] Identifier of the order property. The value can be one of the values of the ENUM_ORDERPROPERTYINTEGER enumeration.

long_var

[OuT] Variable of the long type that accepts the value of the requested property.

Return Value

Value of the long type.

Note

Do not confuse orders of a trading history with current pending orders that appear on the “Trade” tab of the “Toolbox” bar. The list of orders that were canceled or have led to a transaction, can be viewed in the “History” tab of “Toolbox” of the client terminal.

Example:

```c
    //+------------------------------------------------------------------+
    //| Trade function                                                   |
    //+------------------------------------------------------------------+
    void OnTrade()
    {
        //--- receive the last order's ticket from week's trading history
        ulong last_order=GetLastOrderTicket();
        if(HistoryOrderSelect(last_order))
```
Trade Functions

```c
{
    //--- time of placing an order in milliseconds since 01.01.1970
    long time_setup_msc=HistoryOrderGetInteger(last_order, ORDER_TIME_SETUP_MSC);
    PrintFormat("Order #%d ORDER_TIME_SETUP_MSC=%i64 => %s",
                  last_order, time_setup_msc, TimeToString(time_setup_msc/1000));
    //--- order execution/cancellation time in milliseconds since 01.01.1970
    long time_done_msc=HistoryOrderGetInteger(last_order, ORDER_TIME_DONE_MSC);
    PrintFormat("Order #%d ORDER_TIME_DONE_MSC=%i64 => %s",
                  last_order, time_done_msc, TimeToString(time_done_msc/1000));
}
else // notify on failure
    PrintFormat("HistoryOrderSelect() failed for #%d. Error code=%d",
                  last_order, GetLastError());

//---
}

//+------------------------------------------------------------------+
//| Returns the last order ticket in history or -1                   |
//+------------------------------------------------------------------+
ulong GetLastOrderTicket()
{
    //--- request history for the last 7 days
    if(!GetTradeHistory(7))
    {
        //--- notify on unsuccessful call and return -1
        Print(__FUNCTION__," HistorySelect() returned false");
        return -1;
    }
    //---
    ulong first_order,last_order,orders=HistoryOrdersTotal();
    //--- work with orders if there are any
    if(orders>0)
    {
        Print("Orders = ",orders);
        first_order=HistoryOrderGetTicket(0);
        PrintFormat("first_order = %d",first_order);
        if(orders>1)
        {
            last_order=HistoryOrderGetTicket((int)orders-1);
            PrintFormat("last_order = %d",last_order);
            return last_order;
        }
        return first_order;
    }
    //--- no order found, return -1
    return -1;
    //+++------------------------------------------------------------------+
    //| Requests history for the last days and returns false in case of failure |
```
bool GetTradeHistory(int days)
{
    //--- set a week period to request trade history
    datetime to=TimeCurrent();
    datetime from=to-days*PeriodSeconds(PERIOD_D1);
    ResetLastError();
    //--- make a request and check the result
    if(!HistorySelect(from,to))
    {
        Print(__FUNCTION__," HistorySelect=false. Error code=" , GetLastErrorCode());
        return false;
    }
    //--- history received successfully
    return true;
}

See also

HistorySelect(), HistoryOrdersTotal(), HistoryOrderSelect(), Order Properties
HistoryOrderGetString

Returns the requested property of an order. The order property must be of the string type. There are 2 variants of the function.

1. Immediately returns the property value.

```csharp
string HistoryOrderGetString(ulong ticket_number, // Ticket
                           ENUM_ORDER_PROPERTY_STRING property_id  // Property identifier
);
```

2. Returns true or false, depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```csharp
bool HistoryOrderGetString(ulong ticket_number, // Ticket
                           ENUM_ORDER_PROPERTY_STRING property_id, // Property identifier
                           string& string_var  // Here we accept the property value
);
```

Parameters

- `ticket_number`  

- `property_id`  
  [in] Identifier of the order property. The value can be one of the values of the `ENUM_ORDER_PROPERTY_STRING` enumeration.

- `string_var`  
  [out] Variable of the string type.

Return Value

Value of the `string` type.

Note

Do not confuse orders of a trading history with current pending orders that appear on the “Trade” tab of the “Toolbox” bar. The list of orders that were canceled or have led to a transaction, can be viewed in the “History” tab of “Toolbox” of the client terminal.

See also

- `HistorySelect()`, `HistoryOrdersTotal()`, `HistoryOrderSelect()`, `Order Properties`
HistoryDealSelect

Selects a deal in the history for further calling it through appropriate functions. It returns true if the function has been successfully completed. Returns false if the function has failed. For more details on error call GetLastError().

```csharp
bool HistoryDealSelect(
    ulong ticket  // Deal ticket
);
```

Parameters

ticket
    [in] Deal ticket.

Return Value

Returns true if successful, otherwise false.

Note

Do not confuse orders, deals and positions. Each deal is the result of the execution of an order, each position is the summary result of one or more deals.

HistoryDealSelect() clears in a mql5-program the list of deals available for reference, and copies the single deal, if the execution of HistoryDealSelect() has been completed successfully. If you need to go through all deals selected by the HistorySelect() function, you should better use HistoryDealGetTicket().

See also

HistorySelect(), HistoryDealGetTicket(), Deal Properties
HistoryDealsTotal

Returns the number of deals in history. Prior to calling HistoryDealsTotal(), first it is necessary to receive the history of deals and orders using the HistorySelect() or HistorySelectByPosition() function.

```c
int HistoryDealsTotal();
```

Return Value

Value of the `int` type.

Note

Do not confuse orders, deals and positions. Each deal is the result of the execution of an order, each position is the summary result of one or more deals.

See also

HistorySelect(), HistoryDealGetTicket(), Deal Properties
HistoryDealGetTicket

The function selects a deal for further processing and returns the deal ticket in history. Prior to calling HistoryDealGetTicket(), first it is necessary to receive the history of deals and orders using the HistorySelect() or HistorySelectByPosition() function.

```c
ulong HistoryDealGetTicket(
    int  index // ticket deal
);
```

Parameters

index

[in] Number of a deal in the list of deals

Return Value

Value of the ulong type. If the function fails, 0 is returned.

Note

Do not confuse orders, deals and positions. Each deal is the result of the execution of an order, each position is the summary result of one or more deals.

Example:

```c
void OnStart()
{
    ulong deal_ticket;      // deal ticket
    ulong order_ticket;     // ticket of the order the deal was executed on
    datetime transaction_time; // time of a deal execution
    long deal_type ;        // type of a trade operation
    long position_ID;       // position ID
    string deal_description; // operation description
    double volume;          // operation volume
    string symbol;          // symbol of the deal

    //--- set the start and end date to request the history of deals
    datetime from_date=0;   // from the very beginning
    datetime to_date=TimeCurrent(); // till the current moment

    //--- request the history of deals in the specified period
    HistorySelect(from_date,to_date);

    //--- total number in the list of deals
    int deals=HistoryDealsTotal();

    //--- now process each trade
    for(int i=0;i<deals;i++)
    {
        deal_ticket= HistoryDealGetTicket(i);
        volume= HistoryDealGetDouble(deal_ticket,DEAL_VOLUME);
        transaction_time=(datetime)HistoryDealGetInteger(deal_ticket,DEAL_TIME);
        order_ticket= HistoryDealGetInteger(deal_ticket,DEAL_ORDER);
        deal_type= HistoryDealGetInteger(deal_ticket,DEAL_TYPE);
        symbol= HistoryDealGetString(deal_ticket,DEAL_SYMBOL);
    }
}
```
```c
position_ID = HistoryDealGetInteger(deal_ticket, DEAL_POSITION_ID);
deal_description = GetDealDescription(deal_type, volume, symbol, order_ticket);

//--- perform fine formatting for the deal number
string print_index = StringFormat("% 3d", i);
//--- show information on the deal
Print(print_index + ": deal #", deal_ticket, ", at ", transaction_time, deal_description);
```
**HistoryDealGetDouble**

Returns the requested property of a deal. The deal property must be of the double type. There are 2 variants of the function.

1.Immediately returns the property value.

```csharp
double HistoryDealGetDouble(
    ulong ticket_number, // Ticket
    ENUM_DEAL_PROPERTY_DOUBLE property_id // Property identifier
);
```

2. Returns true or false, depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```csharp
bool HistoryDealGetDouble(
    ulong ticket_number, // Ticket
    ENUM_DEAL_PROPERTY_DOUBLE property_id, // Property identifier
    double& double_var // Here we accept the property value
);
```

**Parameters**

- `ticket_number`
  - [in] Deal ticket.
- `property_id`
  - [in] Identifier of a deal property. The value can be one of the values of the `ENUM_DEAL_PROPERTY_DOUBLE` enumeration.
- `double_var`
  - [out] Variable of the double type that accepts the value of the requested property.

**Return Value**

Value of the `double` type.

**Note**

Do not confuse `orders`, `deals` and `positions`. Each deal is the result of the execution of an order, each position is the summary result of one or more deals.

**See also**

`HistorySelect()`, `HistoryDealsTotal()`, `HistoryDealGetTicket()`, `Deal Properties`
HistoryDealGetInteger

Returns the requested property of a deal. The deal property must be of the datetime, int type. There are 2 variants of the function.

1. Immediately returns the property value.

```c++
long HistoryDealGetInteger(
    ulong ticket_number, // Ticket 
    ENUM DEAL PROPERTY INTEGER property_id // Property identifier 
);
```

2. Returns true or false, depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```c++
bool HistoryDealGetInteger(
    ulong ticket_number, // Ticket 
    ENUM DEAL PROPERTY INTEGER property_id, // Property identifier 
    long& long_var // Here we accept the property value 
);
```

Parameters

- `ticket_number`  

- `property_id`  
  [in] Identifier of the deal property. The value can be one of the values of the ENUM DEAL PROPERTY INTEGER enumeration.

- `long_var`  
  [out] Variable of the long type that accepts the value of the requested property.

Return Value

Value of the `long` type.

Note

Do not confuse orders, deals and positions. Each deal is the result of the execution of an order, each position is the summary result of one or more deals.

Example:

```c++
//+------------------------------------------------------------------+
//| Trade function                                                   |
//+------------------------------------------------------------------+
void OnTrade()
{
    //--- receive the last deal's ticket from week's trading history
    ulong last_deal = GetLastDealTicket();
    if (HistoryDealSelect(last_deal))
    {
```
//--- time of deal execution in milliseconds since 01.01.1970
long deal_time_msc=HistoryDealGetInteger(last_deal,DEAL_TIME_MSC);
PrintFormat("Deal #%d DEAL_TIME_MSC=%i64 => %s",
             last_deal,deal_time_msc,TimeToString(deal_time_msc/1000));
}
else
    PrintFormat("HistoryDealSelect() failed for #%d. Error code=%d",
                last_deal,GetLastError());
//---
    }
//--------------------------------------------------------------------------
//| Requests history for the last days and returns false in case of failure  |
//--------------------------------------------------------------------------
bool GetTradeHistory(int days)
{
    //--- set a week period to request trade history
    datetime to=TimeCurrent();
    datetime from=to-days*PeriodSeconds(PERIOD_D1);
    ...
Trade Functions

```c
ResetLastError();
//--- make a request and check the result
if(!HistorySelect(from,to))
{
    Print(__FUNCTION__," HistorySelect=false. Error code=",GetLastError());
    return false;
}
//--- history received successfully
return true;
```

See also

HistoryDealsTotal(), HistorySelect(), HistoryDealGetTicket(), Deal Properties
**HistoryDealGetString**

Returns the requested property of a deal. The deal property must be of the string type. There are 2 variants of the function.

1. Immediately returns the property value.

```csharp
string HistoryDealGetString(
    ulong ticket_number, // Ticket
    ENUM_DEAL_PROPERTY_STRING property_id  // Property identifier
);
```

2. Returns true or false, depending on the success of the function. If successful, the value of the property is placed into a target variable passed by reference by the last parameter.

```csharp
bool HistoryDealGetString(
    ulong ticket_number, // Ticket
    ENUM_DEAL_PROPERTY_STRING property_id, // Property identifier
    string& string_var  // Here we accept the property value
);
```

**Parameters**

- `ticket_number` [in] Deal ticket.

- `property_id` [in] Identifier of the deal property. The value can be one of the values of the `ENUM_DEAL_PROPERTY_STRING` enumeration.

- `string_var` [out] Variable of the string type that accepts the value of the requested property.

**Return Value**

Value of the `string` type.

**Note**

Do not confuse `orders`, `deals` and `positions`. Each deal is the result of the execution of an order, each position is the summary result of one or more deals.

**See also**

- `HistoryDealsTotal()`, `HistorySelect()`, `HistoryDealGetTicket()`, `Deal Properties`
Trade Signals

This is the group of functions intended for managing trade signals. The functions allow:

- get information about trade signals, available for copying,
- get and set the signal copy settings,
- subscribe and unsubscribe to the signal copying using MQL5 language functions.

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**SignalBaseGetDouble**

Returns the value of `double` type property for selected signal.

```c
double SignalBaseGetDouble(
    ENUM_SIGNAL_BASE_DOUBLE property_id,       // property identifier
);
```

**Parameters**

`property_id`

[in] Signal property identifier. The value can be one of the values of the `ENUM_SIGNAL_BASE_DOUBLE` enumeration.

**Return Value**

The value of `double` type property of the selected signal.
SignalBaseGetInteger

Returns the value of integer type property for selected signal.

```c
long SignalBaseGetInteger(
    ENUM_SIGNAL_BASE_INTEGER property_id,  // property identifier
);
```

Parameters

`property_id`

[in] Signal property identifier. The value can be one of the values of the 
`ENUM_SIGNAL_BASE_INTEGER` enumeration.

Return Value

The value of integer type property of the selected signal.
SignalBaseGetString

Returns the value of string type property for selected signal.

```c
string SignalBaseGetString(
    ENUM_SIGNAL_BASE_STRING property_id,   // property identifier
);
```

**Parameters**

`property_id`

[in] Signal property identifier. The value can be one of the values of the `ENUM_SIGNAL_BASE_STRING` enumeration.

**Return Value**

The value of string type property of the selected signal.
SignalBaseSelect

Selects a signal from signals, available in terminal for further working with it.

```c
bool SignalBaseSelect(
    int index   // signal index
);
```

**Parameters**

`index`

[in] Signal index in base of trading signals.

**Return Value**

Returns true if successful, otherwise returns false. To read more about the error call `GetLastError()`.

**Example:**

```c
void OnStart()
{
    //--- get total amount of signals in the terminal
    int total=SignalBaseTotal();
    //--- process all signals
    for(int i=0;i<total;i++)
    {
        //--- select the signal by index
        if(SignalBaseSelect(i))
        {
            //--- get signal properties
            long id    =SignalBaseGetInteger(SIGNAL_BASE_ID);   // signal id
            long pips  =SignalBaseGetInteger(SIGNAL_BASE_PIPS);  // profit in pips
            long subscr=SignalBaseGetInteger(SIGNAL_BASE_SUBSCRIBERS); // number of sub
            string name =SignalBaseGetString(SIGNAL_BASE_NAME);   // signal name
            double price =SignalBaseGetDouble(SIGNAL_BASE_PRICE); // signal price
            string curr  =SignalBaseGetString(SIGNAL_BASE_CURRENCY); // signal currency
            //--- print all profitable free signals with subscribers
            if(price==0.0 && pips>0 && subscr>0)
                printf("id=%d, name="%s", currency=%s, pips=%d, subscribers=%d",id,
            }
        else
            printf("Error in call of SignalBaseSelect. Error code=%d",GetLastError());
    }
}
```
**SignalBaseTotal**

Returns the total amount of signals, available in terminal.

```c
int SignalBaseTotal();
```

Return Value

The total amount of signals, available in terminal.
SignalInfoGetDouble

Returns the value of **double** type property of signal copy settings.

```c
double SignalInfoGetDouble(
    ENUM_SIGNAL_INFO_DOUBLE property_id,  // property identifier
);
```

**Parameters**

- `property_id`
  - [in] Signal copy settings property identifier. The value can be one of the values of the `ENUM_SIGNAL_INFO_DOUBLE` enumeration.

**Return Value**

The value of **double** type property of signal copy settings.
**SignalInfoGetInteger**

Returns the value of `integer` type property of signal copy settings.

```c
long SignalInfoGetInteger(ENUM_SIGNAL_INFO_INTEGER property_id, // property identifier
                          );
```

**Parameters**

`property_id`

[in] Signal copy settings property identifier. The value can be one of the values of the `ENUM_SIGNAL_INFO_INTEGER` enumeration.

**Return Value**

The value of `integer` type property of signal copy settings.
SignalInfoGetString

Returns the value of string type property of signal copy settings.

```c
string SignalInfoGetString(
    ENUM_SIGNAL_INFO_STRING property_id, // property identifier
);
```

Parameters

- `property_id`
  - [in] Signal copy settings property identifier. The value can be one of the values of the `ENUM_SIGNAL_INFO_STRING` enumeration.

Return Value

The value of string type property of signal copy settings.
**SignallInfoSetDouble**

Sets the value of `double` type property of signal copy settings.

```cpp
bool SignalInfoSetDouble(
    ENUM_SIGNAL_INFO_DOUBLE property_id,  // property identifier
double value) // new value
);
```

**Parameters**

*property_id*

[in] Signal copy settings property identifier. The value can be one of the values of the `ENUM_SIGNAL_INFO_DOUBLE` enumeration.

*value*


**Return Value**

Returns true if property has been changed, otherwise returns false. To read more about the error call `GetLastError()`.
SignalInfoSetInteger

Sets the value of `integer` type property of signal copy settings.

```c
bool SignalInfoSetInteger(
    ENUM_SIGNAL_INFO_INTEGER property_id,  // property identifier
    long value                                // new value
);
```

Parameters

`property_id`
- [in] Signal copy settings property identifier. The value can be one of the values of the `ENUM_SIGNAL_INFO_INTEGER` enumeration.

`value`

Return Value

Returns true if property has been changed, otherwise returns false. To read more about the error call `GetLastError()`.
**SignalSubscribe**

Subscribes to the trading signal.

```c
bool SignalSubscribe(
    longsignal_id  // signal id
);
```

**Parameters**

- `signal_id`  
  

**Return Value**

Returns true if subscription was successful, otherwise returns false. To read more about the error call `GetLastError()`.
SignalUnsubscribe

Cancels subscription.

```cpp
bool SignalUnsubscribe();
```

Return Value

Returns true if subscription has been canceled successfully, otherwise returns false. To read more about the error call GetLastErrorCode().
Network functions

MQL5 programs can exchange data with remote servers, as well as send push notifications, emails and data via FTP.

- The **Socket** group of functions allows establishing a TCP connection (including a secure TLS) with a remote host via system sockets. The operation principle is simple: create a socket, connect to the server and start reading and writing data.
- The **WebRequest** function is designed to work with web resources and allows sending HTTP requests (including GET and POST) easily.
- **SendFTP**, **SendMail** and **SendNotification** are more simple functions for sending files, emails and mobile notifications.

For end-user security, the list of allowed IP addresses is implemented on the client terminal side. The list contains IP addresses the MQL5 program is allowed to connect to via the Socket* and WebRequest functions. For example, if the program needs to connect to https://www.someserver.com, this address should be explicitly indicated by a terminal user in the list. An address cannot be added programmatically.

Add an explicit message to the MQL5 program to notify a user of the need for additional configuration. You can do that via `#property description`, `Alert` or `Print`.

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**SocketCreate**

Create a socket with specified flags and return its handle.

```c
int SocketCreate(
    uint flags    // flags
);
```

**Parameters**

*flags*

[in] Combination of flags defining the mode of working with a socket. Currently, only one flag is supported – `SOCKET_DEFAULT`.

**Return Value**

In case of a successful socket creation, return its handle, otherwise `INVALID_HANDLE`.

**Notes**

To free up computer memory from an unused socket, call `SocketClose` for it.

You can create a maximum of 128 sockets from one MQL5 program. If the limit is exceeded, the error 5271 (ERR_NETSOCKET_TOO_MANY_OPENED) is written to `_LastError`.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - “Function is not allowed for call”.

**Example:**

```c
//+------------------------------------------------------------------+
//|                                                SocketExample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2018, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"
property description "Add Address to the list of allowed ones in the terminal setting"
property script_show_inputs

input string Address="www.mql5.com";
input int Port =80;
bool ExtTLS =false;

bool HTTPSend(int socket,string request)
{
    char req[];
    int len=StringToCharArray(request,req)-1;
    if(len<0)
return(false);

if(ExtTLS)
    return(SocketTlsSend(socket,req,len)==len);

return(SocketSend(socket,req,len)==len);

bool HTTPRecv(int socket,uint timeout)
{
    char rsp[];
    string result;
    uint timeout_check=GetTickCount()+timeout;

    do
    {
        uint len=SocketIsReadable(socket);
        if(len)
        {
            int rsp_len;

            if(ExtTLS)
                rsp_len=SocketTlsRead(socket,rsp,len);
            else
                rsp_len=SocketRead(socket,rsp,len,timeout);

            if(rsp_len>0)
            {
                result+=CharArrayToString(rsp,0,rsp_len);

                int header_end=StringFind(result,"

            if(header_end>0)
            {
                Print("HTTP answer header received:");
                Print(StringSubstr(result,0,header_end));
                return(true);
            }
        }
    }
    while(GetTickCount()<timeout_check & & !IsStopped());

    return(false);
}

void OnStart()
```c
{  
   int socket=SocketCreate();
   //--- check the handle  
   if(socket!=INVALID_HANDLE)
   {
      //--- connect if all is well  
      if(SocketConnect(socket,Address,Port,1000))
      {
         Print("Established connection to ",Address,"":",Port);
         
         string subject,issuer,serial,thumbprint;
         datetime expiration;
         //--- if connection is secured by the certificate, display its data
         if(SocketTlsCertificate(socket,subject,issuer,serial,thumbprint,expiration))
         {
            Print("TLS certificate:");
            Print("   Owner: ",subject);
            Print("   Issuer: ",issuer);
            Print("   Number: ",serial);
            Print("   Print: ",thumbprint);
            Print("   Expiration: ",expiration);
            ExtTLS=true;
         }
         //--- send GET request to the server
         if(HTTPSend(socket,"GET / HTTP/1.1\r\n\r\n\r\nHost: www.mql5.com\r\n\r\n\r\n"))
         {
            Print("GET request sent");
            //--- read the response
            if(!HTTPRequest(socket,1000))
               Print("Failed to get a response, error ",GetLastError());
         }
         else
            Print("Failed to send GET request, error ",GetLastError());
      }
      else
      {
         Print("Connection to ",Address,"":",Port," failed, error ",GetLastError());
      }
      //--- close a socket after using
      SocketClose(socket);
   }
   else
      Print("Failed to create a socket, error ",GetLastError());
}  
//+------------------------------------------------------------------+
```
SocketClose

Close a socket.

```c
bool SocketClose(const int socket) // socket handle
```

**Parameters**

**socket**

[in] Handle of a socket to be closed. The handle is returned by the `SocketCreate` function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `_LastError`.

**Return Value**

Returns true if successful, otherwise false.

**Note**

If a connection via `SocketConnect` was previously created for a socket, it is discontinued.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - "Function is not allowed for call".

**Example:**

```c
//+------------------------------------------------------------------+
//|                                                SocketExample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. | |
//|                                             https://www.mql5.com | |
//+------------------------------------------------------------------+

//+------------------------------------------------------------------+
//| Send command to the server                                       |
//+------------------------------------------------------------------+

bool HTTPSend(int socket, string request)
{
    char req[];
    int len=StringToCharArray(request, req)-1;
    if (len<0)
        return (false);
```
//--- if secure TLS connection is used via the port 443
if(ExtTLS)
    return(SocketTlsSend(socket, req, len)==len);
//--- if standard TCP connection is used
return(SocketSend(socket, req, len)==len);

//| Read server response |
//+------------------------------------------------------------------+
bool HTTPRecv(int socket, uint timeout)
{
    char rsp[];
    string result;
    uint timeout_check=GetTickCount()+timeout;
    //--- read data from sockets till they are still present but not longer than timeout
    do
    {
        uint len=SocketIsReadable(socket);
        if(len)
        {
            int rsp_len;
            //--- various reading commands depending on whether the connection is secure
            if(ExtTLS)
                rsp_len=SocketTlsRead(socket, rsp, len);
            else
                rsp_len=SocketRead(socket, rsp, len, timeout);
            //--- analyze the response
            if(rsp_len>0)
            {
                result+=CharArrayToString(rsp, 0, rsp_len);
                //--- print only the response header
                int header_end=StringFind(result, "\r\n\r\n");
                if(header_end>0)
                {
                    Print("HTTP answer header received:");
                    Print(StringSubstr(result, 0, header_end));
                    return(true);
                }
            }
        }
    } while(GetTickCount()<timeout_check && !IsStopped());
    return(false);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
```c
int socket=SocketCreate();
//--- check the handle
if(socket!=INVALID_HANDLE)
{
    //--- connect if all is well
    if(SocketConnect(socket,Address,Port,1000))
    {
        Print("Established connection to ",Address," ":",Port);

        string subject,issuer,serial,thumbprint;
        datetime expiration;
        //--- if connection is secured by the certificate, display its data
        if(SocketTlsCertificate(socket,subject,issuer,serial,thumbprint,expiration))
        {
            Print("TLS certificate:");
            Print("   Owner: ",subject);
            Print("   Issuer: ",issuer);
            Print("   Number: ",serial);
            Print("   Print: ",thumbprint);
            Print("   Expiration: ",expiration);
            ExtTls=true;
        }
    }
    //--- send GET request to the server
    if(HTTPSend(socket,"GET / HTTP/1.1\r\nHost: www.mql5.com\r\n\r\n"))
    {
        Print("GET request sent");
        //--- read the response
        if(!HTTPRecv(socket,1000))
            Print("Failed to get a response, error ",GetLastError());
        }
        else
            Print("Failed to send GET request, error ",GetLastError());
    }
    else
    {
        Print("Connection to ",Address," ":",Port," failed, error ",GetLastError());
    }
    //--- close a socket after using
    SocketClose(socket);
    }
    else
        Print("Failed to create a socket, error ",GetLastError());
}
```

---
SocketConnect

Connect to the server with timeout control.

```c
bool SocketConnect(
    int socket,        // socket
    const string server,   // connection address
    uint port,        // connection port
    uint timeout_receive_ms  // connection timeout
);
```

Parameters

- **socket**
  - [in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `_LastError`.

- **server**
  - [in] Domain name of the server you want to connect to or its IP address.

- **port**
  - [in] Connection port number.

- **timeout_receive_ms**
  - [in] Connection timeout in milliseconds. If connection is not established within that time interval, attempts are stopped.

Return Value

- If connection is successful, return true, otherwise false.

Note

Connection address should be added to the list of allowed ones on the client terminal side (Tools \ Options \ Expert Advisors).

If connection fails, error 5272 (ERR_NETSOCKET_CANNOT_CONNECT) is written to `_LastError`.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - "Function is not allowed for call".

Example:

```c
//+------------------------------------------------------------------+
//|                                                SocketExample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
```
```cpp
input string Address="www.mql5.com";
input int Port = 80;
bool ExtTLS = false;

//+------------------------------------------------------------------+
//| Send command to the server                                       |
//+------------------------------------------------------------------+
bool HTTPSend(int socket, string request)
{
    char req[];
    int len=StringToCharArray(request, req)-1;
    if(len<0)
        return(false);
    //--- if secure TLS connection is used via the port 443
    if(ExtTLS)
        return(SocketTlsSend(socket, req, len)==len);
    //--- if standard TCP connection is used
    return(SocketSend(socket, req, len)==len);
}

//+------------------------------------------------------------------+
//| Read server response                                             |
//+------------------------------------------------------------------+
bool HTTPRecv(int socket, uint timeout)
{
    char rsp[];
    string result;
    uint timeout_check=GetTickCount()+timeout;
    //--- read data from sockets till they are still present but not longer than timeout
    do
    {
        uint len=SocketIsReadable(socket);
        if(len)
        {
            int rsp_len;
            //--- various reading commands depending on whether the connection is secure
            if(ExtTLS)
                rsp_len=SocketTlsRead(socket, rsp, len);
            else
                rsp_len=SocketRead(socket, rsp, len, timeout);
            //--- analyze the response
            if(rsp_len>0)
            {
                result+=CharArrayToString(rsp, 0, rsp_len);
                //--- print only the response header
                int header_end=StringFind(result, "\r\n\r\n");
                if(header_end>0)
                {
                    Print("HTTP answer header received:");
                    Print(StringSubstr(result, 0, header_end));
                }
            }
        }
    } while(len);
```
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```c
    return(true);
    }
    }
    }
    }
    while(GetTickCount()<timeout_check && !IsStopped();
    return(false);

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    int socket=SocketCreate();
    //--- check the handle
    if(socket!=INVALID_HANDLE)
    {
        //--- connect if all is well
        if(SocketConnect(socket,Address,Port,1000))
        {
            Print("Established connection to ",Address,":" ,Port);

            string subject,issuer,serial,thumbprint;
            datetime expiration;
            //--- if connection is secured by the certificate, display its data
            if(SocketTlsCertificate(socket,subject,issuer,serial,thumbprint,expiration))
            {
                Print("TLS certificate:" );
                Print(" Owner: ",subject);
                Print(" Issuer: ",issuer);
                Print(" Number: ",serial);
                Print(" Print: ",thumbprint);
                Print(" Expiration: ",expiration);
                ExtTls=true;
            }
            //--- send GET request to the server
            if(HTTPRequest(socket,"GET / HTTP/1.1\r\nHost: www.mql5.com\r\n\r\n"))
            {
                Print("GET request sent");
                //--- read the response
                if(!HTTPRecv(socket,1000))
                
                Print("Failed to get a response, error ",GetLastError());
                }
            
            else
            
            Print("Failed to send GET request, error ",GetLastError());
            
        }
        else
        
        Print("Connection to ",Address,":" ,Port," failed, error ",GetLastError());
```
}  
//--- close a socket after using
SocketClose(socket);
}
else
    Print("Failed to create a socket, error ", GetLastError());

//+------------------------------------------------------------------+
**SocketIsConnected**

Checks if the socket is currently connected.

```cpp
bool SocketIsConnected(
    const int socket  // socket handle
);
```

**Parameters**

`socket`

- [in] Socket handle returned by the `SocketCreate()` function. When an incorrect handle is passed to `LastError`, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is activated.

**Return Value**

Returns true if the socket is connected, otherwise - false.

**Note**

The `SocketIsConnected()` function allows checking the current socket connection status.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - “Function is not allowed for call.”

**See also**

- `SocketConnect`, `SocketIsWritable`, `SocketCreate`, `SocketClose`
SocketIsReadable

Get a number of bytes that can be read from a socket.

```c
uint SocketIsReadable(
    const int socket // socket handle
);
```

**Parameters**

socket

[in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed to `LastError`, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is activated.

**Return Value**

Number of bytes that can be read. In case of an error, 0 is returned.

**Note**

If an error occurs on a system socket when executing the function, connection established via `SocketConnect` is discontinued.

Before calling `SocketRead`, check if the socket features data for reading. Otherwise, if there are no data, the `SocketRead` function waits for data within timeout_ms delaying the program execution.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - “Function is not allowed for call”.

**Example:**

```c
bool HTTPSend(int socket, string request)
{
    char req[];
    int len=StringToCharArray(request,req)-1;
```
if(len<0)
    return(false);
//--- if secure TLS connection is used via the port 443
if(ExtTLS)
    return(SocketTlsSend(socket,req,len)==len);
//--- if standard TCP connection is used
return(SocketSend(socket,req,len)==len);

//+------------------------------------------------------------------+
//| Read server response                                            |
//+------------------------------------------------------------------+
bool HTTPrecv(int socket,uint timeout)
{
    char   rsp[];
    string result;
    uint   timeout_check=GetTickCount()+timeout;
//--- read data from sockets till they are still present but not longer than timeout
    do
    {
        uint len=SocketIsReadable(socket);
        if(len)
        {
            int rsp_len;
            //--- various reading commands depending on whether the connection is secure
            if(ExtTLS)
                rsp_len=SocketTlsRead(socket,rsp,len);
            else
                rsp_len=SocketRead(socket,rsp,len,timeout);
            //--- analyze the response
            if(rsp_len>0)
            {
                result+=CharArrayToString(rsp,0,rsp_len);
                //--- print only the response header
                int header_end=StringFind(result,"
"");
                if(header_end>0)
                {
                    Print("HTTP answer header received:");
                    Print(StringSubstr(result,0,header_end));
                    return(true);
                }
            }
        }
    }
    while(GetTickCount()<timeout_check && !IsStopped());
    return(false);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
```c
void OnStart()
{
    int socket=SocketCreate();
    //--- check the handle
    if(socket!=INVALID_HANDLE)
    {
        //--- connect if all is well
        if(SocketConnect(socket,Address,Port,1000))
        {
            Print("Established connection to ",Address,"":",Port);

            string subject,issuer,serial,thumbprint;
            datetime expiration;
            //--- if connection is secured by the certificate, display its data
            if(SocketTlsCertificate(socket,subject,issuer,serial,thumbprint,expiration))
            {
                Print("TLS certificate:");
                Print("   Owner:  ",subject);
                Print("   Issuer:  ",issuer);
                Print("   Number:     ",serial);
                Print("   Print: ",thumbprint);
                Print("   Expiration: ",expiration);
                ExtTLS=true;
            }
            //--- send GET request to the server
            if(HTTPSend(socket,"GET / HTTP/1.1\r\nHost: www.mql5.com\r\n\r\n"))
            {
                Print("GET request sent");
                //--- read the response
                if(!HTTPRecv(socket,1000))
                    Print("Failed to get a response, error ",GetLastError());
                else
                    Print("Failed to send GET request, error ",GetLastError());
            }
            else
            {
                Print("Connection to ",Address,"":",Port," failed, error ",GetLastError());
            }
            //--- close a socket after using
            SocketClose(socket);
        }
        else
        {
            Print("Failed to create a socket, error ",GetLastError());
        }
    }
    //+------------------------------------------------------------------+
```
SocketIsWritable

Check whether data can be written to a socket at the current time.

```cpp
bool SocketIsWritable(
    const int socket // socket handle
);
```

**Parameters**

`socket`

[in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `_LastError`.

**Return Value**

Return true if writing is possible, otherwise false.

**Note**

This function allows you to check whether it is possible to write data to a socket right now.

If an error occurs on a system socket when executing the function, connection established via `SocketConnect` is discontinued.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - “Function is not allowed for call”.

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SocketTimeouts

Set timeouts for receiving and sending data for a socket system object.

```c
bool SocketTimeouts(
    int     socket,    // socket
    uint    timeout_send_ms, // data sending timeout
    uint    timeout_receive_ms // data obtaining timeout
);
```

**Parameters**

- `socket`  
  
  [in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `_LastError`.

- `timeout_send_ms`  
  
  [in] Data sending timeout in milliseconds.

- `timeout_receive_ms`  
  
  [in] Data obtaining timeout in milliseconds.

**Return Value**

Returns true if successful, otherwise false.

**Note**

Do not confuse system object timeouts with the ones set when reading data via `SocketRead`. `SocketTimeout` sets timeouts once for a socket object in the operating system. These timeouts are to be applied to all functions for reading and sending data via this socket. In `SocketRead`, the timeout is set for a certain data reading operation.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - “Function is not allowed for call.”
SocketRead

Read data from a socket.

```c
int SocketRead(
    int           socket,  // socket
    uchar&       buffer[], // buffer for reading data from socket
    uint         buffer_maxlen, // number of bytes to read
    uint         timeout_ms    // reading timeout
);```

Parameters

**socket**

[in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed to `_LastError`, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is activated.

**buffer**

[out] Reference to the `uchar` type array the data is read in. Dynamic array size is increased by the number of read bytes. The array size cannot exceed `INT_MAX` (2147483647).

**buffer_maxlen**

[in] Number of bytes to read to the `buffer[]` array. Data not fitting into the array remain in the socket. They can be received by the next `SocketRead` call. `buffer_maxlen` cannot exceed `INT_MAX` (2147483647).

**timeout_ms**

[in] Data reading timeout in milliseconds. If data is not obtained within this time, attempts are stopped and the function returns -1.

Return Value

If successful, return the number of read bytes. In case of an error, -1 is returned.

Note

If an error occurs on a system socket when executing the function, connection established via `SocketConnect` is discontinued.

In case of a data reading error, the error 5273 (ERR_NETSOCKET_IO_ERROR) is written in `_LastError`.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - "Function is not allowed for call".

Example:

```c
//+------------------------------------------------------------------+
//|                                                SocketExample.mq5|
//|                        Copyright 2018, MetaQuotes Software Corp.|
//|                                             https://www.mql5.com|
//+------------------------------------------------------------------+
#property copyright  "Copyright 2018, MetaQuotes Software Corp."```
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Add Address to the list of allowed ones in the terminal settings"
#property script_show_inputs

input string Address="www.mql5.com";
input int Port =80;
bool ExtTLS =false;

//+------------------------------------------------------------------+
//| Send command to the server                                       |
//+------------------------------------------------------------------+
bool HTTPSend(int socket,string request)
{
    char req[];
    int len=StringToCharArray(request,req)-1;
    if(len<0)
        return(false);
    //--- if secure TLS connection is used via the port 443
    if(ExtTLS)
        return(SocketTlsSend(socket,req,len)==len);
    //--- if standard TCP connection is used
    return(SocketSend(socket,req,len)==len);
}

//+------------------------------------------------------------------+
//| Read server response                                             |
//+------------------------------------------------------------------+
bool HTTPRecv(int socket,uint timeout)
{
    char rsp[];
    string result;
    uint timeout_check=GetTickCount()+timeout;
    //--- read data from sockets till they are still present but not longer than timeout
    do
    {
        uint len=SocketIsReadable(socket);
        if(len)
        {
            int rsp_len;
            //--- various reading commands depending on whether the connection is secure
            if(ExtTLS)
                rsp_len=SocketTlsRead(socket,rsp,len);
            else
                rsp_len=SocketRead(socket,rsp,len,timeout);
            //--- analyze the response
            if(rsp_len>0)
            {
                result+=CharArrayToString(rsp,0,rsp_len);
                //--- print only the response header
                int header_end=StringFind(result,"
"");
            }
        }
    } while(timeout_check>GetTickCount());

}
if(header_end>0)
{
    Print("HTTP answer header received:");
    Print(StringSubstr(result,0,header_end));
    return(true);
}
}
}
}
while(GetTickCount()<timeout_check &amp; !IsStopped());
return(false);

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    int socket=SocketCreate();
    //--- check the handle
    if(socket!=INVALID_HANDLE)
    {
        //--- connect if all is well
        if(SocketConnect(socket,Address,Port,1000))
        {
            Print("Established connection to ",Address,":\",Port);

            string subject,issuer,serial,thumbprint;
            datetime expiration;
            //--- if connection is secured by the certificate, display its data
            if(SocketTlsCertificate(socket,subject,issuer,serial,thumbprint,expiration))
            {
                Print("TLS certificate:");
                Print(" Owner: ",subject);
                Print(" Issuer: ",issuer);
                Print(" Number: ",serial);
                Print(" Print: ",thumbprint);
                Print(" Expiration: ",expiration);
                ExtTLS=true;
            }
            //--- send GET request to the server
            if(HTTPSend(socket,"GET / HTTP/1.1\r\nHost: www.mql5.com\r\n\n"))
            {
                Print("GET request sent");
                //--- read the response
                if(!HTTPRcv(socket,1000))
                    Print("Failed to get a response, error ",GetLastError());
            }
        }
    }
    else
    Print("Failed to send GET request, error ",GetLastError());
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else {
    Print("Connection to ", Address, ":", Port, " failed, error ", GetLastError());
}

//--- close a socket after using
SocketClose(socket);
}
else
    Print("Failed to create a socket, error ", GetLastError());
SocketSend

Write data to a socket.

```c
int SocketSend(
    int  socket,       // socket
    const uchar& buffer[],  // data buffer
    uint  buffer_len);     // buffer size
```

### Parameters

- **socket**
  - [in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `LastError`.
- **buffer**
  - [in] Reference to the `uchar` type array with the data to be sent to the socket.
- **buffer_len**
  - [in] `buffer` array size.

### Return Value

If successful, return the number of bytes written to a socket. In case of an error, -1 is returned.

### Note

If an error occurs on a system socket when executing the function, connection established via `SocketConnect` is discontinued.

In case of a data writing error, the error 5273 (ERR_NETSOCKET_IO_ERROR) is written to `LastError`.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - "Function is not allowed for call".

### Example:

```c
//+------------------------------------------------------------------+
//|                                                SocketExample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright  "Copyright 2018, MetaQuotes Software Corp."
#property link        "https://www.mql5.com"
#property version     "1.00"
#property description "Add Address to the list of allowed ones in the terminal setting"
#property script_show_inputs

input string Address="www.mql5.com";
input int Port =80;
```
bool ExtTLS = false;

//+------------------------------------------------------------------+
//| Send command to the server                                       |
//+------------------------------------------------------------------+
bool HTTPSend(int socket, string request)
{
    char req[];
    int len=StringToCharArray(request,req)-1;
    if(len<0)
        return(false);
    //--- if secure TLS connection is used via the port 443
    if(ExtTLS)
        return(SocketTlsSend(socket,req,len)==len);
    //--- if standard TCP connection is used
    return(SocketSend(socket,req,len)==len);
}

//+------------------------------------------------------------------+
//| Read server response                                             |
//+------------------------------------------------------------------+
bool HTTPRecv(int socket, uint timeout)
{
    char rsp[];
    string result;
    uint timeout_check=GetTickCount()+timeout;
    //--- read data from sockets till they are still present but not longer than timeout
    do
    {
        uint len=SocketIsReadable(socket);
        if(len)
        {
            int rsp_len;
            //--- various reading commands depending on whether the connection is secure
            if(ExtTLS)
                rsp_len=SocketTlsRead(socket,rsp,len);
            else
                rsp_len=SocketRead(socket,rsp,len,timeout);
            //--- analyze the response
            if(rsp_len>0)
            {
                result+=CharArrayToString(rsp,0,rsp_len);
                //--- print only the response header
                int header_end=StringFind(result,＂\r\n\n＂);
                if(header_end>0)
                {
                    Print("HTTP answer header received:");
                    Print(StringSubstr(result,0,header_end));
                    return(true);
                }
            }
        }
    }
while (GetTickCount() < timeout_check && !IsStopped());
return(false);

void OnStart()
{
int socket = SocketCreate();
//--- check the handle
if (socket != INVALID_HANDLE)
{
    //--- connect if all is well
    if (SocketConnect(socket, Address, Port, 1000))
    {
        Print("Established connection to ", Address, ":", Port);

        string subject, issuer, serial, thumbprint;
        datetime expiration;
        //--- if connection is secured by the certificate, display its data
        if (SocketTlsCertificate(socket, subject, issuer, serial, thumbprint, expiration))
        {
            Print("TLS certificate:");
            Print(" Owner: ", subject);
            Print(" Issuer: ", issuer);
            Print(" Number: ", serial);
            Print(" Print: ", thumbprint);
            Print(" Expiration: ", expiration);
            ExtTls = true;
        }
    }
    //--- send GET request to the server
    if (HTTPSend(socket, "GET / HTTP/1.1\r\nHost: www.mql5.com\r\n\r\n"))
    {
        Print("GET request sent");
        //--- read the response
        if (!HTTPRecv(socket, 1000))
            Print("Failed to get a response, error ", GetLastError());
    }
    else
        Print("Failed to send GET request, error ", GetLastError());
}
else
{
    Print("Connection to ", Address, ":", Port, " failed, error ", GetLastError());
}
//--- close a socket after using
SocketClose(socket);
Network Functions

}  
else  
    Print("Failed to create a socket, error ", GetLastError());

//+------------------------------------------------------------------+

See also

SocketTimeouts, MathSwap, StringToCharArray
SocketTlsHandshake

Initiate secure TLS (SSL) connection to a specified host via TLS Handshake protocol. During Handshake, a client and a server agree on connection parameters: applied protocol version and data encryption method.

```c
bool SocketTlsHandshake(
    int socket, // socket
    const string host // host address
);
```

### Parameters

- `socket`
  - [in] Socket handle returned by the [SocketCreate](#) function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `__LastError`.

- `host`
  - [in] Address of a host a secure connection is established with.

### Return Value

Returns true if successful, otherwise false.

### Notes

Before a secure connection, the program should establish a standard TCP connection with the host using [SocketConnect](#).

If secure connection fails, the error 5274 (ERR_NETSOCKET_HANDSHAKE_FAILED) is written to `__LastError`.

There is no need to call the function when connecting to the port 443. This is a standard TCP port used for secure TLS (SSL) connections.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, [GetLastError](#) returns the error 4014 - "Function is not allowed for call".
**SocketTlsCertificate**

Get data on the certificate used to secure network connection.

```c
int SocketTlsCertificate(
    int socket,       // socket
    string& subject,  // certificate owner
    string& issuer,   // certificate issuer
    string& serial,   // certificate serial number
    string& thumbprint, // certificate print
    datetime& expiration   // certificate expiration
);
```

**Parameters**

- **socket**
  
  [in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `_LastError`.

- **subject**
  

- **issuer**
  

- **serial**
  

- **thumbprint**
  
  [in] Certificate print. Corresponds to the SHA-1 hash from the entire certificate file (all fields including the issuer signature).

- **expiration**
  
  [in] Certificate expiration date in the `datetime` format.

**Return Value**

Returns true if successful, otherwise false.

**Note**

Certificate data can be requested only after establishing a secure connection using `SocketTlsHandshake`.

In case of a certificate obtaining error, the error 5275 (ERR_NETSOCKET_NO_CERTIFICATE) is written to `_LastError`.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - “Function is not allowed for call”.

**Example:**

```c
//+------------------------------------------------------------------+
```
//|                                                SocketExample.mq5 |
//|                        Copyright 2018, MetaQuo|
//|                                             tes Software Corp. |
//|                                             https://www.mql5.com |
if(rsp_len>0)
{
    result+=CharArrayToString(rsp,0,rsp_len);
    //--- print only the response header
    int header_end=StringFind(result,"

"");
    if(header_end>0)
    {
        Print("HTTP answer header received:");
        Print(StringSubstr(result,0,header_end));
        return(true);
    }
}
}
while(GetTickCount()<timeout_check && !IsStopped());
return(false);

//| Script program start function
//+------------------------------------------------------------------+
void OnStart()
{
    int socket=SocketCreate();
    //--- check the handle
    if(socket!=INVALID_HANDLE)
    {
        //--- connect if all is well
        if(SocketConnect(socket,Address,Port,1000))
        {
            Print("Established connection to ",Address,"\n",Port);

            string subject,issuer,serial,thumbprint;
            datetime expiration;
            //--- if connection is secured by the certificate, display its data
            if(SocketTlsCertificate(socket,subject,issuer,serial,thumbprint,expiration))
            {
                Print("TLS certificate:");
                Print("
            Owner: ",subject);
                Print("    Issuer: ",issuer);
                Print("    Number: ",serial);
                Print("    Print: ",thumbprint);
                Print("    Expiration: ",expiration);
                ExtTls=true;
            }
            //--- send GET request to the server
            if(HTTPSend(socket,"GET / HTTP/1.1\nHost: www.mql5.com\r\n\n"))
            {
                Print("GET request sent");
                //--- read the response
            }
        }
    }
}
if(!HTTPRec(socket,1000))
    Print("Failed to get a response, error ",GetLastError());
else
    Print("Failed to send GET request, error ",GetLastError());
else
{
    Print("Connection to ",Address,"":",Port," failed, error ",GetLastError());
}
//-- close a socket after using
SocketClose(socket);
else
    Print("Failed to create a socket, error ",GetLastError());

//+------------------------------------------------------------------+
SocketTlsRead

Read data from secure TLS connection.

```c
int SocketTlsRead(
    int socket, // socket
    uchar& buffer[], // buffer for reading data from socket
    uint buffer_maxlen // number of bytes to read
);
```

Parameters

socket

[in] Socket handle returned by the SocketCreate function. When an incorrect handle is passed to _LastError, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is activated.

buffer

[out] Reference to the uchar type array the data is read in. Dynamic array size is increased by the number of read bytes. The array size cannot exceed INT_MAX (2147483647).

buffer_maxlen

[in] Number of bytes to read to the buffer[] array. Data not fitting into the array remain in the socket. They can be received by the next SocketTLSRead call. buffer_maxlen cannot exceed INT_MAX (2147483647).

Return Value

If successful, return the number of read bytes. In case of an error, -1 is returned.

Note

If an error occurs on a system socket when executing the function, connection established via SocketConnect is discontinued.

The function is executed till it receives the specified amount of data or the timeout is reached (SocketTimeouts).

In case of a data reading error, the error 5273 (ERR_NETSOCKET_IO_ERROR) is written in _LastError.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, GetLastError() returns the error 4014 - “Function is not allowed for call”.

Example:

```c
//+------------------------------------------------------------------+
//|                                                SocketExample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
```
#property description "Add Address to the list of allowed ones in the terminal settings"
#property script_show_inputs

input string Address="www.mql5.com";
input int Port =80;
bool ExtTLS =false;

//+------------------------------------------------------------------+
//| Send command to the server                                       |
//+------------------------------------------------------------------+
bool HTTPSend(int socket,string request)
{
    char req[];
    int len=StringToCharArray(request,req)-1;
    if(len<0)
        return(false);
    //--- if secure TLS connection is used via the port 443
    if(ExtTLS)
        return(SocketTlsSend(socket,req,len)==len);
    //--- if standard TCP connection is used
    return(SocketSend(socket,req,len)==len);
}

//+------------------------------------------------------------------+
//| Read server response                                             |
//+------------------------------------------------------------------+
bool HTTPRecv(int socket,uint timeout)
{
    char rsp[];
    string result;
    uint timeout_check=GetTickCount()+timeout;
    //--- read data from sockets till they are still present but not longer than timeout
    do
    {
        uint len=SocketIsReadable(socket);
        if(len)
        {
            int rsp_len;
            //--- various reading commands depending on whether the connection is secure
            if(ExtTLS)
                rsp_len=SocketTlsRead(socket,rsp,len);
            else
                rsp_len=SocketRead(socket,rsp,len,timeout);
            //--- analyze the response
            if(rsp_len>0)
            {
                result+=CharArrayToString(rsp,0,rsp_len);
                //--- print only the response header
                int header_end=StringFind(result,"
"");
                if(header_end>0)
                {
                    
```
while(GetTickCount()<timeout_check && !IsStopped());
return(false);
}
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
int socket=SocketCreate();
//--- check the handle
if(socket!=INVALID_HANDLE)
{
//--- connect if all is well
if(SocketConnect(socket,Address,Port,1000))
{
  Print("Established connection to ",Address," ",Port);

string    subject,issuer,serial,thumbprint;
datetime  expiration;
//--- if connection is secured by the certificate, display its data
if(SocketTlsCertificate(socket,subject,issuer,serial,thumbprint,expiration))
{
  Print("TLS certificate:");
  Print(" Owner: ",subject);
  Print(" Issuer: ",issuer);
  Print(" Number: ",serial);
  Print(" Print: ",thumbprint);
  Print(" Expiration: ",expiration);
  ExtTLS=true;
}
//--- send GET request to the server
if(HTTPRequest(socket,"GET / HTTP/1.1\r\nHost: www.mql5.com\r\n\r\n"))
{
  Print("GET request sent");
  //--- read the response
  if(!HTTPRecv(socket,1000))
  
    Print("Failed to get a response, error ",GetLastError());
  
  else
    Print("Failed to send GET request, error ",GetLastError());
  
else
{  
  Print("Connection to ",Address,":",Port," failed, error ",GetLastError());  
}  
//-- close a socket after using  
SocketClose(socket);  
}  
else  
  Print("Failed to create a socket, error ",GetLastError());  
}  
//--+---------------------------------------------------------------+

See also

SocketTimeouts, MathSwap
SocketTlsReadAvailable

Read all available data from secure TLS connection.

```c
int SocketTlsReadAvailable(
    int socket,       // socket
    uchar* buffer[],  // buffer for reading data from socket
    const uint buffer_maxlen // number of bytes to read
);
```

**Parameters**

- **socket**
  - [in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed to `_LastError`, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is activated.

- **buffer**
  - [out] Reference to the `uchar` type array the data is read in. Dynamic array size is increased by the number of read bytes. The array size cannot exceed `INT_MAX` (2147483647).

- **buffer_maxlen**
  - [in] Number of bytes to read to the `buffer[]` array. Data not fitting into the array remain in the socket. They can be received by the next `SocketTlsReadAvailable` or `SocketTlsRead` call. `buffer_maxlen` cannot exceed `INT_MAX` (2147483647).

**Return Value**

- If successful, return the number of read bytes. In case of an error, -1 is returned.

**Note**

- If an error occurs on a system socket when executing the function, connection established via `SocketConnect` is discontinued.

- In case of a data reading error, the error 5273 (ERR_NETSOCKET_IO_ERROR) is written in `_LastError`.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - “Function is not allowed for call”.

**See also**

- `SocketTimeouts`, `MathSwap`
SocketTlsSend

Send data via secure TLS connection.

```c
int SocketTlsSend(
    int          socket,     // socket
    const uchar& buffer[],  // data buffer
    uint         buffer_len  // buffer size
);
```

**Parameters**

`socket`

[in] Socket handle returned by the `SocketCreate` function. When an incorrect handle is passed, the error 5270 (ERR_NETSOCKET_INVALIDHANDLE) is written to `_LastError`.

`buffer`

[in] Reference to the `uchar` type array with the data to be sent.

`buffer_len`

[in] `buffer` array size.

**Return Value**

If successful, return the number of bytes written to a socket. In case of an error, -1 is returned.

**Note**

If an error occurs on a system socket when executing the function, connection established via `SocketConnect` is discontinued.

In case of a data writing error, the error 5273 (ERR_NETSOCKET_IO_ERROR) is written to `_LastError`.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If calling from an indicator, `GetLastError()` returns the error 4014 - "Function is not allowed for call".

**See also**

`SocketTimeouts`, `MathSwap`, `StringToCharArray`
WebRequest

The function sends an HTTP request to a specified server. The function has two versions:

1. **Sending simple requests of type “key=value” using the header Content-Type: application/x-www-form-urlencoded.**

   ```cpp
   int WebRequest(
      const string method,   // HTTP method
      const string url,      // URL
      const string cookie,   // cookie
      const string referer,  // referer
      int timeout,           // timeout
      const char* &data[],   // the array of the HTTP message body
      int data_size,         // data[] array size in bytes
      char& result[],        // an array containing server response data
      string& result_headers // headers of server response
   );
   ```

2. **Sending a request of any type specifying the custom set of headers for a more flexible interaction with various Web services.**

   ```cpp
   int WebRequest(
      const string method,   // HTTP method
      const string url,      // URL
      const string headers,  // headers
      int timeout,           // timeout
      const char* &data[],   // the array of the HTTP message body
      char& result[],        // an array containing server response data
      string& result_headers // headers of server response
   );
   ```

**Parameters**

- **method**
  - [in] HTTP method.

- **url**
  - [in] URL.

- **headers**
  - [in] Request headers of type “key: value”, separated by a line break “\n”.

- **cookie**
  - [in] Cookie value.

- **referer**
  - [in] Value of the Referer header of the HTTP request.

- **timeout**
Network Functions

`data[]`
- [in] Data array of the HTTP message body.

`data_size`
- [in] Size of the `data[]` array.

`result[]`
- [out] An array containing server response data.

`result_headers`
- [out] Server response headers.

Return Value

HTTP server response code or -1 for an error.

Note

To use the `WebRequest()` function, add the addresses of the required servers in the list of allowed URLs in the "Expert Advisors" tab of the "Options" window. Server port is automatically selected on the basis of the specified protocol - 80 for "http://" and 443 for "https://".

The `WebRequest()` function is synchronous, which means it breaks the program execution and waits for the response from the requested server. Since the delays in receiving a response can be large, the function is not available for calls from indicators, because indicators run in a common thread shared by all indicators and charts on one symbol. Indicator performance delay on one of the charts of a symbol may stop updating of all charts of the same symbol.

The function can be called only from Expert Advisors and scripts, as they run in their own execution threads. If you try to call the function from an indicator, `GetLastError()` will return error 4014 - "Function is not allowed for call".

`WebRequest()` cannot be executed in the Strategy Tester.

Example:

```cpp
void OnStart()
{
    string cookie=NULL,headers;
    char post[],result[];
    string url="https://finance.yahoo.com";
    //--- To enable access to the server, you should add URL "https://finance.yahoo.com"
    //--- to the list of allowed URLs (Main Menu->Tools->Options, tab "Expert Advisors"):
    //--- Resetting the last error code
    ResetLastError();
    //--- Downloading a html page from Yahoo Finance
    int res=WebRequest("GET",url,cookie,NULL,500,post,0,result,headers);
    if(res==-1)
    {
        Print("Error in WebRequest. Error code =",GetLastError());
        //--- Perhaps the URL is not listed, display a message about the necessity to add
        MessageBox("Add the address "+url+" to the list of allowed URLs on tab 'Expert
    }
```
else
{
    if(res==200)
    {
        //--- Successful download
        PrintFormat("The file has been successfully downloaded, File size %d byte.",)
        //PrintFormat("Server headers: %s",headers);
        //--- Saving the data to a file
        int filehandle=FileOpen("url.htm",FILE_WRITE|FILE_BIN);
        if(filehandle!=-INVALID_HANDLE)
        {
            //--- Saving the contents of the result[] array to a file
            FILEWriteArray(filehandle,result,0,ArraySize(result));
            //--- Closing the file
            FileClose(filehandle);
        }
        else
            Print("Error in FileOpen. Error code =",GetLastError());
    }
    else
        PrintFormat("Downloading '%s' failed, error code %d",url,res);
}
SendFTP

Sends a file at the address, specified in the setting window of the "FTP" tab.

```c
bool SendFTP(
    string filename,   // file to be send by ftp
    string ftp_path=NULL // ftp catalog
);
```

**Parameters**

- `filename`
  - [in] Name of sent file.

- `ftp_path=NULL`
  - [in] FTP catalog. If a directory is not specified, directory described in settings is used.

**Return Value**

In case of failure returns 'false'.

**Note**

Sent file must be located in the folder `terminal_directory\MQL5\files` or its subfolders. Sending isn't performed if FTP address and/or access password are not specified in settings.

SendFTP() function does not work in the Strategy Tester.
SendMail

Sends an email at the address specified in the settings window of the "Email" tab.

```csharp
bool SendMail(
    string subject,  // header
    string some_text  // email text
);
```

**Parameters**

- `subject`  
  [in] Email header.

- `some_text`  
  [in] Email body.

**Return Value**

- true - if an email is put into the send queue, otherwise - false.

**Note**

Sending can be prohibited in settings, email address can be omitted as well. For the error information call `GetLastError()`.

SendMail() function does not work in the Strategy Tester.
SendNotification

Sends push notifications to the mobile terminals, whose MetaQuotes IDs are specified in the "Notifications" tab.

```cpp
bool SendNotification(
    string text /* Text of the notification */
);
```

Parameters

text

[in] The text of the notification. The message length should not exceed 255 characters.

Return Value

true if a notification has been successfully sent from the terminal; in case of failure returns false. When checking after a failed push of notification, `GetLastError()` may return one of the following errors:

- 4515 - ERR_NOTIFICATION_SEND_FAILED,
- 4516 - ERR_NOTIFICATION_WRONG_PARAMETER,
- 4517 - ERR_NOTIFICATION_WRONG_SETTINGS,
- 4518 - ERR_NOTIFICATION_TOO_FREQUENT.

Note

Strict use restrictions are set for the SendNotification() function: no more than 2 calls per second and not more than 10 calls per minute. Monitoring the frequency of use is dynamic. The function can be disabled in case of the restriction violation.

SendNotification() function does not work in the `Strategy Tester`.
Global Variables of the Client Terminal

There is a group set of functions for working with global variables.

Global variables of the client terminal should not be mixed up with variables declared in the global scope of the mql5 program.

Global variables are kept in the client terminal for 4 weeks since the last access, then they will be deleted automatically. An access to a global variable is not only setting of a new value, but reading of the global variable value, as well.

Global variables of the client terminal are accessible simultaneously from all mql5 programs launched in the client terminal.

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<td>GlobalVariablesTotal</td>
<td>Returns the total number of global variables</td>
</tr>
</tbody>
</table>
**GlobalVariableCheck**

Checks the existence of a global variable with the specified name

```cpp
bool GlobalVariableCheck(
    string name  // Global variable name
);
```

**Parameters**

- `name`
  

**Return Value**

Returns true, if the global variable exists, otherwise returns false.

Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted.

**See also**

- [GlobalVariableTime()](#)
Global Variables of the Terminal

GlobalVariableTime

Returns the time when the global variable was last accessed.

```plaintext
datetime GlobalVariableTime(
    string name  // name
);
```

Parameters

- **name**
  - [in] Name of the global variable.

Return Value

The function returns time of last accessing the specified global variable. Addressing a variable for its value, for example using the `GlobalVariableGet()` and `GlobalVariableCheck()` functions, also modifies the time of last access. In order to obtain error details, call the `GetLastError()` function.

Note

Global variables exist in the client terminal during 4 weeks since they were called last. After that they are automatically deleted.

See also

- `GlobalVariableCheck()`
**GlobalVariableDel**

Deletes a global variable from the client terminal.

```cpp
bool GlobalVariableDel(
    string name  // Global variable name
);
```

**Parameters**

- `name`  

**Return Value**

If successful, the function returns true, otherwise it returns false. To obtain an information about the error it is necessary to call the function `GetLastError()`.

**Note**

Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted.
Global Variables of the Terminal

GlobalVariableGet

Returns the value of an existing global variable of the client terminal. There are 2 variants of the function.

1. Immediately returns the value of the global variable.

```c
double GlobalVariableGet(
    string name, // Global variable name
);
```

2. Returns true or false depending on the success of the function run. If successful, the global variable of the client terminal is placed in a variable passed by reference in the second parameter.

```c
bool GlobalVariableGet(
    string name, // Global variable name
    double & double_var // This variable will contain the value of the global variable
);
```

Parameters

name


double var

[out] Target variable of the double type, which accepts the value stored in a the global variable of the client terminal.

Return Value

The value of the existing global variable or 0 in case of an error. For more details about the error, call GetLastErrorCode().

Note

Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted.
Global Variable Name

Returns the name of a global variable by its ordinal number.

```
string GlobalVariableName(
    int index // Global variable number in the list of global variables
);
```

**Parameters**

*index*

[in] Sequence number in the list of global variables. It should be greater than or equal to 0 and less than `GlobalVariablesTotal()`.

**Return Value**

Global variable name by its ordinal number in the list of global variables. For more details about the error, call `GetLastError()`.

**Note**

Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted.
Global Variables of the Terminal

GlobalVariableSet

Sets a new value for a global variable. If the variable does not exist, the system creates a new global variable.

```plaintext
datetime GlobalVariableSet(
    string name,   // Global variable name
    double value   // Value to set
);
```

Parameters

- `name`  

- `value`  

Return Value

- If successful, the function returns the last modification time, otherwise 0. For more details about the error, call `GetLastError()`.

Note

- A global variable name should not exceed 63 characters. Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted.
Global Variables of the Terminal

GlobalVariablesFlush

Forcibly saves contents of all global variables to a disk.

```c
void GlobalVariablesFlush();
```

Return Value

No return value.

Note

The terminal writes all the global variables when the work is over, but data can be lost at a sudden computer operation failure. This function allows independently controlling the process of saving global variables in case of contingency.
Global Variables of the Terminal

GlobalVariableTemp

The function attempts to create a temporary global variable. If the variable doesn't exist, the system creates a new temporary global variable.

```c
bool GlobalVariableTemp(
    string name  // Global variable name
);
```

Parameters

name

[in] The name of a temporary global variable.

Return Value

If successful, the function returns true, otherwise - false. To get details about the error, you should call the `GetLastError()` function.

Note

Temporary global variables exist only while the client terminal is running; after the terminal shutdown they are automatically deleted. Note that during the execution of `GlobalVariablesFlush()` temporary global variables are not written to a disk.

After a temporary global variable has been created, it can be accessed and modified the same as global variable of the client terminal.
Global Variables of the Terminal

GlobalVariableSetOnCondition

Sets the new value of the existing global variable if the current value equals to the third parameter check_value. If there is no global variable, the function will generate an error ERR_GLOBALVARIABLE_NOT_FOUND (4501) and return false.

```cpp
bool GlobalVariableSetOnCondition(
    string name,  // Global variable name
    double value,  // New value for variable if condition is true
    double check_value  // Check value condition
);
```

Parameters

name
  [in] The name of a global variable.

value
  [in] New value.

check_value
  [in] The value to check the current value of the global variable.

Return Value

If successful, the function returns true, otherwise it returns false. For details about the error call GetLastError(). If the current value of the global variable is different from check_value, the function returns false.

Note

Function provides atomic access to the global variable, so it can be used for providing of a mutex at interaction of several Expert Advisors working simultaneously within one client terminal.
Global Variables of the Terminal

GlobalVariablesDeleteAll

Deletes global variables of the client terminal.

```c
int GlobalVariablesDeleteAll(
    string prefix_name=NULL, // All global variables with names beginning with
    datetime limit_data=0    // All global variables that were changed before this date
);
```

Parameters

- `prefix_name=NULL`
  
  [in] Name prefix global variables to remove. If you specify a prefix NULL or empty string, then all variables that meet the data criterion will be deleted.

- `limit_data=0`
  
  [in] Date to select global variables by the time of their last modification. The function removes global variables, which were changed before this date. If the parameter is zero, then all variables that meet the first criterion (prefix) are deleted.

Return Value

The number of deleted variables.

Note

If both options are equal to zero (prefix_name = NULL and limit_data = 0), then function deletes all global variables of the terminal. If both parameters are specified, then it deletes global variables corresponding to both parameters.

Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted.
Global Variables of the Terminal

GlobalVariablesTotal

Returns the total number of global variables of the client terminal.

```c
int GlobalVariablesTotal();
```

Return Value

Number of global variables.

Note

Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted. Call of a global variable is not only setting a new value, but also reading the value of the global variable.
File Functions

This is a group of functions for working with files.

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means cannot be outside the file sandbox.

There are two directories (with subdirectories) in which working files can be located:

- terminal_data_folder\MQL5\FILES\ (in the terminal menu select to view “File” - “Open the data directory”);
- the common folder for all the terminals installed on a computer - usually located in the directory C:\Documents and Settings\All Users\Application Data\MetaQuotes\Terminal\Common\Files.

There is a program method to obtain names of these catalogs using the TerminalInfoString() function, using the Enum_TERMINAL_INFO_STRING enumeration:

```c
//--- Folder that stores the terminal data
string terminal_data_path=TerminalInfoString(TERMINAL_DATA_PATH);
//--- Common folder for all client terminals
string common_data_path=TerminalInfoString(TERMINAL_COMMONDATA_PATH);
```

Work with files from other directories is prohibited.

File functions allow working with so-called “named pipes”. To do this, simply call FileOpen() function with appropriate parameters.

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## File Functions

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<tr>
<td>FileWriteArray</td>
<td>Writes arrays of any type except for string into a file of BIN type</td>
</tr>
<tr>
<td>FileWriteDouble</td>
<td>Writes value of the double type from the current position of a file pointer into a binary file</td>
</tr>
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<td>FileWriteFloat</td>
<td>Writes value of the float type from the current position of a file pointer into a binary file</td>
</tr>
<tr>
<td>FileWriteInteger</td>
<td>Writes value of the int type from the current position of a file pointer into a binary file</td>
</tr>
<tr>
<td>FileWriteLong</td>
<td>Writes value of the long type from the current position of a file pointer into a binary file</td>
</tr>
<tr>
<td>FileWriteString</td>
<td>Writes the value of a string parameter into a BIN or TXT file starting from the current position of the file pointer</td>
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</tr>
<tr>
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<td>Creates a folder in the Files directory</td>
</tr>
<tr>
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<td>Removes a selected directory. If the folder is not empty, then it can't be removed</td>
</tr>
<tr>
<td>FolderClean</td>
<td>Deletes all files in the specified folder</td>
</tr>
</tbody>
</table>

If the file is opened for writing using `FileOpen()`, all subfolders specified in the path will be created if there are no such ones.
FileSelectDialog

Create a file or folder opening/creation dialog.

```cpp
int FileSelectDialog(
    string caption, // window header
    string initial_dir, // initial directory
    string filter, // extension filter
    uint flags, // combination of flags
    string& filenames[], // array with file names
    string default_filename // default file name
);```

**Parameters**

`caption`
- [in] Dialog window header.

`initial_dir`
- [in] Initial directory name relative to MQL5\Files, the contents of which is to be displayed in the dialog box. If the value is `NULL`, MQL5\Files is displayed in the dialog.

`filter`
- [in] Extension filter of the files to be displayed in the selection dialog window. Files of other formats are hidden.

`flags`
- [in] **Combination of flags** defining the dialog window mode. The flags are defined as follows:
  - FSD_WRITE_FILE - file open dialog;
  - FSD_SELECT_FOLDER - allow selection of folders only;
  - FSD_ALLOW_MULTISELECT - allow selection of multiple files;
  - FSD_FILE_MUST_EXIST - selected files should exist;
  - FSD_COMMON_FOLDER - file is located in the common folder of all client terminals "\Terminal\Common\Files".

`filenames[]`
- [out] Array of strings the names of selected files/folders are placed to.

`default_filename`
- [in] Default file/folder name. If specified, a name is automatically added to the open dialog and returned in the `filenames[]` array when testing.

**Return Value**

In case of a successful completion, the function returns the number of selected files whose names can be obtained in `filenames[]`. If a user closes the dialog without selecting a file, the function returns 0. In case of unsuccessful execution, a value less than 0 is returned. The error code can be obtained using `GetLastError()`.

**Note**
For reasons of security, working with files is strictly controlled in MQL5 language. Files used in file operations by means of MQL5 language cannot be located outside the file sandbox (namely, outside the MQL5\Files directory).

The initial_dir name is searched in the client terminal's directory in MQL5\Files (or testing_agent_directory\MQL5\Files in case of testing). If FSD_COMMON_FOLDER is set among the flags, the search for the initial directory is performed in the common folder of all client terminals \Terminal\Common\Files.

The filter parameter indicates valid files and should be set in the "<description 1>|<extension 1>|<description 2>|<extension 2>..." format, for example, "Text files (*.txt)|*.txt|All files (*.*)|*.*". The first extension "Text files (*.txt)|*.txt" is selected as a default file type.

If filter=NULL, the mask of file selection in the dialog window is "All Files (*.*)|*.*"

If the default_filename parameter is set, calling FileSelectDialog() returns 1, while the default_filename value itself is copied to the filenames[] array during the non-visualized testing.

The function cannot be used in custom indicators since calling FileSelectDialog() suspends the thread of execution for the whole time while waiting for the user's response. Since all indicators for each symbol are executed in a single thread, such suspension makes the operation of all charts on all timeframes for this symbol impossible.

Example:

```csharp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart() {
//--- get the names of text files for downloading from the common folder of the client
string filenames[];
if(FileSelectDialog("Select files to download", NULL,
    "Text files (*.txt)|*.txt|All files (*.*)|*.*",
    FSD_ALLOW_MULTISELECT|FSD_COMMON_FOLDER, filenames, "data.txt")>

    //--- display the name of each selected file
    int total=ArraySize(filenames);
    for(int i=0; i<total; i++)
        Print(i, ": ", filenames[i]);
) else
    { 
        Print("Files not selected");
    }
//---
}
```

See also

FileOpen, FileIsExist, FileDelete, FileMove, FolderCreate, FolderDelete, FolderClean, Flags of opening files
**FileFindFirst**

The function starts the search of files or subdirectories in a directory in accordance with the specified filter.

```cpp
long FileFindFirst(
    const string file_filter,         // String - search filter
    string& returned_filename,       // Name of the file or subdirectory found
    int common_flag=0                 // Defines the search
);
```

**Parameters**

*file_filter*

[in] Search filter. A subdirectory (or sequence of nested subdirectories) relative to the \Files directory, in which files should be searched for, can be specified in the filter.

*returned_filename*

[out] The returned parameter, where, in case of success, the name of the first found file or subdirectory is placed. Only the file name is returned (including the extension), the directories and subdirectories are not included no matter if they are specified or not in the search filter.

*common_flag*

[in] Flag determining the location of the file. If common_flag = FILE_COMMON, then the file is located in a shared folder for all client terminals \Terminal\Common\Files. Otherwise, the file is located in a local folder.

**Return Value**

Returns handle of the object searched, which should be used for further sorting of files and subdirectories by the `FileFindNext()` function, or `INVALID_HANDLE` when there is no file and subdirectory corresponding to the filter (in the particular case - when the directory is empty). After searching, the handle must be closed using the `FileFindClose()` function.

**Note**

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.

**Example:**
/--- display the window of input parameters when launching the script
#define script_show_inputs
/#--- filter
input string InpFilter="Dir\*";
/------------------------------------------------------------------|
// Script program start function
//+------------------------------------------------------------------|
void OnStart()
{
    string file_name;
    string int_dir="";
    int i=1,pos=0,last_pos=-1;
    //--- search for the last backslash
    while(!IsStopped())
    {
        pos=StringFind(InpFilter,"\",pos+1);
        if(pos>0)
        last_pos=pos;
        else
        break;
    }
    //--- the filter contains the folder name
    if(last_pos>0)
    int_dir=StringSubstr(InpFilter,0,last_pos+1);
    //--- get the search handle in the root of the local folder
    long search_handle=FileFindFirst(InpFilter,file_name);
    //--- check if the FileFindFirst() is executed successfully
    if(search_handle!=INVALID_HANDLE)
    {
        //--- in a loop, check if the passed strings are the names of files or director:
        do
        {
            ResetLastError();
            //--- if it's a file, the function returns true, and if it's a directory, it
            FileIsExist(int_dir+file_name);
            PrintFormat("%d : %s name = %s",i,GetLastError()==ERR_FILE_IS_DIRECTORY ? "D: i++;
            while(FileFindNext(search_handle,file_name));
        //--- close the search handle
        FileFindClose(search_handle);
        }
        else
        Print("Files not found!");
    }
See also
FileFindNext, FileFindClose
FileFindNext

The function continues the search started by FileFindFirst().

bool FileFindNext(
  long search_handle, // Search handle
  string& returned_filename // Name of the file or subdirectory found
);

Parameters

search_handle
  [in] Search handle, retrieved by FileFindFirst().

returned_filename
  [out] The name of the next file or subdirectory found. Only the file name is returned (including the extension), the directories and subdirectories are not included no matter if they are specified or not in the search filter.

Return Value

If successful returns true, otherwise false.

Example:

//--- display the window of input parameters when launching the script
@property script_show_inputs
//--- filter
input string InpFilter="*";
//| Script program start function
void OnStart()
{
  string file_name;
  int  i=1;
  //--- receive search handle in local folder's root
  long search_handle=FileFindFirst(InpFilter,file_name);
  //--- check if FileFindFirst() function executed successfully
  if(search_handle!=INVALID_HANDLE)
  {
    //--- check if the passed strings are file or directory names in the loop
    do
    {
      ResetLastError();
      //--- if this is a file, the function will return true, if it is a directory,
      FileIsExist(file_name);
      PrintFormat("%d : %s name = %s",i,GetLastError()==ERR_FILE_IS_DIRECTORY ? "D":
      i++;
    }
    while(FileFindNext(search_handle,file_name));
See also

FileFindFirst, FileFindClose
**File Functions**

**FileFindClose**

The function closes the search handle.

```c
void FileFindClose(
    long search_handle  // Search handle
);
```

**Parameters**

`search_handle`

[in] Search handle, retrieved by `FileFindFirst()`.

**Return Value**

No value returned.

**Note**

Function must be called to free up system resources.

**Example:**

```c
//--- display the window of input parameters when launching the script
#property script_show_inputs
//--- filter
input string InpFilter="*";
//| Script program start function |
//+------------------------------------------------------------------+
void OnStart()
{
    string file_name;
    int i=1;
    //--- receive search handle in local folder's root
    long search_handle=FileFindFirst(InpFilter,file_name);
    //--- check if FileFindFirst() function executed successfully
    if(search_handle!=INVALID_HANDLE)
    {
        //--- check if the passed strings are file or directory names in the loop
        do
        {
            ResetLastError();
            //--- if this is a file, the function will return true, if it is a directory, FileIsExist(file_name);
            PrintFormat("%d : %s name = %s",i,GetLastError()==5018 ? "Directory" : "File", i++;
        }
        while(FileFindNext(search_handle,file_name));
        //--- close search handle
        FileFindClose(search_handle);
    }
```
else
    Print("Files not found");
}

See also
FileFindFirst, FileFindNext
File Functions

FileIsExist

Checks the existence of a file.

```c
bool FileIsExist(
    const string file_name,  // File name
    int common_flag=0  // Search area
);
```

**Parameters**

- `file_name`
  - [in] The name of the file being checked

- `common_flag=0`
  - [in] Flag determining the location of the file. If `common_flag = FILE_COMMON`, then the file is located in a shared folder for all client terminals \Terminal\Common\Files. Otherwise, the file is located in a local folder.

**Return Value**

Returns true, if the specified file exists.

**Note**

Checked file can turn out to be a subdirectory. In this case, FileIsExist() function will return false, while error 5018 will be logged in _LastError variable - "This is a directory, not a file" (see example for FileFindFirst function).

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.

If `common_flag = FILE_COMMON`, then the function looks for the file in a shared folder for all client terminals \Terminal\Common\Files, otherwise the function looks for a file in a local folder (MQL5\Files or MQL5\Tester\Files in the case of testing).

**Example:**

```c
// --- show the window of input parameters when launching the script
#property script_show_inputs
// --- date for old files
input datetime InpFilesDate=D'2013.01.01 00:00';
// +------------------------------------------------------------------+
// | Script program start function                                    |
// +------------------------------------------------------------------+
void OnStart()
{
    string file_name;  // variable for storing file names
    string filter="*.txt";  // filter for searching the files
    datetime create_date;  // file creation date
    string files[];  // list of file names
    int def_size=25;  // array size by default
    int size=0;  // number of files
```
//--- allocate memory for the array
ArrayResize(files, def_size);
//--- receive the search handle in the local folder's root
long search_handle = FileFindFirst(filter, file_name);
//--- check if FileFindFirst() executed successfully
if (search_handle != INVALID_HANDLE)
{
  //--- searching files in the loop
  do
  {
    files[size] = file_name;
    //--- increase the array size
    size++;
    if (size == def_size)
    {
      def_size += 25;
      ArrayResize(files, def_size);
    }
    //--- reset the error value
    ResetLastError();
    //--- receive the file creation date
    create_date = (datetime) FileGetInteger(file_name, FILE_CREATE_DATE, false);
    //--- check if the file is old
    if (create_date < InputFilesDate)
    {
      PrintFormat("%s file deleted!", file_name);
      //--- delete the old file
      FileDelete(file_name);
    }
  }
  while (FileFindNext(search_handle, file_name));
  //--- close the search handle
  FileFindClose(search_handle);
}
else
{
  Print("Files not found!");
  return;
}
//--- check what files have remained
PrintFormat("Results: ");
for (int i = 0; i < size; i++)
{
  if (FileIsExist(files[i]))
  {
    PrintFormat("%s file exists!", files[i]);
  }
  else
  {
    PrintFormat("%s file deleted!", files[i]);
  }
}
See also

FileFindFirst
FileOpen

The function opens the file with the specified name and flag.

```c
int FileOpen(
    string file_name, // File name
    int open_flags, // Combination of flags
    short delimiter=\'\t\', // Delimiter
    uint codepage=CP_ACP // Code page
);
```

**Parameters**

- **file_name**
  - [in] The name of the file can contain subfolders. If the file is opened for writing, these subfolders will be created if there are no such ones.

- **open_flags**
  - [in] **combination of flags** determining the operation mode for the file. The flags are defined as follows:
    - FILE_READ file is opened for reading
    - FILE_WRITE file is opened for writing
    - FILE_BIN binary read-write mode (no conversion from a string and to a string)
    - FILE_CSV file of csv type (all recorded items are converted to the strings of unicode or ansi type, and are separated by a delimiter)
    - FILE_TXT a simple text file (the same as csv, but the delimiter is not taken into account)
    - FILE_ANSI lines of ANSI type (single-byte symbols)
    - FILE_UNICODE lines of UNICODE type (double-byte characters)
    - FILE_SHARE_READ shared reading from several programs
    - FILE_SHARE_WRITE shared writing from several programs
    - FILE_COMMON location of the file in a shared folder for all client terminals \Terminal\Common\Files

- **delimiter=\'\t\'**
  - [in] value to be used as a separator in txt or csv-file. If the csv-file delimiter is not specified, it defaults to a tab. If the txt-file delimiter is not specified, then no separator is used. If the separator is clearly set to 0, then no separator is used.

- **codepage=CP_ACP**
  - [in] The value of the code page. For the most-used code pages provide appropriate constants.

**Return Value**

If a file has been opened successfully, the function returns the file handle, which is then used to access the file data. In case of failure returns INVALID_HANDLE.

**Note**

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.
Make sure to set the FILE_ANSI flag if the file should be read in a specific encoding (the codepage parameter with a code page value is specified). If there is no specified FILE_ANSI flag, the text file is read in Unicode without any conversion.

The file is opened in the folder of the client terminal in the subfolder MQL5\files (or testing_agent_directory\MQL5\files in case of testing). If FILE_COMMON is specified among flags, the file is opened in a shared folder for all MetaTrader 5 client terminals.

"Named pipes" can be opened according to the following rules:

- Pipe name is a string, which should have the following look: "\servername\pipe\pipename", where servername - server name in the network, while pipename is a pipe name. If the pipes are used on the same computer, the server name can be omitted but a point should be inserted instead of it: "\pipe\pipename". A client trying to connect the pipe should know its name.

- `FileFlush()` and `FileSeek()` should be called to the beginning of a file between sequential operations of reading from the pipe and writing to it.

A special symbol \ is used in shown strings. Therefore, \ should be doubled when writing a name in MQL5 application. It means that the above example should have the following look in the code: "\\servername\pipe\pipename".

More information about working with named pipes can be found in the article "Communicating With MetaTrader 5 Using Named Pipes Without Using DLLs".

**Example:**

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- incorrect file opening method
    string terminal_data_path=TerminalInfoString(TERMINAL_DATA_PATH);
    string filename=terminal_data_path+"\MQL5\Files\"+"fractals.csv";
    int filehandle=FileOpen(filename,FILE_WRITE|FILE_CSV);
    if(filehandle<0)
    {
        Print("Failed to open the file by the absolute path ");
        Print("Error code ",GetLastError());
    }

    //--- correct way of working in the "file sandbox"
    ResetLastError();
    filehandle=FileOpen("fractals.csv",FILE_WRITE|FILE_CSV);
    if(filehandle!=-INVALID_HANDLE)
    {
        FileWrite(filehandle,TimeCurrent(),Symbol(),EnumToString(_Period));
        FileClose(filehandle);
        Print("FileOpen OK");
    }
    else Print("Operation FileOpen failed, error ",GetLastError());

    //--- another example with the creation of an enclosed directory in MQL5\Files\n```
string subfolder="Research";
filehandle=FileOpen(subfolder+"\\fractals.txt",FILE_WRITE|FILE_CSV);
  if(filehandle!=INVALID_HANDLE)
  {
    FileWrite(filehandle,TimeCurrent(),Symbol(), EnumToString(_Period));
    FileClose(filehandle);
    Print("The file must be created in the folder "+terminal_data_path+"\\"+subfolder);
  } else Print("File open failed, error ",GetLastError());

See also
Use of a Codepage, FileFindFirst, FolderCreate, File opening flags
File Functions

FileClose

Close the file previously opened by FileOpen().

```c
void FileClose(
    int file_handle  // File handle
);
```

**Parameters**

- `file_handle`  
  [in] File descriptor returned by FileOpen().

**Return Value**

No value returned.

**Example:**

```c
//--- show the window of input parameters when launching the script
#property script_show_inputs
//--- input parameters
input string InpFileName="file.txt"; // file name
input string InpDirectoryName="Data"; // directory name
input int InpEncodingType=FILE_ANSI; // ANSI=32 or UNICODE=64
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- print the path to the file we are going to use
    PrintFormat("Working $s\Files\ folder",TerminalInfoString(TERMINAL_DATA_PATH));
    //--- reset the error value
    ResetLastError();
    //--- open the file for reading (if the file does not exist, the error will occur)
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_TXT|InpEncType);
    if(file_handle!=INVALID_HANDLE)
    {
        //--- print the file contents
        while(!FileIsEnding(file_handle))
            Print(FileReadStream(file_handle));
        //--- close the file
        FileClose(file_handle);
    }
    else
        PrintFormat("Error, code = %d",GetLastError());
}
```
**FileCopy**

The function copies the original file from a local or shared folder to another file.

```cpp
bool FileCopy(
    const string src_file_name, // Name of a source file
    int common_flag, // Location
    const string dst_file_name, // Name of the destination file
    int mode_flags // Access mode
);
```

### Parameters

**src_file_name**

[in] File name to copy.

**common_flag**

[in] **Flag** determining the location of the file. If common_flag = FILE_COMMON, then the file is located in a shared folder for all client terminals \Terminal\Common\Files. Otherwise, the file is located in a local folder (for example, common_flag=0).

**dst_file_name**

[in] Result file name.

**mode_flags**

[in] **Access flags**. The parameter can contain only 2 flags: FILE_REWRITE and/or FILE_COMMON - other flags are ignored. If the file already exists, and the FILE_REWRITE flag hasn't been specified, then the file will not be rewritten, and the function will return false.

### Return Value

In case of failure the function returns false.

### Note

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.

If the new file already exists, the copy will be made depending on the availability of the FILE_REWRITE flag in the mode_flags parameter.

### Example:

```cpp
//--- display the window of input parameters when launching the script
@property script_show_inputs
//--- input parameters
input string InpSrc="source.txt"; // source
input string InpDst="destination.txt"; // copy
input int InpEncodingType=FILE_ANSI; // ANSI=32 or UNICODE=64
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
```
{
    //--- display the source contents (it must exist)
    if(!FileDisplay(InpSrc))
        return;
    //--- check if the copy file already exists (may not be created)
    if(!FileDisplay(InpDst))
    {
        //--- the copy file does not exist, copying without FILE_REWRITE flag (correct copy)
        if(FileCopy(InpSrc,0,InpDst,0))
            Print("File is copied!");
        else
            Print("File is not copied!");
    }
    else
    {
        //--- the copy file already exists, try to copy without FILE_REWRITE flag (incorrect copy)
        if(FileCopy(InpSrc,0,InpDst,0))
            Print("File is copied!");
        else
            Print("File is not copied!");
        //--- InpDst file's contents remains the same
        FileDisplay(InpDst);
        //--- copy once more with FILE_REWRITE flag (correct copying if the file exists)
        if(FileCopy(InpSrc,0,InpDst,FILE_REWRITE))
            Print("File is copied!");
        else
            Print("File is not copied!");
    }
    //--- receive InpSrc file copy
    FileDisplay(InpDst);
}

bool FileDisplay(const string file_name)
{
    //--- reset the error value
    ResetLastError();
    //--- open the file
    int file_handle=FileOpen(file_name,FILE_READ|FILE_TXT|InpEncodingType);
    if(file_handle!=INVALID_HANDLE)
    {
        //--- display the file contents in the loop
        Print("+---------------------+");
        PrintFormat("File name = %s",file_name);
        while(!FileIsEnding(file_handle))
        {
            Print(FileReadString(file_handle));
            Print("+---------------------+");
        }
        //--- close the file
    }
File Functions

```c
FileClose(file_handle);
return(true);
}

//-- failed to open the file
PrintFormat("%s is not opened, error = %d", file_name, GetLastError());
return(false);
```
File Functions

FileDelete

Deletes the specified file in a local folder of the client terminal.

```cpp
bool FileDelete(
    const string file_name,  // File name to delete
    int common_flag=0        // Location of the file to delete
);
```

**Parameters**

- `file_name`  

- `common_flag=0`  
  [in] Flag determining the file location. If `common_flag = FILE_COMMON`, then the file is located in a shared folder for all client terminals \Terminal\Common\Files. Otherwise, the file is located in a local folder.

**Return Value**

In case of failure the function returns false.

**Note**

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.

Deletes the specified file from a local folder of the client terminal (MQL5\Files or MQL5\Tester\Files in case of testing). If `common_flag = FILE_COMMON`, then the function removes the file from the shared folder for all client terminals \Terminal\Common\Files.

**Example:**

```cpp
//--- show the window of input parameters when launching the script
#property script_show_inputs
//--- date for old files
input datetime InpFilesDate=D'2013.01.01 00:00';
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    string file_name;  // variable for storing file names
    string filter="*.txt";  // filter for searching the files
    datetime create_date;  // file creation date
    string files[];  // list of file names
    int def_size=25;  // array size by default
    int size=0;  // number of files

    //--- allocate memory for the array
    ArrayResize(files,def_size);

    //--- receive the search handle in the local folder's root
    long search_handle=FileFindFirst(filter,file_name);
```
/--- check if FileFindFirst() executed successfully
if(search_handle!=INVALID_HANDLE)
{
	//--- searching files in the loop
do
{
	files[size]=file_name;
	//--- increase the array size
	size++;
	if(size==def_size)
	{
		def_size+=25;
		ArrayResize(files,def_size);
	}
	//--- reset the error value
	ResetLastError();
	//--- receive the file creation date
	create_date=(datetime)FileGetInteger(file_name,FILE_CREATE_DATE,false);
	//--- check if the file is old
	if(create_date<InpFilesDate)
	{
		Printf("%s file deleted!",file_name);
		//--- delete the old file
		FileDelete(file_name);
	}
}while(FileFindNext(search_handle,file_name));
//--- close the search handle
FileFindClose(search_handle);
}else
{
	Printf("Files not found!");
	return;
}
//--- check what files have remained
Printf("Results:");
for(int i=0;i<size;i++)
{
	if(FileIsExist(files[i]))
		Printf("%s file exists!",files[i]);
	else
		Printf("%s file deleted!",files[i]);
}
**FileFunctions**

**FileMove**

Moves a file from a local or shared folder to another folder.

```cpp
bool FileMove(
    const string src_file_name,  // File name for the move operation
    int common_flag,             // Location
    const string dst_file_name,  // Name of the destination file
    int mode_flags               // Access mode
);
```

**Parameters**

- **src_file_name**
  - [in] File name to move/rename.

- **common_flag**
  - [in] Flag determining the location of the file. If `common_flag = FILE_COMMON`, then the file is located in a shared folder for all client terminals \Terminal\Common\Files. Otherwise, the file is located in a local folder (`common_flag=0`).

- **dst_file_name**
  - [in] File name after operation

- **mode_flags**
  - [in] Access flags. The parameter can contain only 2 flags: `FILE_REWRITE` and/or `FILE_COMMON` - other flags are ignored. If the file already exists and the `FILE_REWRITE` flag isn’t specified, the file will not be rewritten, and the function will return false.

**Return Value**

In case of failure the function returns false.

**Note**

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.

If the new file already exists, the copy will be made depending on the availability of the `FILE_REWRITE` flag in the `mode_flags` parameter.

**Example:**

```cpp
//--- display the window of input parameters when launching the script
property script_show_inputs
//--- input parameters
input string InpSrcName="data.txt";
input string InpDstName="newdata.txt";
input string InpSrcDirectory="SomeFolder";
input string InpDstDirectory="OtherFolder";
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
```
void OnStart()
{
    string local=TerminalInfoString(TERMINAL_DATA_PATH);
    string common=TerminalInfoString(TERMINAL_COMMONDATA_PATH);
    //--- receive file paths
    string src_path;
    string dst_path;
    StringConcatenate(src_path, InpSrcDirectory, "/", InpSrcName);
    StringConcatenate(dst_path, InpDstDirectory, "/", InpDstName);
    //--- check if the source file exists (if not - exit)
    if(FileIsExist(src_path))
       PrintFormat("%s file exists in the %s\%s folder", InpSrcName, local, InpSrcDirectory);
    else
       {
         PrintFormat("Error, %s source file not found", InpSrcName);
         return;
       }
    //--- check if the result file already exists
    if(FileIsExist(dst_path, FILE_COMMON))
       {
         PrintFormat("%s file exists in the %s\%s folder", InpDstName, common, InpDstDirectory);
         ResetLastError();
         if(FileMove(src_path, 0, dst_path, FILE_COMMON|FILE_REWRITE))
             PrintFormat("%s file moved", InpSrcName);
         else
             PrintFormat("Error! Code = %d", GetLastError());
       }
    else
       {
         PrintFormat("%s file does not exist in the %s\%s folder", InpDstName, common, InpDstDirectory);
         ResetLastError();
         if(FileMove(src_path, 0, dst_path, FILE_COMMON))
             PrintFormat("%s file moved", InpSrcName);
         else
             PrintFormat("Error! Code = %d", GetLastError());
       }
    //--- the file is moved; let's check it out
    if(FileIsExist(dst_path, FILE_COMMON) && !FileIsExist(src_path, 0))
       Print("Success!");
    else
       Print("Error!");
}

See also

FileIsExist
File Flush

Writes to a disk all data remaining in the input/output file buffer.

```c
void FileFlush(
    int file_handle  // File handle
);
```

Parameters

`file_handle`


Return Value

No value returned.

Note

When writing to a file, the data may be actually found there only after some time. To save the data in the file instantly, use `FileFlush()` function. If the function is not used, part of the data that has not been stored in the disk yet, will be forcibly written there only when the file is closed using `FileClose()` function.

The function should be used when written data is of a certain value. It should be kept in mind that frequent function call may affect the program operation speed.

Function `FileFlush()` must be called between the operations of reading from a file and writing to it.

Example:

```c
#include "MathLib.h"

//--- show the window of input parameters when launching the script
#property script_show_inputs
//--- file name for writing
input string InpFileName="example.csv"; // file name
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- reset error value
    ResetLastError();
    //--- open the file
    int file_handle=FileOpen(InpFileName,FILE_READ|FILE_WRITE|FILE_CSV);
    if(file_handle!=INVALID_HANDLE)
    {
        //--- write data to the file
        for(int i=0;i<1000;i++)
        {
            //--- call write function
            FileWrite(file_handle,TimeCurrent(),SymbolInfoDouble(Symbol(),SYMBOL_BID),Syr
            //--- save data on the disk at each 128th iteration
            if((i & 127)==127)
```
{  
    //--- now, data will be located in the file and will not be lost in case of a critical error
    FileFlush(file_handle);
    PrintFormat("i = %d, OK", i);
  }
  //--- 0.01 second pause
  Sleep(10);
  //--- close the file
  FileClose(file_handle);
}
else
  PrintFormat("Error, code = %d", GetLastError());

See also

FileClose
FileFunctions

FileGetInteger

Gets an integer property of a file. There are two variants of the function.

1. Get a property by the handle of a file.

```cpp
long FileGetInteger(
    int file_handle,  // File handle
    ENUM_FILE_PROPERTY_INTEGER property_id  // Property ID
);
```

2. Get a property by the file name.

```cpp
long FileGetInteger(
    const string file_name,  // File name
    ENUM_FILE_PROPERTY_INTEGER property_id,  // Property ID
    bool common_folder=false  // The file is viewed in a local
                              // or a common folder of all term
);
```

Parameters

- `file_handle`
  

- `file_name`
  

- `property_id`
  
  [in] File property ID. The value can be one of the values of the `ENUM_FILE_PROPERTY_INTEGER` enumeration. If the second variant of the function is used, you can receive only the values of the following properties: `FILE_EXISTS`, `FILE_CREATE_DATE`, `FILE_MODIFY_DATE`, `FILE_ACCESS_DATE` and `FILE_SIZE`.

- `common_folder=false`
  
  [in] Points to the file location. If the parameter is false, terminal data folder is viewed. Otherwise it is assumed that the file is in the shared folder of all terminals `\Terminal\Common\Files\FILE_COMMON`.

Return Value

The value of the property. In case of an error, -1 is returned. To get an error code use the `GetLastError()` function.

If a folder is specified when getting properties by the name, the function will have error 5018 (ERR_MQL_FILE_IS_DIRECTORY) in any case, though the return value will be correct.

Note

The function always changes the error code. In case of successful completion the error code is reset to NULL.

Example:

```cpp
//--- display the window of input parameters when launching the script
```
```cpp
#property script_show_inputs
//--- input parameters
input string InpFileName="data.csv";
input string InpDirectoryName="SomeFolder";

// Script program start function
void OnStart()
{
    string path=InpDirectoryName+"//"+InpFileName;
    long l=0;
    //--- open the file
    ResetLastError();
    int handle=FileOpen(path,FILE_READ|FILE_CSV);
    if(handle!=INVALID_HANDLE)
    {
        //--- print all information about the file
        Print(InpFileName," file info:");
        FileInfo(handle,FILE_EXISTS,l,"bool");
        FileInfo(handle,FILE_CREATE_DATE,l,"date");
        FileInfo(handle,FILE_MODIFY_DATE,l,"date");
        FileInfo(handle,FILE_ACCESS_DATE,l,"date");
        FileInfo(handle,FILE_SIZE,l,"other");
        FileInfo(handle,FILE_POSITION,l,"other");
        FileInfo(handle,FILE_END,l,"bool");
        FileInfo(handle,FILE_IS_COMMON,l,"bool");
        FileInfo(handle,FILE_IS_TEXT,l,"bool");
        FileInfo(handle,FILE_IS_BINARY,l,"bool");
        FileInfo(handle,FILE_IS_CSV,l,"bool");
        FileInfo(handle,FILE_IS_ANSI,l,"bool");
        FileInfo(handle,FILE_IS_READABLE,l,"bool");
        FileInfo(handle,FILE_IS_WRITABLE,l,"bool");
        //--- close the file
        FileClose(handle);
    }
    else
    {
        PrintFormat("%s file is not opened, ErrorCode = %d",InpFileName,GetLastError());
    }
}

// Display the value of the file property
void FileInfo(const int handle,const ENUM_FILE_PROPERTY_INTEGER id,
               long l,const string type)
{
    //--- receive the property value
    ResetsLastError();
    if((l=FileGetInteger(handle,id))!=-1)
    {
        //--- the value received, display it in the correct format
    }
}
```
if(StringCompare(type,"bool"))
    Print(EnumToString(id)," = ",l ? "true" : "false");
if(StringCompare(type,"date"))
    Print(EnumToString(id)," = ",(datetime)l);
if(StringCompare(type,"other"))
    Print(EnumToString(id)," = ",l);
else
    Print("Error, Code = ",GetLastError());

See also

File Operations, File Properties
File Functions

FileIsEnding

Defines the end of a file in the process of reading.

```c
bool FileIsEnding(
    int file_handle   // File handle
);
```

Parameters

file_handle

- [in] File descriptor returned by `FileOpen()`.

Return Value

The function returns true if the file end has been reached in the process of reading or moving of the file pointer.

Note

To define the end of the file, the function tries to read the next string from it. If the string does not exist, the function returns true, otherwise it returns false.

Example:

```c
//--- show the window of input parameters when launching the script

#property script_show_inputs

//--- input parameters

input string InpFileName="file.txt"; // file name
input string InpDirectoryName="Data"; // directory name
input int  InpEncodingType=FILE_ANSI; // ANSI=32 or UNICODE=64

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+

void OnStart()
{
    //--- print the path to the file we are going to use
    PrintFormat("Working %s\files\ folder",TerminalInfoString(TERMINAL_DATA_PATH));

    //--- reset the error value
    ResetLastError();

    //--- open the file for reading (if the file does not exist, the error will occur)
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_TEXT|InpEncodingType);
    if(file_handle!=INVALID_HANDLE)
    {
        //--- print the file contents
        while(!FileIsEnding(file_handle))
        {
            Print(FileReadString(file_handle));
        }
    }
    else
    {
        PrintFormat("Error, code = %d",GetLastError());
    }
}
```


File Is Line Ending

Defines the line end in a text file in the process of reading.

```cpp
bool FileIsLineEnding(
    int file_handle // File handle
);
```

Parameters

*file_handle*

- **in** File descriptor returned by `FileOpen()`.

Return Value

Returns true if in the process of reading txt or csv-file reached the end of the line (the characters CR-LF).

Example (the file obtained during the execution of an example for `FileWriteString` function is used here)

```cpp
//+------------------------------------------------------------------+
//-- Demo_FileIsLineEnding.mq5 | Copyright 2013, MetaQuotes Software Corp. | https://www.mql5.com |
//+------------------------------------------------------------------+
#
//property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property indicator_chart_window
#property indicator_buffers 5
#property indicator_plots 1
//---- plot Label1
#property indicator_label1 "Overbought & Oversold"
#property indicator_type1 DRAW_COLOR_BARS
#property indicator_color1 clrRed, clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 2
//-- parameters for data reading
input string InpFileName="RSI.csv"; // file name
input string InpDirectoryName="Data"; // directory name
//-- indicator buffers
double open_buff[];
double high_buff[];
double low_buff[];
double close_buff[];
double color_buff[];
//-- overbought variables
int ovb_ind=0;
int ovb_size=0;
datetime ovb_time[];
```
//--- oversold variables
int ovs_ind=0;
int ovs_size=0;
datetime ovs_time[];

// Custom indicator initialization function
int OnInit()
{
    //--- variables of array sizes by default
    int ovb_def_size=100;
    int ovs_def_size=100;
    //--- allocate memory for arrays
    ArrayResize(ovb_time,ovb_def_size);
    ArrayResize(ovs_time,ovs_def_size);
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"\"+InpFileName,FILE_READ|FILE_CSV|FILE_ANSI);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is available for reading",InpFileName);
        PrintFormat("File path: %s\Files",TerminalInfoString(TERMAL_DATA_PATH));
        double value;
        //--- read data from file
        while(!FileIsEnding(file_handle))
        {
            //--- read the first value in the string
            value=FileReadNumber(file_handle);
            //--- read to different arrays according to the function result
            if(value>=70)
                ReadData(file_handle,ovb_time,ovb_size,ovb_def_size);
            else
                ReadData(file_handle,ovs_time,ovs_size,ovs_def_size);
        }
        //--- close the file
        FileClose(file_handle);
        PrintFormat("Data is written, %s file is closed",InpFileName);
    }
    else
    {
        PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError();
        return(INIT_FAILED);
    }
    //--- binding the arrays
    SetIndexBuffer(0,open_buff,INDICATOR_DATA);
    SetIndexBuffer(1,high_buff,INDICATOR_DATA);
    SetIndexBuffer(2,low_buff,INDICATOR_DATA);
    SetIndexBuffer(3,close_buff,INDICATOR_DATA);
    SetIndexBuffer(4,color_buff,INDICATOR_COLOR_INDEX);
```cpp
//---- set the indicator values that will not be visible on the chart
PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, 0);
//---
return(INIT_SUCCEEDED);
//---

// Read the file's string data
void ReadData(const int file_handle, datetime &arr[], int &size, int &def_size)
{
    bool flag=false;
//--- read till the end of the string or of the file is reached
    while(!FileIsLineEnding(file_handle) && !FileIsEnding(file_handle))
    {
        //--- shift the position by reading the number
        if(flag)
            FileReadNumber(file_handle);
        //--- store the current date
        arr[size]=FileReadDateTime(file_handle);
        size++;
        //--- increase the array size if necessary
        if(size==def_size)
        {
            def_size+=100;
            ArrayResize(arr, def_size);
        }
        //--- slip past the first iteration
        flag=true;
    }
//---
// Custom indicator iteration function
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{
    ArraySetAsSeries(time, false);
    ArraySetAsSeries(open, false);
    ArraySetAsSeries(high, false);
    ArraySetAsSeries(low, false);
    ArraySetAsSeries(close, false);
```
```c
//--- the loop for the bars that have not been handled yet
for (int i = prev_calculated; i < rates_total; i++)
{
    //--- 0 by default
    open_buff[i] = 0;
    high_buff[i] = 0;
    low_buff[i] = 0;
    close_buff[i] = 0;
    color_buff[i] = 0;
    //--- check if any data is still present
    if (ovb_ind < ovb_size)
        for (int j = ovb_ind; j < ovb_size; j++)
        {
            //--- if the dates coincide, the bar is in the overbought area
            if (time[i] == ovb_time[j])
                {
                    open_buff[i] = open[j];
                    high_buff[i] = high[j];
                    low_buff[i] = low[j];
                    close_buff[i] = close[j];
                    //--- 0 - red color
                    color_buff[i] = 0;
                    //--- increase the counter
                    ovb_ind = j + 1;
                    break;
                }
        }
    //--- check if any data still exists
    if (ovs_ind < ovs_size)
        for (int j = ovs_ind; j < ovs_size; j++)
        {
            //--- if the dates coincide, the bar is in the oversold area
            if (time[i] == ovs_time[j])
                {
                    open_buff[i] = open[j];
                    high_buff[i] = high[j];
                    low_buff[i] = low[j];
                    close_buff[i] = close[j];
                    //--- 1 - blue color
                    color_buff[i] = 1;
                    //--- increase the counter
                    ovs_ind = j + 1;
                    break;
                }
        }
    //--- return value of prev_calculated for next call
    return (rates_total);
}
```
void OnChartEvent(const int id,
             const long &lparam,
             const double &dparam,
             const string &sparam)
{
    //--- change the indicator width according to the scale
    if (ChartGetInteger(0, CHART_SCALE)>3)
        PlotIndexSetInteger(0, PLOT_LINE_WIDTH, 2);
    else
        PlotIndexSetInteger(0, PLOT_LINE_WIDTH, 1);
}

See also

FileWriteString
FileReadArray

Reads from a file of BIN type arrays of any type except string (may be an array of structures, not containing strings, and dynamic arrays).

```c
uint FileReadArray(
    int file_handle,       // File handle
    void* array[],         // Array to record
    int start=0,           // start array position to write
    int count=WHOLE_ARRAY  // count to read
);
```

**Parameters**

- `file_handle`
  - [in] File descriptor returned by `FileOpen()`.
- `array[]`
  - [out] An array where the data will be loaded.
- `start=0`
  - [in] Start position to read from the array.
- `count=WHOLE_ARRAY`
  - [in] Number of elements to read. By default, reads the entire array (`count=WHOLE_ARRAY`).

**Return Value**

Number of elements read.

**Note**

String array can be read only from the file of TXT type. If necessary, the function tries to increase the size of the array.

**Example** (the file obtained after execution of the example for `FileWriteArray` function is used here)

```c
//--- display the window of input parameters when launching the script
#property script_show_inputs
//--- input parameters
input string InpFileName="data.bin";
input string InpDirectoryName="SomeFolder";
//+------------------------------------------------------------------+
//| Structure for storing price data                                 |
//+------------------------------------------------------------------+
struct prices
{
    datetime date;       // date
    double bid;          // bid price
    double ask;          // ask price
};
//+------------------------------------------------------------------+
//| Script program start function                                    |
```
//+------------------------------------------------------------------+
void OnStart()
{
    //--- structure array
    prices arr[];
    //--- file path
    string path=InpDirectoryName+"//"+InpFileName;
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(path,FILE_READ|FILE_BIN);
    if(file_handle!=INVALID_HANDLE)
    {
        //--- read all data from the file to the array
        FileReadArray(file_handle,arr);
        //--- receive the array size
        int size=ArraySize(arr);
        //--- print data from the array
        for(int i=0;i<size;i++)
        {
            Print("Date = ",arr[i].date," Bid = ",arr[i].bid," Ask = ",arr[i].ask);
            Print("Total data = ",size);
        }
    }
    else
    {
        Print("File open failed, error ",GetLastError());
    }
}

See also
Variables, FileWriteArray
**FileReadBool**

Reads from the file of CSV type string from the current position to a delimiter (or till the end of the text line) and converts the read string to a bool type value.

```cpp
bool FileReadBool(
    int file_handle  // File handle
);
```

**Parameters**

- **file_handle**
  - [in] File descriptor returned by **FileOpen()**.

**Return Value**

Line read may be set to “true”, “false” or the symbolic representation of integers “0” or “1”. A nonzero value is converted to a logical true. The function returns the converted value.

**Example** (the file obtained after executing the example for **FileWrite** function is used here)

```cpp
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version  "1.00"
#property indicator_chart_window
#property indicator_buffers 2
#property indicator_plots 2
//---- plot Label1
#property indicator_label1  "UpSignal"
#property indicator_type1  DRAW_ARROW
#property indicator_color1  clrRed
#property indicator_style1  STYLE_SOLID
#property indicator_width1  4
//---- plot Label2
#property indicator_label2  "DownSignal"
#property indicator_type2  DRAW_ARROW
#property indicator_color2  clrRed
#property indicator_style2  STYLE_SOLID
#property indicator_width2  4
//--- parameters for data reading
input string InpFileName="MACD.csv"; // file name
input string InpDirectoryName="Data"; // directory name
//--- global variables
int    ind=0;   // index
double upbuff[];    // indicator buffers of up arrows
double downbuff[];  // indicator buffer of down arrows
```
bool sign_buff[]; // signal array (true - buy, false - sell)
datetime time_buff[]; // array of signals' arrival time
int size=0; // size of signal arrays

//+------------------------------------------------------------------+
//| Custom indicator initialization function                        |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_CSV);
    if(file_handle!=INVALID_HANDLE)
    {
        printf("%s file is open for reading",InpFileName);
        //--- first, read the number of signals
        size=(int)FileReadNumber(file_handle);
        //--- allocate memory for the arrays
        ArrayResize(sign_buff,size);
        ArrayResize(time_buff,size);
        //--- read data from the file
        for(int i=0;i<size;i++)
        {
            //--- signal time
            time_buff[i]=FileReadDateTime(file_handle);
            //--- signal value
            sign_buff[i]=FileReadBool(file_handle);
        }
        //--- close the file
        FileClose(file_handle);
    } else
    {
        printf("Failed to open %s file, Error code = %d",InpFileName,GetLastError());
        return(INIT_FAILED);
    }
    //--- binding the arrays
    SetIndexBuffer(0,upbuff,INDICATOR_DATA);
    SetIndexBuffer(1,downbuff,INDICATOR_DATA);
    //--- set the symbol code for drawing in PLOT_ARROW
    PlotIndexSetInteger(0,PLOT_ARROW,241);
    PlotIndexSetInteger(1,PLOT_ARROW,242);
    //--- set the indicator values that will not be seen on the chart
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    PlotIndexSetDouble(1,PLOT_EMPTY_VALUE,0);
    //---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
int OnCalculate(const int rates_total,
                 const int prev_calculated,
                 const datetime &time[],
                 const double &open[],
                 const double &high[],
                 const double &low[],
                 const double &close[],
                 const long &tick_volume[],
                 const long &volume[],
                 const int &spread[])
{
    ArraySetAsSeries(time, false);
    ArraySetAsSeries(low, false);
    ArraySetAsSeries(high, false);

    //--- the loop for the bars that have not been handled yet
    for (int i=prev_calculated; i<rates_total; i++)
    {
        //--- 0 by default
        upbuff[i]=0;
        downbuff[i]=0;
        //--- check if any data is still present
        if (ind<size)
        {
            for (int j=ind; j<size; j++)
            {
                //--- if dates coincide, use the value from the file
                if (time[i]==time_buff[j])
                {
                    //--- draw the arrow according to the signal
                    if (sign_buff[j])
                        upbuff[i]=high[i];
                    else
                        downbuff[i]=low[i];
                    //--- increase the counter
                    ind=j+1;
                    break;
                }
            }
        }
    }

    //--- return value of prev_calculated for next call
    return (rates_total);
}

See also

Type bool, FileWrite
File Functions

FileReadDatetime

Reads from the file of CSV type a string of one of the formats: "YYYY.MM.DD HH:MI:SS", "YYYY.MM.DD" or "HH:MI:SS" - and converts it into a value of datetime type.

```c
datetime FileReadDatetime(
    int file_handle  // File handle
);
```

Parameters

- `file_handle`
  - [in] File descriptor returned by `FileOpen()`.

Return Value

The value of datetime type.

Example (the file obtained after executing the example for `FileWrite` function is used here)

```c
//+------------------------------------------------------------------+
//|                      Demo_FileReadDateTime.m                      |
//| Copyright 2013, MetaQuotes Software Corp.                        |
//| https://www.mql5.com                                            |
//+------------------------------------------------------------------+
#define MQL5

//--- parameters for data reading
input string InpFileName="MACD.csv";  // file name
input string InpDirectoryName="Data";  // directory name
//--- global variables
int    ind=0;  // index
double upbuff[];  // indicator buffers of up arrows
double downbuff[];  // indicator buffer of down arrows
bool   sign_buff[];  // signal array (true - buy, false - sell)
```
datetime time_buff[]; // array of signals' arrival time
int size=0; // size of signal arrays

// Custom indicator initialization function
int OnInit()
{
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_CSV);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is open for reading",InpFileName);
        //--- first, read the number of signals
        size=(int)FileReadNumber(file_handle);
        //--- allocate memory for the arrays
        ArrayResize(sign_buff,size);
        ArrayResize(time_buff,size);
        //--- read data from the file
        for(int i=0;i<size;i++)
        {
            //--- signal time
            time_buff[i]=FileReadDatetime(file_handle);
            //--- signal value
            sign_buff[i]=FileReadBool(file_handle);
        }
        //--- close the file
        FileClose(file_handle);
    }
    else
    {
        PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError();
        return(INIT_FAILED);;
    }
    //--- binding the arrays
    SetIndexBuffer(0,upbuff,INDICATOR_DATA);
    SetIndexBuffer(1,downbuff,INDICATOR_DATA);
    //--- set the symbol code for drawing in PLOT_ARROW
    PlotIndexSetInteger(0,PLOT_ARROW,241);
    PlotIndexSetInteger(1,PLOT_ARROW,242);
    //--- set the indicator values that will not be seen on the chart
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    PlotIndexSetDouble(1,PLOT_EMPTYVALUE,0);
    //---
    return(INIT_SUCCEEDED);
}
// Custom indicator iteration function
//
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    ArraySetAsSeries(time, false);
    ArraySetAsSeries(low, false);
    ArraySetAsSeries(high, false);
    //--- the loop for the bars that have not been handled yet
    for(int i=prev_calculated; i<rates_total; i++)
    {
        //--- 0 by default
        upbuff[i]=0;
        downbuff[i]=0;
        //--- check if any data is still present
        if(ind<size)
        {
            for(int j=ind; j<size; j++)
            {
                //--- if dates coincide, use the value from the file
                if(time[i]==time_buff[j])
                {
                    //--- draw the arrow according to the signal
                    if(sign_buff[j])
                    {
                        upbuff[i]=high[i];
                    }
                    else
                    {
                        downbuff[i]=low[i];
                    }
                }
                ind=j+1;
                break;
            }
        }
    }
    //--- return value of prev_calculated for next call
    return(rates_total);
}

See also
  Type datetime, StringToTime, TimeToString, FileWrite
**FileReadDouble**

Reads a double-precision floating point number (double) from the current position of the binary file.

```c
double FileReadDouble(
    int  file_handle  // File handle
);
```

**Parameters**

- `file_handle`
  

**Return Value**

The value of double type.

**Note**

For more details about the error, call `GetLastError()`.

**Example** (the file obtained after executing the example for `FileWriteDouble` function is used here)

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
```

```c
#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Label1
#property indicator_label1 "MA"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrGreen
#property indicator_style1 STYLE_SOLID
#property indicator_width1 2
#property indicator_separate_window
//-- data reading parameters
input string InpFileName="MA.csv";  // file name
input string InpDirectoryName="Data";  // directory name
//-- global variables
int    ind=0;
int    size=0;
double ma_buff[];
datetime time_buff[];
//-- indicator buffer
double buff[];
//+------------------------------------------------------------------+
```
// Custom indicator initialization function
int OnInit()
{
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_BIN);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is available for reading",InpFileName);
        PrintFormat("File path: %s\Files",TerminalInfoString(TERMNAL_DATA_PATH));
        //--- first, read the amount of data in the file
        size=(int)FileReadDouble(file_handle);
        //--- allocate memory for the arrays
        ArrayResize(ma_buff,size);
        ArrayResize(time_buff,size);
        //--- read data from the file
        for(int i=0;i<size;i++)
        {
            time_buff[i]=(datetime)FileReadDouble(file_handle);
            ma_buff[i]=FileReadDouble(file_handle);
        }
        //--- close the file
        FileClose(file_handle);
        PrintFormat("Data is written, %s file is closed",InpFileName);
    } else
    {
        PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError());
        return(INIT_FAILED);
    }
    //--- bind the array to the indicator buffer with index 0
    SetIndexBuffer(0,buff,INDICATOR_DATA);
    //--- set the indicator values that will not be visible on the chart
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    //---
    return(INIT_SUCCEEDED);
}

// Custom indicator iteration function
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime *time[],
                const double *open[],
                const double *high[],
                const double *low[],
                const double *close[],
                const long *tick_volume[],
const long &volume[],
const int &spread[])
{
    ArraySetAsSeries(time, false);
    //--- the loop for the bars that have not been handled yet
    for(int i=prev_calculated;i<rates_total;i++)
    {
        //--- 0 by default
        buff[i]=0;
        //--- check if any data still exists
        if(ind<size)
        {
            for(int j=ind;j<size;j++)
            {
                //--- if the dates coincide, the value from the file is used
                if(time[i]==time_buff[j])
                {
                    buff[i]=ma_buff[j];
                    //--- increase the counter
                    ind=j+1;
                    break;
                }
            }
        }
    }
    //--- return value of prev_calculated for next call
    return(rates_total);
}

See also

Real types (double, float), StringToDouble, DoubleToString, FileWriteDouble
FileReadFloat

Reads the single-precision floating point number (float) from the current position of the binary file.

```c
float FileReadFloat(
    int file_handle  // File handle
);
```

**Parameters**

*file_handle*


**Return Value**

The value of float type.

**Note**

For more details about the error, call `GetLastError()`.

**Example** (the file obtained after executing the example for `FileWriteFloat` function is used here)

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#include <MQFloat.h>

//--- parameters for data reading
input string InpFileName="Close.bin"; // file name
input string InpDirectoryName="Data"; // directory name

//--- global variables
int ind=0;
int size=0;
double close_buff[];
datetime time_buff[];
//--- indicator buffers
double buff[];
double color_buff[];
```
```c
int OnInit()
{
    int def_size=100;
    //--- allocate memory for the arrays
    ArrayResize(close_buff,def_size);
    ArrayResize(time_buff,def_size);
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"/"+InpFileName,FILE_READ|FILE_BIN);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is available for reading",InpFileName);
        PrintFormat("File path: %s\Files",TerminalInfoString(TERMNAL_DATA_PATH));
        //--- read data from the file
        while(!FileIsEnding(file_handle))
        {
            //--- read time and price values
            time_buff[size]=(datetime)FileReadDouble(file_handle);
            close_buff[size]=(double)FileReadFloat(file_handle);
            size++;
            //--- increase the array sizes if they are overflowed
            if(size==def_size)
            {
                def_size+=100;
                ArrayResize(close_buff,def_size);
                ArrayResize(time_buff,def_size);
            }
        }
        //--- close the file
        FileClose(file_handle);
        PrintFormat("Data is read, %s file is closed",InpFileName);
    } else
    {
        PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError());
        return(INIT_FAILED);
    }
    //--- bind the arrays to the indicator buffers
    SetIndexBuffer(0,buff,INDICATOR_DATA);
    SetIndexBuffer(1,color_buff,INDICATOR_COLOR_INDEX);
    //--- set the indicator values that will not be visible on the chart
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    //---
    return(INIT_SUCCEEDED);
}
```

```c
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    ArraySetAsSeries(time, false);
    //--- the loop for the bars that have not been handled yet
    for(int i=prev_calculated;i<rates_total;i++)
    {
    //--- 0 by default
        buff[i]=0;
        color_buff[i]=0; // red color by default
    //--- check if any data is still present
        if(ind<size)
        {
            for(int j=ind;j<size;j++)
            {
                //--- if the dates coincide, the value from the file is used
                if(time[i]==time_buff[j])
                {
                    //--- receive the price
                    buff[i]=close_buff[j];
                    //--- if the current price exceeds the previous one, the color is blue
                    if(buff[i-1]>buff[i])
                        color_buff[i]=1;
                    //--- increase the counter
                    ind=j+1;
                    break;
                }
            }
        }
    }
    //--- return value of prev_calculated for next call
    return(prev_calculated);
}
```

See also

Real types (double, float), FileReadDouble, FileWriteFloat
FileReadInteger

The function reads int, short or char value from the current position of the file pointer depending on the length specified in bytes.

```c
int FileReadInteger(
    int file_handle, // File handle
    int size=INT_VALUE // Size of an integer in bytes
);
```

**Parameters**

`file_handle`


`size=INT_VALUE`

[in] Number of bytes (up to 4 inclusive) that should be read. The corresponding constants are provided: `CHAR_VALUE` = 1, `SHORT_VALUE` = 2 and `INT_VALUE` = 4, so the function can read the whole value of char, short or int type.

**Return Value**

A value of the int type. The result of this function must be explicitly cast to a target type, i.e. to the type of data that you need to read. Since a value of the int type is returned, it can be easily converted to any integer value. The file pointer is shifted by the number of bytes read.

**Note**

When reading less than 4 bytes, the received result is always positive. If one or two bytes are read, the sign of the number can be determined by explicit casting to type char (1 byte) or short (2 bytes). Getting the sign for a three-byte number is not trivial, since there is no corresponding underlying type.

**Example** (the file obtained after executing the example for `FileWriteInteger` function is used here)

```c//+------------------------------------------------------------------+
//|                        Demo_FileReadInteger.m                       |
//|                        Copyright 2013, MetaQuotes Software Corp.    |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Label1
#property indicator_label1 "Trends"
#property indicator_type1 DRAW_SECTION
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
```
//--- parameters for data reading
input string InpFileName="Trend.bin"; // file name
input string InpDirectoryName="Data"; // directory name
//-- global variables
int ind=0;
int size=0;
datetime time_buff[];
//-- indicator buffers
double buff[];

// Custom indicator initialization function
int OnInit()
{
    int def_size=100;
    // allocate memory for the array
    ArrayResize(time_buff,def_size);
    // open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_BIN);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is available for reading",InpFileName);
        PrintFormat("File path: %s\\Files\\",TerminalInfoString(TERMINAL_DATA_PATH));
        // additional variables
        int arr_size;
        uchar arr[];
        // read data from the file
        while(!FileIsEnding(file_handle))
        {
            // find out how many symbols are used for writing the time
            arr_size=FileReadInteger(file_handle,INT_VALUE);
            ArrayResize(arr,arr_size);
            for(int i=0;i<arr_size;i++)
                arr[i]=(char)FileReadInteger(file_handle,CHAR_VALUE);
            // store the time value
            time_buff[size]=StringToTime(CharArrayToString(arr));
            size++;
            // increase the sizes of the arrays if they are overflown
            if(size==def_size)
            {
                def_size+=100;
                ArrayResize(time_buff,def_size);
            }
        }
    }
    // close the file
    FileClose(file_handle);
    PrintFormat("Data is read, %s file is closed",InpFileName);
}
else {
    PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError();
    return(INIT_FAILED);
}

//--- bind the array to the indicator buffer
SetIndexBuffer(0, buff, INDICATOR_DATA);

//---- set the indicator values that will not be visible on the chart
PlotIndexSetDouble(0, FLOT_EMPTY_VALUE, 0);

//---
return(INIT_SUCCEEDED);
}
} //--- return value of prev_calculated for next call
    return(rates_total);
}

See also

IntegerToString, StringToInteger, Integer types, FileWriteInteger
File Functions

FileReadLong

The function reads an integer of long type (8 bytes) from the current position of the binary file.

```c
long FileReadLong(
    int file_handle  // File handle
);
```

Parameters

- `file_handle`  
  - [in] File descriptor returned by `FileOpen()`.

Return Value

The value of long type.

Example (the file obtained during the execution of an example for `FileWriteLong` function is used here)

```c
//+------------------------------------------------------------------+
//| Demo_FileReadLong.mq5 | Copyright 2013, MetaQuotes Software Corp. |
//|                        https://www.mql5.com |+
//+------------------------------------------------------------------+

#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Label1
#property indicator_label1 "Volume"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrYellow
#property indicator_style1 STYLE_SOLID
#property indicator_width1 2
#property indicator_separate_window

//-- parameters for data reading
input string InpFileName="Volume.bin"; // file name
input string InpDirectoryName="Data"; // directory name

//-- global variables
int ind=0;
int size=0;
long volume_buff[];
datetime time_buff[];
//-- indicator buffers
double buff[];

//+------------------------------------------------------------------+
//| Custom indicator initialization function |
//+------------------------------------------------------------------+
int OnInit()
```
```c
{
  //--- open the file
  ResetLastError();
  int file_handle = FileOpen(InpDirectoryName + "/" + InpFileName, FILE_READ | FILE_BIN);
  if (file_handle != INVALID_HANDLE)
  {
    PrintFormat("%s file is open for writing", InpFileName);
    PrintFormat("File path: %s\Files", TerminalInfoString(TERMINAL_DATA_PATH));
    //--- first, read the amount of data in the file
    size = (int)FileReadLong(file_handle);
    //--- allocate memory for the arrays
    ArrayResize(volume_buff, size);
    ArrayResize(time_buff, size);
    //--- read data from the file
    for (int i = 0; i < size; i++)
    {
      time_buff[i] = (datetime)FileReadLong(file_handle);
      volume_buff[i] = FileReadLong(file_handle);
    }
    //--- close the file
    FileClose(file_handle);
    PrintFormat("Data is read, %s file is closed", InpFileName);
  }
  else
  {
    PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError());
    return(INIT_FAILED);
  }
  //--- bind the array to the indicator buffer with 0 index
  SetIndexBuffer(0, buff, INDICATOR_DATA);
  //--- set the indicator values that will be visible on the chart
  PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, 0);
  //---
  return(INIT_SUCCEEDED);
}

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
}```
ArraySetAsSeries(time, false);

//--- the loop for the bars that have not been handled yet
for (int i=prev_calculated; i<rates_total; i++)
{
    //--- 0 by default
    buf[i]=0;
    //--- check if any data is still present
    if (ind<size)
    {
        for (int j=ind; j<size; j++)
        {
            //--- if dates coincide, the value from the file is used
            if (time[i]==time_buff[j])
            {
                buf[i]=(double)volume_buff[j];
                ind=j+1;
                break;
            }
        }
    }
}

//--- return value of prev_calculated for next call
return(rates_total);

See also

Integer types, FileReadInteger, FileWriteLong
FileReadNumber

The function reads from the CSV file a string from the current position till a separator (or till the end of a text string) and converts the read string to a value of double type.

```c
double FileReadNumber(
    int  file_handle  // File handle
);
```

Parameters

- `file_handle`  

Return Value

The value of double type.

Example (the file obtained during the execution of an example for `FileWriteString` function is used here)

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version  "1.00"
#property indicator_chart_window
#property indicator_buffers 5
#property indicator_plots  1
//---- plot Label1
#property indicator_label1 "Overbought & Oversold"
#property indicator_type1 DRAW_COLOR_BARS
#property indicator_color1 clrRed, clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 2
//--- parameters for data reading
input string InpFileName="RSI.csv";  // file name
input string InpDirectoryName= "Data"; // directory name
//--- indicator buffers
double open_buff[];
double high_buff[];
double low_buff[];
double close_buff[];
double color_buff[];
//--- overbought variables
int  ovb_ind=0;
int  ovb_size=0;
datetime ovb_time[];
```
/--- oversold variables
int ovs_ind=0;
int ovs_size=0;
datetime ovs_time[];

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- variables of array sizes by default
    int ovb_def_size=100;
    int ovs_def_size=100;
    //--- allocate memory for arrays
    ArrayResize(ovb_time,ovb_def_size);
    ArrayResize(ovs_time,ovs_def_size);
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"/"+InpFileName,FILE_READ|FILE_CSV|FILE_ANSI);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is available for reading",InpFileName);
        PrintFormat("File path: %s\\Files\",TerminalInfoString(TERMINAL_DATA_PATH));
        double value;
        //--- read data from file
        while(!FileIsEnding(file_handle))
        {
            //--- read the first value in the string
            value=FileReadNumber(file_handle);
            //--- read to different arrays according to the function result
            if(value>=70)
                ReadData(file_handle,ovb_time,ovb_size,ovb_def_size);
            else
                ReadData(file_handle,ovs_time,ovs_size,ovs_def_size);
        }
        //--- close the file
        FileClose(file_handle);
        PrintFormat("Data is written, %s file is closed",InpFileName);
    }
    else
    {
        PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError());
        return(INIT_FAILED);
    }
    //--- binding the arrays
    SetIndexBuffer(0,open_buff,INDICATOR_DATA);
    SetIndexBuffer(1,high_buff,INDICATOR_DATA);
    SetIndexBuffer(2,low_buff,INDICATOR_DATA);
    SetIndexBuffer(3,close_buff,INDICATOR_DATA);
    SetIndexBuffer(4,color_buff,INDICATOR_COLOR_INDEX);
//---- set the indicator values that will not be visible on the chart
PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, 0);
//---
return INIT_SUCCEEDED;
}
//| Read the file's string data
void ReadData(const int file_handle, datetime &arr[], int &size, int &def_size)
{
    bool flag=false;
    //--- read till the end of the string or of the file is reached
    while(!FileIsLineEnding(file_handle) && !FileIsEnding(file_handle))
    {
        //--- shift the carriage after reading the number
        if(flag)
            FileReadNumber(file_handle);
        //--- store the current date
        arr[size]=FileReadDateTime(file_handle);
        size++;
        //--- increase the array size if necessary
        if(size==def_size)
        {
            def_size+=100;
            ArrayResize(arr, def_size);
        }
        //--- slip past the first iteration
        flag=true;
    }
    //| Custom indicator iteration function
    int OnCalculate(const int rates_total,
                    const int prev_calculated,
                    const datetime &time[],
                    const double &open[],
                    const double &high[],
                    const double &low[],
                    const double &close[],
                    const long &tick_volume[],
                    const long &volume[],
                    const int &spread[])
    {
        ArraySetAsSeries(time, false);
        ArraySetAsSeries(open, false);
        ArraySetAsSeries(high, false);
        ArraySetAsSeries(low, false);
        ArraySetAsSeries(close, false);
```c
//--- the loop for the bars that have not been handled yet
for(int i=prev_calculated;i<rates_total;i++)
{
    //--- 0 by default
    open_buff[i]=0;
    high_buff[i]=0;
    low_buff[i]=0;
    close_buff[i]=0;
    color_buff[i]=0;
    //--- check if any date is still present
    if(ovb_ind<ovb_size)
    {
        for(int j=ovb_ind;j<ovb_size;j++)
        {
            //--- if the dates coincide, the bar is in the overbought area
            if(time[i]==ovb_time[j])
            {
                open_buff[i]=open[i];
                high_buff[i]=high[i];
                low_buff[i]=low[i];
                close_buff[i]=close[i];
                //--- 0 - red color
                color_buff[i]=0;
                //--- increase the counter
                ovb_ind=j+1;
                break;
            }
        }
    }
    //--- check if any data still exists
    if(ovs_ind<ovs_size)
    {
        for(int j=ovs_ind;j<ovs_size;j++)
        {
            //--- if the dates coincide, the bar is in the oversold area
            if(time[i]==ovs_time[j])
            {
                open_buff[i]=open[i];
                high_buff[i]=high[i];
                low_buff[i]=low[i];
                close_buff[i]=close[i];
                //--- 1 - blue color
                color_buff[i]=1;
                //--- increase the counter
                ovs_ind=j+1;
                break;
            }
        }
    }
}
//--- return value of prev_calculated for next call
return(rates_total);
```
```c
void OnChartEvent(const int id,
                  const long &lparam,
                  const double &dparam,
                  const string &sparam
) {
    //--- change the indicator width according to the scale
    if (ChartGetInteger(0,CHART_SCALE)>3)
        PlotIndexSetInteger(0,PLOT_LINE_WIDTH,2);
    else
        PlotIndexSetInteger(0,PLOT_LINE_WIDTH,1);
}
```

See also

FileWriteString
FileReadString

The function reads a string from the current position of a file pointer in a file.

```c
string FileReadString(
    int file_handle,  // File handle
    int length=-1     // Length of the string
);
```

**Parameters**

- `file_handle`
  - [in] File descriptor returned by `FileOpen()`.
- `length=-1`
  - [in] Number of characters to read.

**Return Value**

Line read (string).

**Note**

- When reading from a bin-file, the length of a string to read must be specified. When reading from a txt-file the string length is not required, and the string will be read from the current position to the line feed character "\n\n". When reading from a csv-file, the string length isn't required also, the string will be read from the current position till the nearest delimiter or till the text string end character.
- If the file is opened with `FILE_ANSI` flag, then the line read is converted to Unicode.

**Example** (the file obtained after executing the example for `FileWriteInteger` function is used here)

```c
//--- display the window of input parameters when launching the script
#property script_show_inputs
///--- parameters for data reading
input string InpFileName="Trend.bin";  // file name
input string InpDirectoryName="Data";  // directory name
///-----------------------------------------------
/// Script program start function
///-----------------------------------------------

void OnStart()
{
    //--- open the file
    ResetLastError();
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is available for reading",InpFileName);
        PrintFormat("File path: %s\Files\",TerminalInfoString(TERMAL_DATA_PATH));
        //--- additional variables
        int str_size;
        string str;
```
//--- read data from the file
while(!FileIsEnding(file_handle))
{
    //--- find out how many symbols are used for writing the time
    str_size=FileReadInteger(file_handle,INT_VALUE);
    //--- read the string
    str=FileReadString(file_handle,str_size);
    //--- print the string
    PrintFormat(str);

    //--- close the file
    FileClose(file_handle);
    PrintFormat("Data is read, %s file is closed",InpFileName);
}
else
    PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError());

See also
String Type, Conversion Functions, FileWriteInteger
File ReadStruct

The function reads contents into a structure passed as a parameter from a binary-file, starting with the current position of the file pointer.

```c
uint FileReadStruct(
    int file_handle,  // file handle
    const void* struct_object,  // target structure to which the contents are read
    int size=-1  // structure size in bytes
);
```

**Parameters**

- **file_handle**

- **struct_object**
  [out] The object of this structure. The structure should not contain strings, `dynamic arrays` or `virtual functions`.

- **size=-1**
  [in] Number of bytes that should be read. If size is not specified or the indicated value is greater than the size of the structure, the exact size of the specified structure is used.

**Return Value**

If successful the function returns the number of bytes read. File pointer is moved by the same number of bytes.

**Example** (the file obtained after using the example for `FileWriteStruct` function is used here)

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property indicator_separate_window
#property indicator_buffers 4
#property indicator_plots 1
//---- plot Label1
#property indicator_label1 "Candles"
#property indicator_type1 DRAW_CANDLES
#property indicator_color1 clrOrange
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
#property indicator_separate_window
//-- parameters for receiving data
input string InpFileName="EURUSD.txt";  // file name
input string InpDirectoryName="Data";  // directory name
```
//+------------------------------------------------------------------+
//| Structure for storing candlestick data                            |
//+------------------------------------------------------------------+
struct candlesticks
{
    double open; // open price
    double close; // close price
    double high; // high price
    double low; // low price
    datetime date; // date
};
//--- indicator buffers
double open_buff[];
double close_buff[];
double high_buff[];
double low_buff[];
//--- global variables
candlesticks cand_buff[];
int size=0;
int ind=0;
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    int default_size=100;
    ArrayResize(cand_buff,default_size);
    //--- open the file
    ResetsLastError();
    int file_handle=FileOpen(InpDirectoryName+"\"+InpFileName,FILE_READ|FILE_BIN|FILE_ENDIAN);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is available for reading",InpFileName);
        PrintFormat("File path: %s\Files\",TerminalInfoString(TERMINAL_COMMONDATA_PATH));
        //--- read data from the file
        while(!FileIsEnding(file_handle))
        {
            //--- write data to the array
            FileReadStruct(file_handle,cand_buff[size]);
            size++;
            //--- check if the array is overflown
            if(size==default_size)
            {
                //--- increase the array size
                default_size+=100;
                ArrayResize(cand_buff,default_size);
            }
        }
    }
    //--- close the file
}
FileClose(file_handle);
PrintFormat("Data is read, %s file is closed", InpFileName);
}
else
{
  PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError()
    return(INIT_FAILED);
}
//--- indicator buffers mapping
SetIndexBuffer(0, open_buff, INDICATOR_DATA);
SetIndexBuffer(1, high_buff, INDICATOR_DATA);
SetIndexBuffer(2, low_buff, INDICATOR_DATA);
SetIndexBuffer(3, close_buff, INDICATOR_DATA);
//--- empty value
PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, 0);
//---
return(INIT_SUCCEEDED);
}
open_buff[i] = cand_buff[j].open;
close_buff[i] = cand_buff[j].close;
high_buff[i] = cand_buff[j].high;
low_buff[i] = cand_buff[j].low;
//--- increase the counter
ind = j + 1;
break;
}
}
}
}

//--- return value of prev_calculated for next call
return (rates_total);

See also

Structures and classes, FileWriteStruct
FileSeek

The function moves the position of the file pointer by a specified number of bytes relative to the specified position.

```c
bool FileSeek(
    int file_handle,   // File handle
    long offset,       // In bytes
    ENUM_FILE_POSITION origin  // Position for reference
);
```

Parameters

file_handle


offset

[in] The shift in bytes (may take a negative value).

origin

[in] The starting point for the displacement. Can be one of values of `ENUM_FILE_POSITION`.

Return Value

If successful the function returns true, otherwise false. To obtain information about the error call the `GetLastError()` function.

Note

If the execution of the `FileSeek()` function results in a negative shift (going beyond the “level boundary” of the file), the file pointer will be set to the file beginning.

If a position is set beyond the “right boundary” of the file (larger than the file size), the next writing to the file will be performed not from the end of the file, but from the position set. In this case indefinite values will be written for the previous file end and the position set.

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#include <mql5.h>

#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
//--- display the window of input parameters when launching the script
#property script_show_inputs
//--- input parameters
input string InpFileName="file.txt"; // file name
input string InpDirectoryName="Data"; // directory name
input int InpEncodingType=FILE_ANSI; // ANSI=32 or UNICODE=64
//+------------------------------------------------------------------+
```
// Script program start function
void OnStart()
{
    // specify the value of the variable for generating random numbers
    _RandomSeed=GetTickCount();
    // variables for positions of the strings' start points
    ulong pos[];
    int size;
    // reset the error value
    ResetLastError();
    // open the file
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_TEXT|InpError);
    if(file_handle!=INVALID_HANDLE)
    {
        PRINT_FORMAT("%s file is available for reading",InpFileName);
        // receive start position for each string in the file
        GetStringPositions(file_handle,pos);
        // define the number of strings in the file
        size=ArraySize(pos);
        if(!size)
        {
            // stop if the file does not have strings
            PRINT_FORMAT("%s file is empty!",InpFileName);
            FileClose(file_handle);
            return;
        }
        // make a random selection of a string number
        int ind=MathRand()%size;
        // shift position to the starting point of the string
        if(FileSeek(file_handle,pos[ind],SEEK_SET)==true)
        {
            // read and print the string with ind number
            PRINT_FORMAT("String text with %d number: \"%s\",ind,FileReadString(file_handle));
        }
        // close the file
        FileClose(file_handle);
        PRINT_FORMAT("%s file is closed",InpFileName);
    }
    else
    PRINT_FORMAT("Failed to open %s file, Error code = %d",InpFileName,GetLastError());
}

// The function defines starting points for each of the strings in the file and places them in arr array
void GetStringPositions(const int handle,ulong &arr[])
{
    // default array size
int def_size=127;
//--- allocate memory for the array
ArrayResize(arr,def_size);
//--- string counter
int i=0;
//--- if this is not the file's end, then there is at least one string
if(!FileIsEnding(handle))
{
    arr[i]=FileTell(handle);
    i++;
} else
    return; // the file is empty, exit
//--- define the shift in bytes depending on encoding
int shift;
if(FileGetInteger(handle,FILE_IS_ANSI))
    shift=1;
else
    shift=2;
//--- go through the strings in the loop
while(1)
{
    //--- read the string
    FileReadString(handle);
    //--- check for the file end
    if(!FileIsEnding(handle))
    {
        //--- store the next string's position
        arr[i]=FileTell(handle)+shift;
        i++;
        //--- increase the size of the array if it is overflown
        if(i==def_size)
        {
            def_size+=def_size+1;
            ArrayResize(arr,def_size);
        }
    } else
        break; // end of the file, exit
} //--- define the actual size of the array
ArrayResize(arr,i);
FileSize

The function returns the file size in bytes.

```c
ulong FileSize(
    int file_handle  // File handle
);
```

**Parameters**

`file_handle`


**Return Value**

The value of type `int`.

**Note**

To obtain information about the error call `GetLastError()`.

**Example:**

```c
//--- show the window of input parameters when launching the script
#property script_show_inputs
//--- input parameters
input ulong InpThresholdSize=20;       // file threshold size in kilobytes
input string InpBigFolderName="big";   // folder for large files
input string InpSmallFolderName="small"; // folder for small files

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    string file_name;     // variable for storing file names
    string filter="*.csv"; // filter for searching the files
    ulong file_size=0;    // file size in bytes
    int size=0;           // number of files

    // print the path to the file we are going to work with
    PrintFormat("Working in %s\files\ folder", TerminalInfoString(TERMINAL_COMMON_DATA));

    //--- receive the search handle in common folder's root of all terminals
    long search_handle=FileFindFirst(filter,file_name,FILE_COMMON);

    //--- check if FileFindFirst() has been executed successfully
    if(search_handle!=INVALID_HANDLE)
    {
        //--- move files in the loop according to their size
        do
        {
            //--- open the file
            ResetLastError();
            int file_handle=FileOpen(file_name,FILE_READ|FILE_CSV|FILE_COMMON);
            if(file_handle!=INVALID_HANDLE)
```

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```c
{
    //--- receive the file size
    file_size=FileSize(file_handle);
    //--- close the file
    FileClose(file_handle);
}
else
{
    PrintFormat("Failed to open %s file, Error code = %d", file_name, GetLastError);
    continue;
}

//--- print the file size
PrintFormat("Size of %s file is equal to %d bytes", file_name, file_size);
//--- define the path for moving the file
string path;
if(file_size>InpThresholdSize*1024)
    path=InpBigFolderName+"//"+file_name;
else
    path=InpSmallFolderName+"//"+file_name;

//--- move the file
ResetLastError();
if(FileMove(file_name, FILE_COMMON, path, FILE_REWRITE|FILE_COMMON))
    PrintFormat("%s file is moved", file_name);
else
    PrintFormat("Error, code = %d", GetLastError());
}
while(FileFindNext(search_handle, file_name));
//--- close the search handle
FileFindClose(search_handle);
}
else
    Print("Files not found!");
}```
FileTell

The file returns the current position of the file pointer of an open file.

```c
ulong FileTell(
    int file_handle  // File handle
);
```

Parameters

`file_handle`


Return Value

Current position of the file descriptor in bytes from the beginning of the file.

Note

To obtain information about the error call `GetLastError()`.

Example:

```c
//+------------------------------------------------------------------+
//|                        Demo_FileTell.mq5                         |
//| Copyright 2013, MetaQuotes Software Corp.                      |
//| https://www.mql5.com                                           |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link   "https://www.mql5.com"
#property version "1.00"
//--- display the window of input parameters when launching the script
#property script_show_inputs
//--- input parameters
input string InpFileName="file.txt";  // file name
input string InpDirectoryName="Data";  // directory name
input int   InpEncodingType=FILE_ANSI;  // ANSI=32 or UNICODE=64
//--- specify the value of the variable for generating random numbers
    _RandomSeed=GetTickCount();
//--- variables for positions of the strings' start points
    ulong pos[];
    int   size;
//--- reset the error value
    ResetLastError();
//--- open the file
    int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_TEXT|InpEncType);  //
```
PrintFormat("%s file is available for reading", InpFileName);
//--- receive start position for each string in the file
GetStringPositions(file_handle, pos);
//--- define the number of strings in the file
size=ArraySize(pos);
if(!size)
{
    //--- stop if the file does not have strings
    PrintFormat("%s file is empty!", InpFileName);
    FileClose(file_handle);
    return;
}
//--- make a random selection of a string number
int ind=MathRand()%size;
//--- shift position to the starting point of the string
FileSeek(file_handle, pos[ind], SEEK_SET);
//--- read and print the string with ind number
PrintFormat("String text with %d number: "%s", ind, FileReadString(file_handle)
//--- close the file
FileClose(file_handle);
PrintFormat("%s file is closed", InpFileName);
}
else
PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError());
}

void GetStringPositions(const int handle, ulong &arr[])
{
//--- default array size
int def_size=127;
//--- allocate memory for the array
ArrayResize(arr, def_size);
//--- string counter
int i=0;
//--- if this is not the file’s end, then there is at least one string
if(!FileIsEnding(handle))
{
    arr[i]=FileTell(handle);
    i++;
}
else
    return; // the file is empty, exit
//--- define the shift in bytes depending on encoding
int shift;
if(FileGetInteger(handle, FILE_IS_ANSI))
```cpp
shift=1;
else
    shift=2;
//--- go through the strings in the loop
while(1)
{
    //--- read the string
    FileReadString(handle);
    //--- check for the file end
    if(!FileIsEnding(handle))
    {
        //--- store the next string's position
        arr[i]=FileTell(handle)+shift;
        i++;
        //--- increase the size of the array if it is overflowed
        if(i==def_size)
        {
            def_size+=def_size+1;
            ArrayResize(arr,def_size);
        }
    }
    else
        break; // end of the file, exit
}
//--- define the actual size of the array
ArrayResize(arr,i);
```
File Functions

**FileWrite**

The function is intended for writing of data into a CSV file, delimiter being inserted automatically unless it is equal to 0. After writing into the file, the line end character "\r\n" will be added.

```c
uint FileWrite(  
    int file_handle,  // File handle  
    ...  // List of recorded parameters
);
```

**Parameters**

`file_handle`
- [in] File descriptor returned by `FileOpen()`.

```c
...  // [in] The list of parameters separated by commas, to write to the file. The number of written parameters can be up to 63.
```

**Return Value**

Number of bytes written.

**Note**

Numbers will be converted into a text at output (see the `Print()` function). Data of the double type are output with the accuracy of 16 digits after the decimal point, and the data can be displayed either in traditional or in scientific format - depending on which format will be the most compact. The data of the float type are shown with 5 digits after the decimal point. To output real numbers with different precision or in a clearly specified format, use `DoubleToString()`.

Numbers of the bool type are displayed as "true" or "false" strings. Numbers of the datetime type are displayed as "YYYY.MM.DD HH:MI:SS".

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#pragma once

//--- show the window of input parameters when launching the script
#pragma script_show_inputs

//--- parameters for receiving data from the terminal
input string InpSymbolName="EURUSD";  // currency pair
input ENUM_TIMEFRAMES InpSymbolPeriod=PERIOD_H1;  // time frame
input int InpFastEMAPeriod=12;  // fast EMA period
input int InpSlowEMAPeriod=26;  // slow EMA period
input int InpSignalPeriod=9;  // difference averaging period
input ENUM_APPLIED_PRICE InpAppliedPrice=PRICE_CLOSE;  // price type
```
input datetime InpDateStart=D'2012.01.01 00:00'; // data copying start date
//--- parameters for writing data to file
input string InpFileName="MACD.csv"; // file name
input string InpDirectoryName="Data"; // directory name
//@--- end time is the current time
datetime date_finish; // data copying end date
bool sign_buff[]; // signal array (true - buy, false - sell)
datetime time_buff[]; // array of signals' arrival time
int sign_size=0; // signal array size
double macd_buff[]; // array of indicator values
datetime date_buff[]; // array of indicator dates
int macd_size=0; // size of indicator arrays
//@--- receive MACD indicator handle
ResetLastError();
int macd_handle=iMACD(InpSymbolName, InpSymbolPeriod, InpFastEMAPeriod, InpSlowEMAPeriod, InpSignalPeriod, InpAppliedPrice);
if(macd_handle==INVALID_HANDLE)
{
    //--- failed to receive indicator handle
    PrintFormat("Error when receiving indicator handle. Error code = %d", GetLastError());
    return;
}
//@--- being in the loop until the indicator calculates all its values
while(BarsCalculated(macd_handle)==-1)
    Sleep(10); // pause to allow the indicator to calculate all its values
//@--- copy the indicator values for a certain period of time
ResetLastError();
if(CopyBuffer(macd_handle, 0, InpDateStart, date_finish, macd_buff)==-1)
{
    PrintFormat("Failed to copy indicator values. Error code = %d", GetLastError());
    return;
}
//@--- copy the appropriate time for the indicator values
ResetLastError();
if(CopyTime(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, date_buff)==-1)
{
    PrintFormat("Failed to copy time values. Error code = %d", GetLastError());
    return;
}
//@--- free the memory occupied by the indicator
IndicatorRelease(macd_handle);
//@--- receive the buffer size
macd_size=ArraySize(macd_buff);
//@--- analyze the data and save the indicator signals to the arrays
ArrayResize(sign_buff,macd_size-1);
ArrayResize(time_buff,macd_size-1);
for(int i=1;i<macd_size;i++)
{
    //--- buy signal
    if(macd_buff[i-1]<0 && macd_buff[i]>=0)
    {
        sign_buff[sign_size]=true;
        time_buff[sign_size]=date_buff[i];
        sign_size++;
    }
    //--- sell signal
    if((macd_buff[i-1]>0 && macd_buff[i]<=0))
    {
        sign_buff[sign_size]=false;
        time_buff[sign_size]=date_buff[i];
        sign_size++;
    }
}

//--- open the file for writing the indicator values (if the file is absent, it will be created automatically)
ResetLastError();
int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName,FILE_READ|FILE_WRITE|FILE_CREAT);
if(file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is available for writing",InpFileName);
    PrintFormat("File path: %s\Files\",TerminalInfoString(TERMINAL_DATA_PAT));
    //--- first, write the number of signals
    FileWrite(file_handle,sign_size);
    //--- write the time and values of signals to the file
    for(int i=0;i<sign_size;i++)
        FileWrite(file_handle,time_buff[i],sign_buff[i]);
    //--- close the file
    FileClose(file_handle);
    PrintFormat("Data is written, %s file is closed",InpFileName);
}
else
    PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError());

See also
Comment, Print, StringFormat
FileWriteArray

The function writes arrays of any type except for string to a BIN file (can be an array of structures not containing strings or dynamic arrays).

```c
uint FileWriteArray(
    int file_handle,    // File handle
    const void* array[], // Array
    int start=0,        // Start index in the array
    int count=WHOLE_ARRAY // Number of elements
);
```

Parameters

- **file_handle**
  - [in] File descriptor returned by `FileOpen()`.

- **array[]**
  - [out] Array for recording.

- **start=0**
  - [in] Initial index in the array (number of the first recorded element).

- **count=WHOLE_ARRAY**
  - [in] Number of items to write (`WHOLE_ARRAY` means that all items starting with the number start until the end of the array will be written).

Return Value

- Number of recorded items.

Note

String array can be recorded in a TXT file. In this case, strings are automatically ended by the line end characters "\n\n". Depending on the file type ANSI or UNICODE, strings are either converted to ansi-encoding or not.

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
//--- input parameters
input string InpFileName="data.bin";
input string InpDirectoryName="SomeFolder";
//+------------------------------------------------------------------+
```
```cpp
struct prices {
    datetime date; // date
    double bid; // bid price
    double ask; // ask price
};

//--- global variables
int count = 0;
int size = 20;
string path = InpDirectoryName + "//" + InpFileName;
prices arr[];

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit() {
    //--- allocate memory for the array
    ArrayResize(arr, size);
    //---
    return INIT_SUCCEEDED;
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason) {
    //--- write the remaining count strings if count<n
    WriteData(count);
    //---
}

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick() {
    //--- save data to array
    arr[count].date = TimeCurrent();
    arr[count].bid = SymbolInfoDouble(Symbol(), SYMBOL_BID);
    arr[count].ask = SymbolInfoDouble(Symbol(), SYMBOLASK);
    //--- show current data
    Print("Date = ", arr[count].date, " Bid = ", arr[count].bid, " Ask = ", arr[count].ask);
    //--- increase the counter
    count++;
    //--- if the array is filled, write data to the file and zero it out
    if (count == size) {
        WriteData(size);
        count = 0;
    }
}
```
void WriteData(const int n)
{
    //--- open the file
    ResetLastError();
    int handle=FileOpen(path,FILE_READ|FILE_WRITE|FILE_BIN);
    if(handle!=INVALID_HANDLE)
    {
        //--- write array data to the end of the file
        FileSeek(handle,0,SEEK_END);
        FileWriteArray(handle,arr,0,n);
        //--- close the file
        FileClose(handle);
    }
    else
    {
        Print("Failed to open the file, error ",GetLastError());
    }
}

See also

Variables, FileSeek
File Functions

FileWriteDouble

The function writes the value of a double parameter to a binary file, starting from the current position of the file pointer.

```c
#include <stdio.h>

uint FileWriteDouble(
    int file_handle,  // File handle
    double value      // Value to write
);
```

**Parameters**

- `file_handle` ([in]) File descriptor returned by `FileOpen()`.
- `value` ([in]) The value of double type.

**Return Value**

If successful the function returns the number of bytes written (in this case `sizeof(double)=8`). The file pointer is shifted by the same number of bytes.

**Example:**

```c
//+------------------------------------------------------------------+
//| Demo_FileWriteDouble.mq5 | Copyright 2013, MetaQuotes Software Corp. |
//| https://www.mql5.com | +------------------------------------------------------------------+

#include <stdio.h>

uint FileWriteDouble(
    int file_handle,  // File handle
    double value      // Value to write
);
```

```c
void OnStart()
{
    uint result = FileWriteDouble(file_handle, value);
}
```
```c
datetime date_finish=TimeCurrent();
double ma_buff[];
datetime time_buff[];
int size;

//--- receive MA indicator handle
ResetLastError();
int ma_handle=iMA(InpSymbolName, InpSymbolPeriod, InpMAPeriod, InpMAShift, InpMAMethod,
if(ma_handle==INVALID_HANDLE)
{
    //--- failed to receive the indicator handle
    PrintFormat("Error when receiving indicator handle. Error code = %d", GetLastError);
    return;
}

//--- being in the loop until the indicator calculates all its values
while(BarsCalculated(ma_handle)==-1)
    Sleep(20);  // a pause to allow the indicator to calculate all its values

PrintFormat("Indicator values starting from %s will be written to the file", TimeToString(InpDateStart));

//--- copy the indicator values
ResetLastError();
if(CopyBuffer(ma_handle, 0, InpDateStart, date_finish, ma_buff)==-1)
{
    PrintFormat("Failed to copy the indicator values. Error code = %d", GetLastError);
    return;
}

//--- copy the time of the appropriate bars’ arrival
ResetLastError();
if(CopyTime(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, time_buff)==-1)
{
    PrintFormat("Failed to copy time values. Error code = %d", GetLastError);
    return;
}

//--- receive the buffer size
size=ArraySize(ma_buff);
//--- free the memory occupied by the indicator
IndicatorRelease(ma_handle);

//--- open the file for writing the indicator values (if the file is absent, it will be created automatically)
ResetLastError();
int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName, FILE_READ|FILE_WRITE|FILE_BINARY);
if(file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is available for writing", InpFileName);
    PrintFormat("File path: %s\\Files\\\", TerminalInfoString(TERMINAL_DATA_PATH));
    //--- first, write the size of data sample
    FileWriteDouble(file_handle, (double)size);
    //--- write the indicator time and value to the file
    for(int i=0; i<size; i++)
    {
        FileWriteDouble(file_handle, (double)time_buff[i]);
        FileWriteDouble(file_handle, ma_buff[i]);
    }
}
```
//--- close the file
FileClose(file_handle);
PrintFormat("Data is written, %s file is closed", InpFileName);
else
    PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError());

See also

Real types (double, float)
**FileWriteFloat**

The function writes the value of the float parameter to a bin-file, starting from the current position of the file pointer.

```c
uint FileWriteFloat(
    int    file_handle,  // File handle
    float value          // Value to be written
);
```

**Parameters**

- `file_handle`  
- `value`  

**Return Value**

If successful the function returns the number of bytes written (in this case `sizeof(float)=4`). The file pointer is shifted by the same number of bytes.

**Example:**

```c
//--- parameters for receiving data from the terminal
input string    InpSymbolName="EURUSD";   // currency pair
input ENUM_TIMEFRAMES InpSymbolPeriod=PERIOD_M15;   // time frame
input datetime   InpDateStart=D'2013.01.01 00:00';   // data copying start date

void OnStart()
{
   datetime date_finish=TimeCurrent();
    double close_buff[];
    datetime time_buff[];
    int size;
}
//--- reset the error value
ResetLastError();

//--- copy the close price for each bar
if (CopyClose(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, close_buff) == -1) {
    PrintFormat("Failed to copy close price values. Error code = %d", GetLastError());
    return;
}

//--- copy the time for each bar
if (CopyTime(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, time_buff) == -1) {
    PrintFormat("Failed to copy the time values. Error code = %d", GetLastError());
    return;
}

//--- receive the buffer size
size = ArraySize(close_buff);

//--- open the file for writing the values (if the file is absent, it will be created
ResetLastError();
int file_handle = FileOpen(InpDirectoryName + "/" + InpFileName, FILE_READ|FILE_WRITE|FILE_BIN);
if (file_handle != INVALID_HANDLE)
{
    PrintFormat("%s file is open for writing", InpFileName);
    PrintFormat("File path: %s\Files\", TerminalInfoString(TERM_PATH));
    //--- write close prices' time and values to the file
    for (int i = 0; i < size; i++)
    {
        FileWriteDouble(file_handle,(double)time_buff[i]);
        FileWriteFloat(file_handle, (float)close_buff[i]);
    }
    //--- close the file
    FileClose(file_handle);
    PrintFormat("Data is written, %s file is closed", InpFileName);
}
else

    PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError();

See also

Real types (double, float), FileWriteDouble
FileWriteInteger

The function writes the value of the int parameter to a bin-file, starting from the current position of the file pointer.

```c
uint FileWriteInteger(
    int file_handle, // File handle
    int value,       // Value to be written
    int size=INT_VALUE // Size in bytes
);
```

Parameters

- **file_handle**
  - [in] File descriptor returned by `FileOpen()`.

- **value**
  - [in] Integer value.

- **size=INT_VALUE**
  - [in] Number of bytes (up to 4 inclusive), that should be written. The corresponding constants are provided: `CHAR_VALUE=1`, `SHORT_VALUE=2` and `INT_VALUE=4`, so the function can write the integer value of char, uchar, short, ushort, int, or uint type.

Return Value

If successful the function returns the number of bytes written. The file pointer is shifted by the same number of bytes.

Example:

```c
//+------------------------------------------------------------------+
//|
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
```

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{  
datetime date_finish = TimeCurrent();
  double close_buff[];
  datetime time_buff[];
  int size;

  //--- reset the error value
  ResetLastError();

  //--- copy the close price for each bar
  if (CopyClose(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, close_buff)==-1)
  {
    PrintFormat("Failed to copy the values of close prices. Error code = %d", GetLastError());
    return;
  }

  //--- copy the time for each bar
  if (CopyTime(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, time_buff)==-1)
  {
    PrintFormat("Failed to copy time values. Error code = %d", GetLastError());
    return;
  }

  //--- receive the buffer size
  size = ArraySize(close_buff);

  //--- open the file for writing the values (if the file is absent, it will be created
  ResetLastError();
  int file_handle = FileOpen(InpDirectoryName+"//"+InpFileName, FILE_READ|FILE_WRITE|FILE_TRUNCATE);
  if (file_handle == INVALID_HANDLE)
  {
    PrintFormat("%s file is available for writing", InpFileName);
    PrintFormat("File path: %s\Files\", TerminalInfoString(TERMINAL_DATA_PATH));
  }

  int up_down = 0; // trend flag
  int arr_size; // arr array size
  uchar arr[]; // uchar type array

  //--- write time values to the file
  for (int i=0; i<size-1; i++)
  {
    //--- compare close prices of the current and next bars
    if (close_buff[i] <= close_buff[i+1])
    {
      if (up_down != 1)
      {
        //--- write date value to the file using FileWriteInteger
        StringToCharArray(TimeToString(time_buff[i]), arr);
        arr_size = ArraySize(arr);
        //--- first, write the number of symbols in the array
        FileWriteInteger(file_handle, arr_size, INT_VALUE);
        //--- write the symbols
        for (int j=0; j<arr_size; j++)
        {
          FileWriteInteger(file_handle, arr[j], CHAR_VALUE);
        }
      }
      //--- change the trend flag
  }
up_down=1;
}

else
{
if (up_down!=-1)
{
    //--- write the date value to the file using FileWriterInteger
    StringToCharArray(TimeToString(time_buff[i]),arr);
    arr_size=ArraySize(arr);
    //--- first, write the number of symbols in the array
    FileWriterInteger(file_handle,arr_size,INT_VALUE);
    //--- write the symbols
    for (int j=0; j<arr_size; j++)
        FileWriterInteger(file_handle,arr[j],CHAR_VALUE);
    //--- change the trend flag
    up_down=-1;
}
}

//--- close the file
FileClose(file_handle);
PrintFormat("Data is written, %s file is closed", InpFileName);
}
else
    PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError());

See also
IntegerToString, StringToInteger, Integer types
FileWriteLong

The function writes the value of the long-type parameter to a bin-file, starting from the current position of the file pointer.

```c
uint FileWriteLong(
    int file_handle,    // File handle
    long value         // Value to be written
);
```

**Parameters**

- `file_handle`  
- `value`  

**Return Value**

If successful the function returns the number of bytes written (in this case `sizeof(long)=8`). The file pointer is shifted by the same number of bytes.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
//--- show the window of input parameters when launching the script
#property script_show_inputs
//--- parameters for receiving data from the terminal
input string InpSymbolName="EURUSD";      // currency pair
input ENUM_TIMEFRAMES InpSymbolPeriod=PERIOD_H1; // time frame
input datetime InpDateStart="D'2013.01.01 00:00'"; // data copying start date
//--- parameters for writing data to the file
input string InpFileName="Volume.bin";     // file name
input string InpDirectoryName="Data";      // directory name
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    datetime date_finish=TimeCurrent();
    long    volume_buff[];
    datetime time_buff[];
    int     size;
}
```
//--- reset the error value
ResetLastError();
//--- copy tick volumes for each bar
if(CopyTickVolume(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, volume_buff)==-1)
{
    PrintFormat("Failed to copy values of the tick volume. Error code = %d", GetLastError());
    return;
}
//--- copy the time for each bar
if(CopyTime(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, time_buff)==-1)
{
    PrintFormat("Failed to copy time values. Error code = %d", GetLastError());
    return;
}
//--- receive the buffer size
size=ArraySize(volume_buff);
//--- open the file for writing the indicator values (if the file is absent, it will be created automatically)
ResetLastError();
int file_handle=FileOpen(InpDirectoryName+"//"+InpFileName, FILE_READ|FILE_WRITE|FILE_BINARY);
if(file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is available for writing", InpFileName);
    PrintFormat("File path: %s\Files\", TerminalInfoString(TerminalInfoString(TERMINAL_DATA_PATH)));}
    //--- first, write the data sample size
    FileWriteLong(file_handle, (long)size);
    //--- write time and volume values to file
    for(int i=0; i<size; i++)
    {
        FileWriteLong(file_handle, (long)time_buff[i]);
        FileWriteLong(file_handle, volume_buff[i]);
    }
    //--- close the file
    FileClose(file_handle);
    PrintFormat("Data is written, %s file is closed", InpFileName);
}
else
{
    PrintFormat("Failed to open %s file, Error code = %d", InpFileName, GetLastError());
}

See also

Integer types, FileWriteInteger
File Functions

FileWriteString

The function writes the value of a string-type parameter into a BIN, CSV or TXT file starting from the current position of the file pointer. When writing to a CSV or TXT file: if there is a symbol in the string \n (LF) without previous character \r (CR), then before \n the missing \r is added.

```c
uint  FileWriteString(
    int   file_handle,  // File handle
    const string  text_string,  // string to write
    int   length=-1   // number of symbols
);
```

Parameters

- **file_handle**
  

- **text_string**
  

- **length=-1**
  
  [in] The number of characters that you want to write. This option is needed for writing a string into a BIN file. If the size is not specified, then the entire string without the trailer 0 is written. If you specify a size smaller than the length of the string, then a part of the string without the trailer 0 is written. If you specify a size greater than the length of the string, the string is filled by the appropriate number of zeros. For files of CSV and TXT type, this parameter is ignored and the string is written entirely.

Return Value

If successful the function returns the number of bytes written. The file pointer is shifted by the same number of bytes.

Note

Note that when writing to a file opened by the FILE_UNICODE flag (or without a flag FILE_ANSI), then the number of bytes written will be twice as large as the number of string characters written. When recording to a file opened with the FILE_ANSI flag, the number of bytes written will coincide with the number of string characters written.

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#elifdef DEMO_FILEWRITESTRING

//--- show the window of input parameters when launching the script
#property script_show_inputs
//--- parameters for receiving data from the terminal
```
input string InpSymbolName="EURUSD"; // currency pair
input ENUM_TIMEFRAMES InpSymbolPeriod=PERIOD_H1; // time frame
input int InpMAPeriod=14; // MA period
input ENUM_APPLIED_PRICE InpAppliedPrice=PRICE_CLOSE; // price type
input datetime InpDateStart='2013.01.01 00:00'; // data copying start date

//--- parameters for writing data to the file
input string InpFileName="RSI.csv"; // file name
input string InpDirectoryName="Data"; // directory name

void OnStart()
{
    datetime date_finish; // data copying end date
double rsi_buff[]; // array of indicator values
datetime date_buff[]; // array of the indicator dates
int rsi_size=0; // size of the indicator arrays

    //--- end time is the current one
    date_finish=TimeCurrent();
    //--- receive RSI indicator handle
    ResetLastError();
    int rsi_handle=iRSI(InpSymbolName, InpSymbolPeriod, InpMAPeriod, InpAppliedPrice);
    if(rsi_handle==INVALID_HANDLE)
    {
        //--- failed to receive the indicator handle
        PrintFormat("Error when receiving indicator handle. Error code = %d", GetLastError();
        return;
    }
    //--- being in the loop, until the indicator calculates all its values
    while(BarsCalculated(rsi_handle)==-1)
    {
        Sleep(10); // a pause to allow the indicator to calculate all its values
        //--- copy the indicator values for a certain period of time
        ResetLastError();
        if(CopyBuffer(rsi_handle, 0, InpDateStart, date_finish, rsi_buff)==-1)
        {
            PrintFormat("Failed to copy indicator values. Error code = %d", GetLastError();
            return;
        }
        //--- copy the appropriate time for the indicator values
        ResetLastError();
        if(CopyTime(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, date_buff)==-1)
        {
            PrintFormat("Failed to copy time values. Error code = %d", GetLastError();
            return;
        }
    //--- free the memory occupied by the indicator
    IndicatorRelease(rsi_handle);
    //--- receive the buffer size
    rsi_size=ArraySize(rsi_buff);
//--- open the file for writing the indicator values (if the file is absent, it will be created automatically)
ResetLastError();
int file_handle=FileOpen(InpDirectoryName+""+InpFileName,FILE_READ|FILE_WRITE|FILE_TRUNCATE);
if(file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is available for writing",InpFileName);
    PrintFormat("File path: %s\Files\",TerminalInfoString(TERMNAL_DATA_PATH));
    //--- prepare additional variables
    string str="";
    bool is_formed=false;
    //--- write dates of forming overbought and oversold areas
    for(int i=0;i<rsi_size;i++)
    {
        //--- check the indicator values
        if(rsi_buff[i]>=70 || rsi_buff[i]<=30)
        {
            //--- if the value is the first one in this area
            if(!is_formed)
            {
                //--- add the value and the date
                str=(string)rsi_buff[i]+"t"+(string)date_buff[i];
                is_formed=true;
            }
            else
            str="t"+(string)rsi_buff[i]+"t"+(string)date_buff[i];
            //--- move to the next loop iteration
            continue;
        }
        //--- check the flag
        if(is_formed)
        {
            //--- the string is formed, write it to the file
            FileWriteString(file_handle,str+"r"");
            is_formed=false;
        }
    }
    //--- close the file
    FileClose(file_handle);
    PrintFormat("Data is written, %s file is closed",InpFileName);
}
else
    PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError());
FileWriteStruct

The function writes into a bin-file contents of a structure passed as a parameter, starting from the
current position of the file pointer.

```c
uint FileWriteStruct(
    int file_handle,       // File handle
    const void* struct_object,  // link to an object
    int size=-1               // size to be written in bytes
);
```

Parameters

file_handle
[in] File descriptor returned by FileOpen().

struct_object
[in] Reference to the object of this structure. The structure should not contain strings, dynamic
arrays or virtual functions.

size=-1
[in] Number of bytes that you want to record. If size is not specified or the specified number of
bytes is greater than the size of the structure, the entire structure is written.

Return Value

If successful the function returns the number of bytes written. The file pointer is shifted by the
same number of bytes.

Example:

```c
//+------------------------------------------------------------------+
//-- show the window of input parameters when launching the script
#property script_show_inputs
//--- parameters for receiving data from the terminal
input string InpSymbolName="EURUSD";       // currency pair
input ENUM_TIMEFRAMES InpSymbolPeriod=PERIOD_H1;  // time frame
input datetime InpDateStart=D'2013.01.01 00:00'; // data copying start date
//--- parameters for writing data to the file
input string InpFileName="EURUSD.txt";         // file name
input string InpDirectoryName="Data";          // directory name
//+------------------------------------------------------------------+
// Structure for storing candlestick data
struct candlesticks
```
{  
double open; // open price  
double close; // close price  
double high; // high price  
double low; // low price  
datetime date; // date
};

void OnStart()
{

datetime date_finish=TimeCurrent();
int size;
datetime time_buff[];
double open_buff[];
double close_buff[];
double high_buff[];
double low_buff[];
candlesticks cand_buff[];

//-- reset the error value
ResetLastError();

//-- receive the time of the arrival of the bars from the range
if(CopyTime(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, time_buff)==-1)
{
    PrintFormat("Failed to copy time values. Error code = %d", GetLastError());
    return;
}

//-- receive high prices of the bars from the range
if(CopyHigh(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, high_buff)==-1)
{
    PrintFormat("Failed to copy values of high prices. Error code = %d", GetLastError());
    return;
}

//-- receive low prices of the bars from the range
if(CopyLow(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, low_buff)==-1)
{
    PrintFormat("Failed to copy values of low prices. Error code = %d", GetLastError());
    return;
}

//-- receive open prices of the bars from the range
if(CopyOpen(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, open_buff)==-1)
{
    PrintFormat("Failed to copy values of open prices. Error code = %d", GetLastError());
    return;
}

//-- receive close prices of the bars from the range
if(CopyClose(InpSymbolName, InpSymbolPeriod, InpDateStart, date_finish, close_buff)==-1)
PrintFormat("Failed to copy values of close prices. Error code = %d", GetLastError);
return;

//--- define dimension of the arrays
size=ArraySize(time_buff);
//--- save all data in the structure array
ArrayResize(cand_buff,size);
for(int i=0;i<size;i++)
{
    cand_buff[i].open=open_buff[i];
    cand_buff[i].close=close_buff[i];
    cand_buff[i].high=high_buff[i];
    cand_buff[i].low=low_buff[i];
    cand_buff[i].date=time_buff[i];
}

//--- open the file for writing the structure array to the file (if the file is absent
ResetLastError();
int file_handle=FileOpen(InpDirectoryName+"\"+InpFileName,FILE_READ|FILE_WRITE|FILE_TRUNCATE);
if(file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is open for writing",InpFileName);
    PrintFormat("File path: %s\Files\",TerminalInfoString(TERMNAL_COMMON_DATA_PATH));
    //--- prepare the counter of the number of bytes
    uint counter=0;
    //--- write array values in the loop
    for(int i=0;i<size;i++)
    {
        counter+=FileWriteStruct(file_handle,cand_buff[i]);
        PrintFormat("%d bytes of information is written to %s file",InpFileName,counter);
    }
    PrintFormat("Total number of bytes: %d * %d * %d = %d, %s",size,5,8,size*5*8,si:
    //--- close the file
    FileClose(file_handle);
    PrintFormat("Data is written, %s file is closed",InpFileName);
}
else
    PrintFormat("Failed to open %s file, Error code = %d",InpFileName,GetLastError());

See also

Structures and classes
File Functions

FileLoad

Reads all data of a specified binary file into a passed array of numeric types or simple structures. The function allows you to quickly read data of a known type into the appropriate array.

```c
long FileLoad(
    const string file_name, // File name
    void* buffer[], // An array of numeric types or simple structures
    int common_flag=0 // A file flag, is searched in <data_folder>MQL5\Files (or in <testing_agent_directory>MQL5\Files in case of testing).
);
```

Parameters

- **file name**
  - [in] The name of the file from which data will be read.

- **buffer**
  - [out] An array of numeric types or simple structures.

- **common_flag=0**
  - [in] A file flag indicating the operation mode. If the parameter is not specified, the file is searched in the subfolder MQL5\Files (or in <testing_agent_directory>MQL5\Files in case of testing).

Return Value

The number of elements read or -1 in case of an error.

Note

The `FileLoad()` function reads from a file the number of bytes multiple of the array element size. Suppose the file size is 10 bytes, and the function reads data into an array of type double (`sizeof(double)=8`). In this case the function will read only 8 bytes, the remaining 2 bytes at the end of the file will be dropped, and the function `FileLoad()` will return 1 (1 element read).

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2016, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2016, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"
property copyright "Copyright 2016, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"
property script_show_inputs
//--- input parameters
input int bars_to_save=10; // Number of bars
//+------------------------------------------------------------------+
```
// Script program start function
//+------------------------------------------------------------------+

void OnStart()
{
    string filename=_Symbol+"_rates.bin";
    MqlRates rates[];
    //---
    int copied=CopyRates(_Symbol, _Period, 0, bars_to_save, rates);
    if(copied!=-1)
    {
        PrintFormat(" CopyRates(%s) copied %d bars", _Symbol, copied);
        //--- Writing quotes to a file
        if(!FileSave(filename, rates, FILE_COMMON))
            PrintFormat("FileSave() failed, error=%d", GetLastError());
    }
    else
        PrintFormat("Failed CopyRates(%s), error=" , _Symbol, GetLastError());
    //--- Now reading these quotes back to the file
    ArrayFree(rates);
    long count=FileLoad(filename, rates, FILE_COMMON);
    if(count!=-1)
    {
        Print("Time\tOpen\tHigh\tLow\tClose\tTick Volume\tSpread\tReal Volume");
        for(int i=0; i<count; i++)
        {
            PrintFormat("%s\t%G\t%G\t%G\t%G\t%G\t%I64u\t%I64u",
                TimeToString(rates[i].time, TIME_DATE | TIME_SECONDS),
                rates[i].open, rates[i].high, rates[i].low, rates[i].close,
                rates[i].tick_volume, rates[i].spread, rates[i].real_volume);
        }
    }
}

See also

Structures and Classes, FileReadArray, FileReadStruct, FileSave
FileSave

Writes to a binary file all elements of an array passed as a parameter. The function allows you to quickly write arrays of numeric types or simple structures as one string.

```cpp
bool FileSave(
    const string file_name, // File name
    void& buffer[], // An array of numeric types or simple structures
    int common_flag=0 // A file flag, by default files are written to <data_folder>
);
```

Parameters

- **file_name**
  - [in] The name of the file, to the data array will be written.

- **buffer**
  - [in] An array of numeric types or **simple structures**.

- **common_flag=0**
  - [in] A file flag indicating the operation mode. If the parameter is not specified, the file will be written to the subfolder MQL5\Files (or to <testing_agent_directory>\MQL5\Files in case of testing).

Return Value

In case of failure returns false.

Example:

```cpp
//+------------------------------------------------------------------+
//|                        Copyright 2016, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2016, MetaQuotes Software Corp."
property link       "https://www.mql5.com"
property version    "1.00"
property script_show_inputs
//--- input parameters
input int ticks_to_save=1000; // Number of ticks
//+------------------------------------------------------------------+
// Script program start function
//+------------------------------------------------------------------+
void OnStart()
{
    string filename=_Symbol+"_ticks.bin";
    MqlTick ticks[];
    u//---
    int copied=CopyTicks(_Symbol,ticks,COPY_TICKS_ALL,0,ticks_to_save);
    if(copied!=-1)
    {
```
PrintFormat("CopyTicks(%s) copied %d ticks", Symbol, copied);
//-- If the tick history is synchronized, the error code is equal to zero
if(!GetLastError() == 0)
    PrintFormat("%s: Ticks are not synchronized, error=%d", Symbol, copied, _LastError);
//-- Writing ticks to a file
if(!FileSave(filename, ticks, FILE_COMMON))
    PrintFormat("FileSave() failed, error=%d", GetLastError());
else
    PrintFormat("Failed CopyTicks(%s), Error=" , Symbol, GetLastError());
//-- Now reading the ticks back to the file
ArrayFree(ticks);
long count=FileLoad(filename, ticks, FILE_COMMON);
if(count!=-1)
{
    Print("Time|tBid|tAsk|tLast|tVolume|tms|tflags");
    for(int i=0;i<count;i++)
    {
        PrintFormat("%s.%03I64u:\%t\%G\t\%G\t\%I64u\t0x%04x",
        TimeToString(ticks[i].time, TIME_DATE|TIME_SECONDS), ticks[i].time_msc%1000, ticks[i].bid, ticks[i].ask, ticks[i].last, ticks[i].volume, ticks[i].flags);
    }
}

See also
Structures and Classes, FileWriteArray, FileWriteStruct, FileLoad, FileWrite
FolderCreate

Creates a directory in the Files folder (depending on the common_flag value)

```cpp
bool FolderCreate(
    string folder_name,  // line with the created folder name
    int common_flag=0    // action area
);
```

**Parameters**

- `folder_name`
  - [in] Name of the directory to be created. Contains the relative path to the folder.

- `common_flag=0`
  - [in] Flag defining the directory location. If `common_flag=FILE_COMMON`, the directory is located in the common folder of all client terminals \Terminal\Common\Files. Otherwise, the directory is in the local folder (MQL5\Files or MQL5\Tester\Files when testing).

**Return Value**

Returns true if successful, otherwise false.

**Note**

For reasons of security, working with files is strictly controlled in MQL5 language. Files used in file operations by means of MQL5 language cannot be located outside the file sandbox.

**Example:**

```cpp
//--- display window of the input parameters during the script's launch
#property script_show_inputs
//--- the input parameter defines the folder, in which the script works
input bool common_folder=false; // common folder for all terminals
.Enums
    Folder_A
    Folder_B
    Folder_C
    Common
    Terminal

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- folder to be created in MQL5\Files
    string root_folder="Folder_A";
    if(CreateFolder(root_folder,common_folder))
    {
        //--- create the Child_Folder_B1 sub-folder in it
```
```cpp
string folder_B1="Child_Folder_B1";
string path=root_folder+\"\"+folder_B1; // create the folder name considering the structure
if(CreateFolder(path,common_folder))
{
    //--- create 3 more sub-directories in this folder
    string folder_C11="Child_Folder_C11";
    string child_path=root_folder+\"\"+folder_C11; // create the folder name considering the structure
    CreateFolder(child_path,common_folder);
    //--- second sub-directory
    string folder_C12="Child_Folder_C12";
    child_path=root_folder+\"\"+folder_C12;
    CreateFolder(child_path,common_folder);

    //--- third sub-directory
    string folder_C13="Child_Folder_C13";
    child_path=root_folder+\"\"+folder_C13;
    CreateFolder(child_path,common_folder);
}

//---
}

//+------------------------------------------------------------------+
//| Try creating a folder and display a message about that           |
//+------------------------------------------------------------------+
bool CreateFolder(string folder_path, bool common_flag)
{
    int flag=common_flag?FILE_COMMON:0;
    string working_folder;
    //--- define the full path depending on the common_flag parameter
    if(common_flag)
        working_folder=TerminalInfoString(TERMNAL_COMMONDATA_PATH)\"\"MQL5\"\"Files";
    else
        working_folder=TerminalInfoString(TERMNAL_DATA_PATH)\"\"MQL5\"\"Files";
    //--- debugging message
    PrintFormat("folder_path=%s",folder_path);
    //--- attempt to create a folder relative to the MQL5\Files path
    if(FolderCreate(folder_path,flag))
    {
        //--- display the full path for the created folder
        PrintFormat("Created the folder %s",working_folder+\"\"+folder_path);
        //--- reset the error code
        ResetLastError();
        //--- successful execution
        return true;
    }
    else
        PrintFormat("Failed to create the folder %s. Error code %d",working_folder+folder_path);
    //--- execution failed
    return false;
```

See also

FileOpen(), FolderClean(), FileCopy()
FolderDelete

The function removes the specified directory. If the folder is not empty, then it can't be removed.

```c
bool FolderDelete(
    string folder_name, // String with the name of the folder to delete
    int common_flag=0    // Scope
);
```

Parameters

- `folder_name` [in] The name of the directory you want to delete. Contains the full path to the folder.
- `common_flag=0` [in] Flag determining the location of the directory. If `common_flag=FILE_COMMON`, then the directory is in the shared folder for all client terminals \Terminal\Common\Files. Otherwise, the directory is in a local folder (MQL5\Files or MQL5\Tester\Files in the case of testing).

Return Value

Returns true if successful, otherwise false.

Note

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.

If the directory contains at least one file and/or subdirectory, then this directory can't be deleted, it must be cleared first. `FolderClean()` is used to clear a folder of all its files or subfolders.

Example:

```c
//+------------------------------------------------------------------+
//| Demo_FolderDelete.mq5 |
//| Copyright 2011, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
//--- Description
#property description "The script shows a sample use of FolderDelete()."
#property description "First two folders are created; one of them is empty, the second one contains a file."
#property description "When trying to delete a non-empty folder, an error is returned"
//--- Show the dialog of input parameters when starting the script
#property script_show_inputs
//--- Input parameters
input string firstFolder="empty"; // An empty folder
input string secondFolder="nonempty"; // The folder, in which one file will be created
string filename="delete me.txt";    // The name of the file that will be created in the folder
```
void OnStart()
{
    //--- Write the file handle here
    int handle;
    //--- Find out in what folder we are working
    string working_folder=TerminalInfoString(TERMINAL_DATA_PATH)+"\\MQL5\\Files";
    //--- A debug message
    PrintFormat("working_folder=%s",working_folder);
    //--- Trying to create an empty folder relative to path MQL5\Files
    if(FolderCreate(firstFolder,0)) // 0 means that we are working in the local folder
    {
        //--- Enter the full path to the created folder
        PrintFormat("Folder %s has been created",working_folder+"\\"+firstFolder);
        //--- Reset the error code
        ResetLastError();
    }
    else
        PrintFormat("Failed to create folder %s. Error code %d",filename,GetLastError());
    Comment(StringFormat("Prepare to delete folders %s and %s",firstFolder,secondFolder));
    //--- A small pause of 5 seconds to read a message in the chart
    Sleep(5000); // Sleep() cannot be used in indicators!
    //--- Show a dialog and ask the user
    int choice=MessageBox(StringFormat("Do you want to delete folders %s and %s?",firstFolder,secondFolder),"Deleting folders",MB_YESNO|MB_ICONQUESTION); // Two buttons - "Yes" and "No"
    //--- Run an action depending on the selected variant
    if(choice==IDYES)
    {
        //--- Delete the comment form the chart
        Comment("");
        //--- Add a message into the "Experts" journal
        PrintFormat("Trying to delete folders %s and %s",firstFolder,secondFolder);
        ResetLastError();
        //--- Delete the empty folder
        if(FolderDelete(firstFolder))
        {
            //--- The following message should appear since the folder is empty
            PrintFormat("Folder %s has been successfully deleted",firstFolder);
        }
    }
else
    PrintFormat("Failed to delete folder %s. Error code=%d", firstFolder, GetLastError());
//--- Delete the folder that contains a file
if(FolderDelete(secondFolder))
    PrintFormat("Folder %s has been successfully deleted", secondFolder);
else
    //--- The following message should appear since the folder contains a file
    PrintFormat("Failed to delete folder %s. Error code=%d", secondFolder, GetLastError());
else
    Print("Deletion canceled");
//---

See also
    FileOpen(), FolderClean(), FileMove()
FolderClean

The function deletes all files in a specified folder.

```c
bool FolderClean(
    string folder_name,  // String with the name of the deleted folder
    int common_flag=0    // Scope
);
```

**Parameters**

**folder name**

[in] The name of the directory where you want to delete all files. Contains the full path to the folder.

**common_flag=0**

[in] Flag determining the location of the directory. If common_flag = FILE_COMMON, then the directory is in the shared folder for all client terminals \Terminal\Common\Files. Otherwise, the directory is in a local folder(MQL5\Files or MQL5\Tester\Files in case of testing).

**Return Value**

Returns true if successful, otherwise false.

**Note**

For security reasons, work with files is strictly controlled in the MQL5 language. Files with which file operations are conducted using MQL5 means, cannot be outside the file sandbox.

This function should be used with caution, since all the files and all subdirectories are deleted irretrievably.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Demo_FolderClean.mq5                     |
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link      "https://www.mql5.com"
#property version   "1.00"
//--- Description
#property description "The script shows a sample use of FolderClean()."
#property description "First, files are created in the specified folder using the FileOpen(). Then, before the files are deleted, a warning is shown using MessageBox()."
//--- Show the dialog of input parameters when starting the script
#property script_show_inputs
//--- Input parameters
input string foldername="demo_folder";  // Create a folder in MQL5/Files/
input int    files=5;                  // The number of files to create and delete
```

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void OnStart()
{
    string name="testfile";
    //--- First open or create files in the terminal data folder
    for(int N=0;N<files;N++)
    {
        //--- The name of the file in the form of 'demo_folder\testfileN.txt'
        string filename=StringFormat("%s\%s%d.txt",foldername,name,N);
        //--- Open a file with the flag for writing, in this case the 'demo_folder' will be
        //--- opened automatically
        int handle=FileOpen(filename, FILE_WRITE);
        //--- Find out if the FileOpen() function was successful
        if(handle==INVALID_HANDLE)
        {
            PrintFormat("Failed to create file %s. Error code",filename,GetLastError());
            ResetLastError();
        }
        else
        {
            PrintFormat("File %s has been successfully opened",filename);
            //--- The opened file is not needed any more, so close it
            FileClose(handle);
        }
    }
    //--- Check the number of files in the folder
    int k=FilesInFolder(foldername+"\*.*",0);
    PrintFormat("Totally the folder %s contains %d files",foldername,k);
    //--- Show a dialog to ask the user
    int choice=MessageBox(StringFormat("You are going to delete %d files from folder %s:
            Deleting files from the folder",foldername,MB_YESNO|MB_ICONQUESTION)); // Two buttons - "Yes" and "No"
    ResetLastError();
    //--- Run an action depending on the selected variant
    if(choice==IDYES)
    {
        //--- Start to delete files
        PrintFormat("Trying to delete all files from folder %s",foldername);
        if(FolderClean(foldername,0))
        {
            PrintFormat("Files have been successfully deleted, %d files left in folder %s
            foldername, FilesInFolder(foldername+"\*.*",0));
        }
        else
        {
            PrintFormat("Failed to delete files from folder %s. Error code %d",foldername,
            GetLastError());
        }
    }
    else
    {
        PrintFormat("Deletion canceled");
    }
}
```c
int FilesInFolder(string path, int flag)
{
    int count=0;
    long handle;
    string filename;
    //---
    handle=FileFindFirst(path, filename, flag);
    //--- If at least one file found, search for more files
    if(handle!=INVALID_HANDLE)
    {
        //--- Show the name of the file
        PrintFormat("File %s found",filename);
        //--- Increase the counter of found files/folders
        count++;
        //--- Start search in all files/folders
        while(FileFindNext(handle, filename))
        {
            PrintFormat("File %s found",filename);
            count++;
        }
        //--- Do not forget to close the search handle upon completion
        FileFindClose(handle);
    }
    else // Failed to get the handle
    {
        PrintFormat("Files search in folder %s failed",path);
    }
    //--- Return the result
    return count;
}
```

See also

FileFindFirst, FileFindNext, FileFindClose
**Custom Indicators**

This is the group functions used in the creation of custom indicators. These functions can’t be used when writing Expert Advisors and Scripts.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetIndexBuffer</td>
<td>Binds the specified indicator buffer with one-dimensional dynamic array of the double type</td>
</tr>
<tr>
<td>IndicatorSetDouble</td>
<td>Sets the value of an indicator property of the double type</td>
</tr>
<tr>
<td>IndicatorSetInteger</td>
<td>Sets the value of an indicator property of the int type</td>
</tr>
<tr>
<td>IndicatorSetString</td>
<td>Sets the value of an indicator property of the string type</td>
</tr>
<tr>
<td>PlotIndexSetDouble</td>
<td>Sets the value of an indicator line property of the type double</td>
</tr>
<tr>
<td>PlotIndexSetInteger</td>
<td>Sets the value of an indicator line property of the int type</td>
</tr>
<tr>
<td>PlotIndexSetString</td>
<td>Sets the value of an indicator line property of the string type</td>
</tr>
<tr>
<td>PlotIndexGetInteger</td>
<td>Returns the value of an indicator line property of the integer type</td>
</tr>
</tbody>
</table>

Indicator properties can be set using the compiler directives or using functions. To better understand this, it is recommended that you study indicator styles in examples.

All the necessary calculations of a custom indicator must be placed in the predetermined function OnCalculate(). If you use a short form of the OnCalculate() function call, like

```cpp
int OnCalculate (const int rates_total, const int prev_calculated, const int begin, const double price[]) { /*...*/
```

then the rates_total variable contains the value of the total number of elements of the price[] array, passed as an input parameter for calculating indicator values.

Parameter prev_calculated is the result of the execution of OnCalculate() at the previous call; it allows organizing a saving algorithm for calculating indicator values. For example, if the current value rates_total = 1000, prev_calculated = 999, then perhaps it’s enough to make calculations only for one value of each indicator buffer.

If the information about the size of the input array price would have been unavailable, then it would lead to the necessity to make calculations for 1000 values of each indicator buffer. At the first call of OnCalculate() value prev_calculated = 0. If the price[] array has changed somehow, then in this case prev_calculated is also equal to 0.

The begin parameter shows the number of initial values of the price array, which don’t contain data for calculation. For example, if values of Accelerator Oscillator (for which the first 37 values aren’t
calculated) were used as an input parameter, then begin = 37. For example, let's consider a simple indicator:

```c
    #property indicator_chart_window
    #property indicator_buffers 1
    #property indicator_plots 1
    //---- plot Label1
    #property indicator_label1 "Label1"
    #property indicator_type1 DRAW_LINE
    #property indicator_color1 clrRed
    #property indicator_style1 STYLE_SOLID
    #property indicator_width1 1
    //--- indicator buffers
    double Label1Buffer[];
    //+------------------------------------------------------------------+
    //| Custom indicator initialization function                          |
    //+------------------------------------------------------------------+
    void OnInit()
    {
    //--- indicator buffers mapping
        SetIndexBuffer(0,Label1Buffer,INDICATOR_DATA);
    //---
    }
    //+------------------------------------------------------------------+
    //| Custom indicator iteration function                               |
    //+------------------------------------------------------------------+
    int OnCalculate(const int rates_total,
                    const int prev_calculated,
                    const int begin,
                    const double &price[])
    {
    //---
        Print("begin = ",begin," prev_calculated = ",prev_calculated," rates_total = ",rates_total);
        //--- return value of prev_calculated for next call
        return(prev_calculated);
    }
```

Drag it from the "Navigator" window to the window of the Accelerator Oscillator indicator and we indicate that calculations will be made based on the values of the previous indicator:
As a result, the first call of OnCalculate() the value of prev_calculated will be equal to zero, and in further calls it will be equal to the rates_total value (until the number of bars on the price chart increases).

The value of the begin parameter will be exactly equal to the number of initial bars, for which the values of the Accelerator indicator aren't calculated according to the logic of this indicator. If we look at the source code of the custom indicator Accelerator.mq5, we'll see the following lines in the OnInit() function:
Using the function `PlotIndexSetInteger(0, PLOT_DRAW_BEGIN, empty_first_values)`, we set the number of non-existing first values in the zero indicator array of a custom indicator, which we don't need to accept for calculation (empty_first_values). Thus, we have mechanisms to:

1. set the number of initial values of an indicator, which shouldn't be used for calculations in another custom indicator;
2. get information on the number of first values to be ignored when you call another custom indicator, without going into the logic of its calculations.
Indicator Styles in Examples

The MetaTrader 5 Client Terminal includes 38 technical indicators that can be used in MQL5 programs using appropriate functions. But the main advantage of the MQL5 language is the ability to create custom indicators, which can then be used in Expert Advisors or simply applied on price charts for the purpose of technical analysis.

The entire set of indicators can be derived from several base drawing styles, known as plotting. Plotting denotes a way of displaying data, which the indicator calculates, stores and provides on request. There are seven such basic plotting types:

1. A line
2. A section (segment)
3. Histogram
4. Arrow (symbol)
5. A painted area (filled channel)
6. Bars
7. Japanese candlesticks

Each plotting requires one to five arrays of the double type, in which indicator values are stored. For the purpose of convenience, these arrays are associated with the indicator buffers. The number of buffers in an indicator must be declared in advance using compiler directives, for example:

```
#property indicator_buffers 3 // Number of buffers
#property indicator_plots 2 // number of plots
```

The number of buffers in the indicator is always greater than or equal to the number of plots in the indicator.

Since each basic plotting type can have color variation or construction specifics, the actual number of plotting types in the MQL5 is 18:

<table>
<thead>
<tr>
<th>Plotting</th>
<th>Description</th>
<th>Value buffers</th>
<th>Color buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRAW_NONE</td>
<td>Is not visually displayed in the chart, but the values of the corresponding buffer can be viewed in the Data Window</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>DRAW_LINE</td>
<td>A line is plotted on the values of the corresponding buffer (empty values in the buffer are undesirable)</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>DRAW_SECTION</td>
<td>Is drawn as line segments between the values of the corresponding buffer</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Plotting</td>
<td>Description</td>
<td>Value buffers</td>
<td>Color buffers</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------</td>
<td>---------------</td>
</tr>
<tr>
<td></td>
<td>(usually has a lot of empty values)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>DRAW_HISTOGRAM</strong></td>
<td>Is drawn as a histogram from the zero line to the values of the corresponding buffer (may have empty values)</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td><strong>DRAW_HISTOGRAM2</strong></td>
<td>Is drawn as a histogram based on two indicator buffers (may have empty values)</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td><strong>DRAW_ARROW</strong></td>
<td>Is drawn as symbols (may have empty values)</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td><strong>DRAW_ZIGZAG</strong></td>
<td>Similar to the style <strong>DRAW_SECTION</strong>, but unlike it, can plot vertical segments on one bar</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td><strong>DRAW_FILLING</strong></td>
<td>Color fill between two lines. 2 values of the corresponding buffers are shown in the Data Window</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td><strong>DRAW_BARS</strong></td>
<td>Is drawn as bars. 4 values of the corresponding buffers are shown in the Data Window</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td><strong>DRAW_CANDLES</strong></td>
<td>Drawn as Japanese candlesticks. 4 values of the corresponding buffers are shown in the Data Window</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td><strong>DRAW_COLOR_LINE</strong></td>
<td>A line for which you can alternate colors on different bars or change its color at any time</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td><strong>DRAW_COLOR_SECTION</strong></td>
<td>Similar to the style <strong>DRAW_SECTION</strong>, but the color of each</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>
### Custom Indicators

<table>
<thead>
<tr>
<th>Plotting</th>
<th>Description</th>
<th>Value buffers</th>
<th>Color buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRAW_COLOR_HISTOGRAM</td>
<td>section can be set individually; color can also be set dynamically</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_HISTOGRAM2</td>
<td>similar to the style DRAW_HISTOGRAM, but each strip may have a different color, you can set the color dynamically</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_ARROW</td>
<td>similar to the style DRAW_ARROW, but each symbol can have its color. Color can be changed dynamically</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_ZIGZAG</td>
<td>The DRAW_ZIGZAG style with the options of individual coloring of sections and dynamic color changing</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_BARS</td>
<td>The DRAW_BARS style with the options of individual coloring of bars and dynamic color changing</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>DRAW_COLOR_CANDLES</td>
<td>The DRAW_CANDLES style with the options of individual coloring of candlesticks and dynamic color changing</td>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

#### The difference between an indicator buffer and an array

In each indicator, on its **global level**, you should declare one or more arrays of the double type, which then must be used as an indicator buffer using the `SetIndexBuffer()` function. To draw indicator plots, only the values of the indicator buffers are used, any other arrays cannot be used for this purpose. In addition, buffer values are displayed in the Data Window.
An indicator buffer should be dynamic and does not require specification of the size - the size of the array used as the indicator buffer is set by the terminal execution subsystem automatically.

After the array is bound to the indicator buffer, the indexing direction is set by default like in ordinary arrays, but you can use the `ArraySetAsSeries()` function to change the way of access to the array elements. By default, the indicator buffer is used to store data used for plotting (`INDICATOR_DATA`).

If the calculation of indicator values requires holding intermediate calculations and storing the additional values for each bar, then such an array can be declared as a calculation buffer during binding (`INDICATOR_CALCULATIONS`). For the intermediate values, you can also use a regular array, but in this case, the programmer has to manage the size of the array.

Some plots allow setting a color for each bar. To store the information about color, color buffers are used (`INDICATOR_COLOR_INDEX`). The color is an integer type `color`, but all indicator buffers must be of type `double`. Values of color and auxiliary (`INDICATOR_CALCULATIONS`) buffers cannot be obtained by using `CopyBuffer()`.

The number of indicator buffers must be specified using the compiler directive `#property indicator_buffers number_of_buffers`:

```plaintext
#property indicator_buffers 3 // the indicator has 3 buffers
```

The maximum allowed number of buffers in one indicator is 512.

**Relevance of Indicator Buffers and Plotting**

Each plotting is based on one or more indicator buffers. So, for displaying simple candlesticks, four values are required - Open, High, Low and Close prices. Accordingly, to display an indicator in the form of candlesticks, it is necessary to declare 4 indicator buffers and 4 arrays of the double type for them. For example:

```plaintext
//--- The indicator has four indicator buffers
#property indicator_buffers 4
//--- The indicator has one plotting
#property indicator_plots 1
//--- Graphical plotting number 1 will appear as candlesticks
#property indicator_type1 DRAW_CANDLES
//--- Candlestick will be drawn in clrDodgerBlue
#property indicator_color1 clrDodgerBlue
//--- 4 arrays for the indicator buffers
double OBuffer[];
double HBuffer[];
double LBuffer[];
double CBuffer[];
```

Graphical plots automatically use indicator buffers in accordance with the plot number. Numbering of plots starts with 1, numbering of buffers starts with zero. If the first plotting requires 4 indicator...
buffers, then the first 4 indicator buffers will be used to draw it. These four buffers should be linked with the appropriate arrays with correct indexing using the `SetIndexBuffer()` function.

```plaintext
//--- Binding arrays with indicator buffers
SetIndexBuffer(0,OBuffer,INDICATOR_DATA);  // The first buffer corresponds to the 
SetIndexBuffer(1,HBuffer,INDICATOR_DATA);  // The second buffer corresponds to inde
SetIndexBuffer(2,LBuffer,INDICATOR_DATA);  // The third buffer corresponds to inde
SetIndexBuffer(3,CBuffer,INDICATOR_DATA);  // The fourth buffer corresponds to inde
```

The plotting candlesticks, the indicator will use just the first four buffers, because plotting of "candlesticks" was announced under the first number.

Change the example, and add plotting of a simple line - `DRAW_LINE`. Now suppose that the line is numbered 1, and the candlesticks are number 2. The number of buffers and the number of plots has increased.

```plaintext
//--- The indicator has 5 indicator buffers
#property indicator_buffers 5
//--- The indicator has 2 plots
#property indicator_plots 2
//--- Plot 1 is a line
#property indicator_type1 DRAW_LINE
//--- The color of the line is clrDodgerRed
#property indicator_color1 clrDodgerRed
//--- Plot 2 is drawn as Japanese candlesticks
#property indicator_type2 DRAW_CANDLES
//--- The color of the candlesticks is clrDodgerBlue
#property indicator_color2 clrDodgerBlue
//--- 5 arrays for indicator buffers
double LineBuffer[];
double OBuffer[];
double HBuffer[];
double LBuffer[];
double CBuffer[];
```

The order of the plots has changed, and now the line comes first, followed by Japanese candlesticks. Therefore, the order of the buffers is appropriate - first we announce a buffer for the line with the zero index, and then four buffers for the candlesticks.

```plaintext
SetIndexBuffer(0,LineBuffer,INDICATOR_DATA);  // The first buffer corresponds to in
SetIndexBuffer(1,OBuffer,INDICATOR_DATA);     // The second buffer corresponds to t
SetIndexBuffer(2,HBuffer,INDICATOR_DATA);     // The third buffer corresponds to ir
SetIndexBuffer(3,LBuffer,INDICATOR_DATA);     // The fourth buffer corresponds to i
SetIndexBuffer(4,CBuffer,INDICATOR_DATA);     // The fifth buffer corresponds to in
```

The number of buffers and plots can be set only by using compiler directives, it is impossible to change these properties dynamically using functions.
Color Versions of Styles

As can be seen in the table, the styles are divided into two groups. The first group includes styles in whose name there is no word COLOR, we call these styles basic:

- DRAW_LINE
- DRAW_SECTION
- DRAW_HISTOGRAM
- DRAW_HISTOGRAM2
- DRAW_ARROW
- DRAW_ZIGZAG
- DRAW_FILLING
- DRAW_BARS
- DRAW_CANDLES

In the second group, the style names contain the word COLOR, let's call them color versions:

- DRAW_COLOR_LINE
- DRAW_COLOR_SECTION
- DRAW_COLOR_HISTOGRAM
- DRAW_COLOR_HISTOGRAM2
- DRAW_COLOR_ARROW
- DRAW_COLOR_ZIGZAG
- DRAW_COLOR_BARS
- DRAW_COLOR_CANDLES

All color versions of styles differ from the basic ones in that they allow specifying a color for each part of the plotting. The minimal part of plotting is a bar, so we can say that the color versions allow setting the color on each bar.

Exceptions are styles DRAW_NONE and DRAW_FILLING, they do not have color versions.

To set the plotting color on each bar, an additional buffer for storing the color index has been added to the color version. These indices indicate the number of a color in a special array, which contains a predefined set of colors. The size of the array of colors is 64. This means that each color version of a style allows painting a plot in 64 different colors.

The set and the number of colors in the special array of colors can be set via a compiler directive #property indicator_color, where you can specify all the necessary colors separated by commas. For example, such an entry in an indicator:

```plaintext
//--- Define 8 colors for coloring candlesticks (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrYellow,clrMagenta,clrCyan,clrL:
```

It states that for plotting 1, 8 colors are set, which will be placed in a special array. Further in the program we will not specify the color of the plotting, but only its index. If we want to set red color for the bar number K, the color index value from an array should be set in the color buffer of the indicator. The red color is specified first in the directive, it corresponds to the index number 0.
The set of colors is not given once and for all, it can be changed dynamically using PlotIndexSetInteger(). Example:

```mql5
CLIutex
set the candlestick color clrRed
col_buffer[buffer_index]=0;
```

//--- Set the color for each index as the property PLOT_LINE_COLOR
PlotIndexSetInteger(0,
  PLOT_LINE_COLOR, // The number of a graphical style
  plot_color_ind, // Property identifier
  color_array[i]); // The index of the color, where we write a new color

**Properties of the indicator and plotting**

For indicator plots, properties can be set by means of compiler directives and using the appropriate functions. Read more information about this in *Connection between Indicator Properties and Functions*. Dynamic change of indicator properties using special functions allows creating more flexible custom indicators.

**Start of Indicator Drawing on the Chart**

In many cases, according to the conditions of the algorithm, it is impossible to start calculating the indicator values immediately with the current bar, since it is necessary to provide a minimum number of previous bars available in history. For example, many types of smoothing imply using an array of prices over the previous N bars, and on the basis of these values, the indicator value on the current bar is calculated.

In such cases, either there is no way to calculate the indicator values for the first N bars, or these values are not intended to be displayed on the chart and are only subsidiary for calculating further values. To avoid plotting of the indicator on the first N bars of the history, set the N value to the PLOT_DRAW_BEGIN property for the corresponding plot:

```mql5
//--- Binding arrays with indicator buffers for the candlesticks
PlotIndexSetInteger(number_of_plot,PLOT_DRAW_BEGIN,N);
```

Here:

- number_of_plot - a value from zero to indicator_plots-1 (numbering of plots starts with zero).
- N - the number of first bars in the history, on which the indicator should not be displayed on the chart.
**DRAW_NONE**

The DRAW_NONE style is designed for use in cases where it is necessary to calculate the values of a buffer and show them in the Data Window, but plotting on the chart is not required. To set up the accuracy use the expression `IndicatorSetInteger(INDEX_DIGITS, num_chars)` in the `OnInit()` function:

```cpp
#include <mql5.mq5>

int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0, invisibleBuffer, INDEX_DATA);
    //--- Set the accuracy of values to be displayed in the Data Window
    IndicatorSetInteger(INDEX_DIGITS, 0);
    //---
    return(INIT_SUCCEEDED);
}
```

The number of buffers required for plotting DRAW_NONE is 1.

An example of the indicator that shows the number of the bar on which the mouse currently hovers in the Data Window. The numbering corresponds to the timeseries, meaning the current unfinished bar has the zero index, and the oldest bar has the largest index.

Note that despite the fact that, for red color is set plotting #1, the indicator does not draw anything on the chart.
Custom Indicators

//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//--- plot Invisible
#property indicator_label1 "Bar Index"
#property indicator_type1 DRAW_NONE
#property indicator_style1 STYLE_SOLID
#property indicator_color1 clrRed
#property indicator_width1 1
//--- indicator buffers
double InvisibleBuffer[];

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{

    //--- Binding an array and an indicator buffer
    SetIndexBuffer(0, InvisibleBuffer, INDICATOR_DATA);

    //--- Set the accuracy of values to be displayed in the Data Window
    IndicatorSetInteger(INDICATOR_DIGITS, 0);

    //---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{

    static datetime lastbar=0;

    //--- If this is the first calculation of the indicator
    if(prev_calculated==0)
    {
        //--- Renumber the bars for the first time
        CalcValues(rates_total, close);

        //--- Remember the opening time of the current bar in lastbar
        lastbar=(datetime)SeriesInfoInteger(_Symbol, _Period, SERIES_LASTBAR_DATE);
    }
}
}  
else  
{  
//--- If a new bar has appeared, its open time differs from lastbar  
if(lastbar!=SeriesInfoInteger(_Symbol,_Period, SERIES_LASTBAR_DATE))  
{  
   //--- Renumber the bars once again  
   CalcValues(rates_total,close);  
   //--- Update the opening time of the current bar in lastbar  
   lastbar=(datetime)SeriesInfoInteger(_Symbol,_Period, SERIES_LASTBAR_DATE);  
}

//--- return value of prev_calculated for next call  
return(rates_total);  
}

//+------------------------------------------------------------------+
//| Number the bars like in a timeseries                             |
//+------------------------------------------------------------------+

void CalcValues(int total, double const &array[])  
{
//--- Set indexing of the indicator buffer like in a timeseries  
ArraySetAsSeries(InvisibleBuffer,true);  
//--- Fill in each bar with its number  
for(int i=0;i<total;i++) InvisibleBuffer[i]=i;  
}
**DRAW_LINE**

DRAW_LINE draws a line of the specified color by the values of the indicator buffer. The width, style and color of the line can be set using the compiler directives and dynamically using the `PlotIndexSetInteger()` function. Dynamic changes of the plotting properties allows "to enliven" indicators, so that their appearance changes depending on the current situation.

The number of buffers required for plotting DRAW_LINE is 1.

An example of the indicator that draws a line using Close prices of bars. The line color, width and style change randomly every N=5 ticks.

```
STYLEDASH: cGreen, Width:2
```

Note that initially for plot1 with DRAW_LINE the properties are set using the compiler directive `#property`, and then in the `OnCalculate()` function these three properties are set randomly. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

```
//+------------------------------------------------------------------+
//| DRAW_LINE.mq5 | Copyright 2011, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_LINE"
#property description "It draws a line of a specified color at Close prices"
#property description "Color, width and style of lines is changed randomly"
#property description "after every N ticks"
```
Custom Indicators

```mql5
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
///--- Line properties are set using the compiler directives
#property indicator_label1 "Line"  // Name of a plot for the Data Window
#property indicator_type1 DRAW_LINE // Type of plotting is line
#property indicator_color1 clrRed  // Line color
#property indicator_style1 STYLE_SOLID // Line style
#property indicator_width1 1  // Line Width
///--- input parameter
input int N=5;  // Number of ticks to change
///--- An indicator buffer for the plot
double LineBuffer[];
///--- An array to store colors
color colors[]={clrRed,clrBlue,clrGreen};
///--- An array to store the line styles
ENUM_LINE_STYLE styles[]={STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOTDOT};
///--- Binding an array and an indicator buffer
SetIndexBuffer(0,LineBuffer,INDICATOR_DATA);
///--- Initialising the generator of pseudo-random numbers
MathSrand(GetTickCount());
///---
return(INIT_SUCCEEDED);
}
///--- Custom indicator iteration function
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    static int ticks=0;
    ///--- Calculate ticks to change the style, color and width of the line
    ticks++;
    ///--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
```

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//--- Change the line properties
    ChangeLineAppearance();
//--- Reset the counter of ticks to zero
    ticks=0;
}

//--- Block for calculating indicator values
for(int i=0;i<rates_total;i++)
{
    LineBuffer[i]=close[i];
}

//--- Return the prev_calculated value for the next call of the function
    return(rates_total);
}  

//+------------------------------------------------------------------+
//| Changes the appearance of the drawn line in the indicator         |
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
   //--- A string for the formation of information about the line properties
    string comm="";
   //--- A block for changing the color of the line
   //--- Get a random number
    int number=MathRand();
   //--- The divisor is equal to the size of the colors[] array
    int size=ArraySize(colors);
   //--- Get the index to select a new color as the remainder of integer division
    int color_index=number%size;
   //--- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0,PLOT_LINE_COLOR,colors[color_index]);
   //--- Write the line color
    comm=comm+(string)colors[color_index];

   //--- A block for changing the width of the line
    number=MathRand();
   //--- Get the width of the remainder of integer division
    int width=number%5; // The width is set from 0 to 4
   //--- Set the color as the PLOT_LINE_WIDTH property
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
   //--- Write the line width
    comm=comm", Width="+IntegerToString(width);

   //--- A block for changing the style of the line
    number=MathRand();
   //--- The divisor is equal to the size of the styles array
    size=ArraySize(styles);
   //--- Get the index to select a new style as the remainder of integer division
    int style_index=number%size;
```csharp
//--- Set the color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0, PLOT_LINE_STYLE, styles[style_index]);
//--- Write the line style
comm = EnumToString(styles[style_index]) +", " + comm;
//--- Show the information on the chart using a comment
Comment(comm);
```
DRAW_SECTION

DRAW_SECTION draws sections of the specified color by the values of the indicator buffer. The width, color and style of the line can be specified like for the DRAW_LINE style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows "to enliven" indicators, so that their appearance changes depending on the current situation.

Sections are drawn from one non-empty value to another non-empty value of the indicator buffer, empty values are ignored. To specify what value should be considered as "empty", set this value in the PLOT_EMPTY_VALUE property: For example, if the indicator should be drawn as a sequence of sections on non-zero values, then you need to set the zero value as an empty one:

```c
//--- The 0 (empty) value will not participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_SECTION, PLOT_EMPTY_VALUE, 0);
```

Always explicitly fill in the values of the indicator buffers, set an empty value in a buffer to the elements that should not be plotted.

The number of buffers required for plotting DRAW_SECTION is 1.

An example of the indicator that draws sections between the High and Low prices. The color, width and style of all sections change randomly every N ticks.

Note that initially for plot1 with DRAW_SECTION the properties are set using the compiler directive #property, and then in the OnCalculate() function these three properties are set randomly. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

```c
//+------------------------------------------------------------------+
//|
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
```

© 2000-2021, MetaQuotes Ltd
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_SECTION"
#property description "Draws straight sections every bars bars"
#property description "The color, width and style of sections are changed randomly"
#property description "after every N ticks"

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1

//--- plot Section
#property indicator_label1 "Section"
#property indicator_type1 DRAW_SECTION
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameter
input int bars=5; // The length of sections in bars
input int N=5; // The number of ticks to change the style of sections

//--- An indicator buffer for the plot
double SectionBuffer[];

//--- An auxiliary variable to calculate ends of sections
int divider;

//--- An array to store colors
color colors[]={clrRed,clrBlue,clrGreen};

//--- An array to store the line styles
ENUM_LINE_STYLE styles[]={STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOT_DASH};

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+

int OnInit()
{
    //--- Binding an array and an indicator buffer
    SetIndexBuffer(0,SectionBuffer,INDICATOR_DATA);
    //--- The 0 (empty) value will not participate in drawing
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);

    //--- Check the indicator parameter
    if(bars<=0)
    {
        Printf("Invalid value of parameter bar=%d",bars);
        return(INIT_PARAMETERS_INCORRECT);
    }
    else divider=2*bars;

    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    static int ticks=0;

    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Reset the counter of ticks to zero
        ticks=0;
    }

    //--- The number of the bar from which the calculation of indicator values starts
    int start=0;

    //--- If the indicator has been calculated before, then set start on the previous bar
    if(prev_calculated>0) start=prev_calculated-1;

    //--- Here are all the calculations of the indicator values
    for(int i=start;i<rates_total;i++)
    {
        //--- Get a remainder of the division of the bar number by 2*bars
        int rest=i%divider;
        //--- If the bar number is divisible by 2*bars
        if(rest==0)
        {
            //--- Set the end of the section at the High price of this bar
            SectionBuffer[i]=high[i];
        }
        //---If the remainder of the division is equal to bars,
        else
        {
            //--- Set the end of the section at the High price of this bar
            if(rest==bars) SectionBuffer[i]=low[i];
            //--- If nothing happened, ignore the bar - set 0
            else SectionBuffer[i]=0;
        }
    }
} //--- Return the prev_calculated value for the next call of the function
return(rates_total);

//+------------------------------------------------------------------+
//| Changes the appearance of sections in the indicator
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the line properties
    string comm="";
    //--- A block of line color change
    int number=MathRand(); // Get a random number
    //--- The divisor is equal to the size of the colors[] array
    int size=ArraySize(colors);
    //--- Get the index to select a new color as the remainder of integer division
    int color_index=number%size;
    //--- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0,PLOT_LINE_COLOR,colors[color_index]);
    //--- Write the line color
    comm=comm+"\n"+(string)colors[color_index];

    //--- A block for changing the width of the line
    number=MathRand();
    //--- Get the width of the remainder of integer division
    int width=number%5; // The width is set from 0 to 4
    //--- Set the width
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
    //--- Write the line width
    comm=comm+"\nWidth="+IntegerToString(width);

    //--- A block for changing the style of the line
    number=MathRand();
    //--- The divisor is equal to the size of the styles array
    size=ArraySize(styles);
    //--- Get the index to select a new style as the remainder of integer division
    int style_index=number%size;
    //--- Set the line style
    PlotIndexSetInteger(0,PLOT_LINE_STYLE,styles[style_index]);
    //--- Write the line style
    comm="\n"+EnumToString(styles[style_index])+""+comm;
    //--- Show the information on the chart using a comment
    Comment(comm);
}
DRAW_HISTOGRAM

The DRAW_HISTOGRAM style draws a histogram as a sequence of columns of a specified color from zero to a specified value. Values are taken from the indicator buffer. The width, color and style of the column can be specified like for the DRAW_LINE style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows changing the look of the histogram based on the current situation.

Since a column from the zero level is drawn on each bar, DRAW_HISTOGRAM should better be used in a separate chart window. Most often this type of plotting is used to create indicators of the oscillator type, for example, Bears Power or OsMA. For the empty non-displayable values the zero value should be specified.

The number of buffers required for plotting DRAW_HISTOGRAM is 1.

An example of the indicator that draws a sinusoid of a specified color based on the MathSin() function. The color, width and style of all histogram columns change randomly each N ticks. The bars parameter specifies the period of the sinusoid, that is after the specified number of bars the sinusoid will repeat the cycle.

Note that initially for plot1 with DRAW_HISTOGRAM the properties are set using the compiler directive #property, and then in the OnCalculate() function these three properties are set randomly. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator’s Properties window).

```
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#pragma property copyright "Copyright 2011, MetaQuotes Software Corp."
```
Custom Indicators

```mql5
#property link  "https://www.mql5.com"
#property version  "1.00"

#property description  "An indicator to demonstrate DRAW_HISTOGRAM"
#property description  "It draws a sinusoid as a histogram in a separate window"
#property description  "The color and width of columns are changed randomly"
#property description  "after every N ticks"
#property description  "The bars parameter sets the number of bars in the cycle of the

#property indicator_separate_window
#property indicator_buffers  1
#property indicator_plots  1
//--- plot Histogram
#property indicator_label1  "Histogram"
#property indicator_type1  DRAW_HISTOGRAM
#property indicator_color1  clrBlue
#property indicator_style1  STYLE_SOLID
#property indicator_width1  1
//--- input parameters
input int  bars=30;   // The period of a sinusoid in bars
input int  N=5;       // The number of ticks to change the histogram
//--- indicator buffers
double    HistogramBuffer[];
//--- A factor to get the 2PI angle in radians, when multiplied by the bars parameter
double    multiplier;
//--- An array to store colors
color    colors[]={clrRed,clrBlue,clrGreen};
//--- An array to store the line styles
ENUM_LINE_STYLE  styles[]={STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOTDASH,STYLE_DASHDOTDOT}
//--- indicator buffers mapping
SetIndexBuffer(0,HistogramBuffer,INDICATOR_DATA);
//--- Calculate the multiplier
if(bars>1)multiplier=2.*M_PI/bars;
else
{
    PrintFormat("Set the value of bars=%d greater than 1",bars);
    //--- Early termination of the indicator
    return(INIT_PARAMETERS_INCORRECT);
}
//---
return(INIT_SUCCEEDED);
```
```c
int OnCalculate(const int rates_total,  
    const int prev_calculated,  
    const datetime &time[],  
    const double &open[],  
    const double &high[],  
    const double &low[],  
    const double &close[],  
    const long &tick_volume[],  
    const long &volume[],  
    const int &spread[])
{
    static int ticks=0;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
    //--- Calculate the indicator values
    int start=0;
    //--- If already calculated during the previous starts of OnCalculate
    if(prev_calculated>0) start=prev_calculated-1; // set the beginning of the calculation
    //--- Fill in the indicator buffer with values
    for(int i=start;i<rates_total;i++)
    {
        HistogramBuffer[i]=sin(i*multiplier);
    }
    //--- Return the prev_calculated value for the next call of the function
    return(rates_total);
}
```

```c
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the line properties
    string comm="";
    //--- A block for changing the color of the line
    int number=MathRand(); // Get a random number
    //--- The divisor is equal to the size of the colors[] array
    int size=ArraySize(colors);
    //--- Get the index to select a new color as the remainder of integer division
    int color_index=number%size;
```
//--- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, colors[color_index]);
//--- Write the line color
    comm=comm="\r\n"+(string)colors[color_index];

//--- A block for changing the width of the line
    number=MathRand();
//--- Get the width of the remainder of integer division
    int width=number%5;  // The width is set from 0 to 4
//--- Set the width
    PlotIndexSetInteger(0, PLOT_LINE_WIDTH, width);
//--- Write the line width
    comm=comm="\r\nWidth="+IntegerToString(width);

//--- A block for changing the style of the line
    number=MathRand();
//--- The divisor is equal to the size of the styles array
    size=ArraySize(styles);
//--- Get the index to select a new style as the remainder of integer division
    int style_index=number%size;
//--- Set the line style
    PlotIndexSetInteger(0, PLOT_LINE_STYLE, styles[style_index]);
//--- Write the line style
    comm="\r\n"+EnumToString(styles[style_index])+""+comm;
//--- Show the information on the chart using a comment
    Comment(comm);  
}
**DRAW_HISTOGRAM2**

The DRAW_HISTOGRAM2 style draws a histogram of a specified color - vertical segments using the values of two indicator buffers. The width, color and style of the segments can be specified like for the DRAW_LINE style - using compiler directives or dynamically using the `PlotIndexSetInteger()` function. Dynamic changes of the plotting properties allows changing the look of the histogram based on the current situation.

The DRAW_HISTOGRAM2 style can be used in a separate subwindow of a chart and in its main window. For empty values nothing is drawn, all the values in the indicator buffers need to be set explicitly. Buffers are not initialized with a zero value.

The number of buffers required for plotting DRAW_HISTOGRAM2 is 2.

An example of the indicator that plots a vertical segment of the specified color and width between the Open and Close prices of each bar. The color, width and style of all histogram columns change randomly each N ticks. During the start of the indicator, in the `OnInit()` function, the number of the day of week for which the histogram will not be drawn - invisible_day - is set randomly. For this purpose an empty value is set `PLOT_EMPTY_VALUE=0`:

```mql5
//--- Set an empty value
PlotIndexSetDouble(index_of_plot_DRAW_SECTION, PLOT_EMPTY_VALUE, 0);
```

Note that initially for plot1 with DRAW_HISTOGRAM2 the properties are set using the compiler directive `#property`, and then in the `OnCalculate()` function these three properties are set randomly. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator’s Properties window).

```mql5
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
```
```c
// Custom indicator initialization function
int OnInit() {
    // indicator buffers mapping
    SetIndexBuffer(0, Histogram_2Buffer1, INDICATOR_DATA);
    SetIndexBuffer(1, Histogram_2Buffer2, INDICATOR_DATA);
    // Set an empty value
    PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, 0);
    // Get a random number from 0 to 5
    invisible_day = MathRand() % 6;
    //
    return(INIT_SUCCEEDED);
}
```
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    static int ticks=0;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
    //--- Calculate the indicator values
    int start=0;
    //--- To get the day of week by the open price of each bar
    MqlDateTime dt;
    //--- If already calculated during the previous starts of OnCalculate
    if(prev_calculated>0) start=prev_calculated-1; // set the beginning of the calculat
    //--- Fill in the indicator buffer with values
    for(int i=start;i<rates_total;i++)
    {
        TimeToStruct(time[i],dt);
        if(dt.day_of_week==invisible_day)
        {
            Histogram_2Buffer1[i]=0;
            Histogram_2Buffer2[i]=0;
        }
        else
        {
            Histogram_2Buffer1[i]=open[i];
            Histogram_2Buffer2[i]=close[i];
        }
    }
    //--- Return the prev_calculated value for the next call of the function
    return(rates_total);
}
//+------------------------------------------------------------------+
//| Changes the appearance of lines in the indicator                 |
//+-------------------------------------------------------------------
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the line properties
    string comm=
        "\n"
    ;
    //--- A block of line color change
    int number=MathRand(); // Get a random number
    //--- The divisor is equal to the size of the colors[] array
    int size=ArraySize(colors);
    //--- Get the index to select a new color as the remainder of integer division
    int color_index=number%size;
    //--- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0,PLOT_LINE_COLOR,colors[color_index]);
    //--- Write the line color
    comm+="\r\n"+(string)colors[color_index];

    //--- A block for changing the width of the line
    number=MathRand();
    //--- Get the width of the remainder of integer division
    int width=number%5; // The width is set from 0 to 4
    //--- Set the line width
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
    //--- Write the line width
    comm+="\r\nWidth="+IntegerToString(width);

    //--- A block for changing the style of the line
    number=MathRand();
    //--- The divisor is equal to the size of the styles array
    size=ArraySize(styles);
    //--- Get the index to select a new style as the remainder of integer division
    int style_index=number%size;
    //--- Set the line style
    PlotIndexSetInteger(0,PLOT_LINE_STYLE,styles[style_index]);
    //--- Write the line style
    comm+="\r\n"+EnumToString(styles[style_index])+""+comm;
    //--- Add information about the day that is omitted in calculations
    comm+=\r\nNot plotted day - "+EnumToString((ENUM_DAY_OF_WEEK)invisible_day)+comm;
    //--- Show the information on the chart using a comment
    Comment(comm);
}
The DRAW_ARROW style draws arrows of the specified color (symbols of the set Wingdings) based on the value of the indicator buffer. The width and color of the symbols can be specified like for the DRAW_LINE style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows changing the look of an indicator based on the current situation.

The symbol code is set using the PLOT_ARROW property.

```plaintext
//--- Define the symbol code from the Wingdings font to draw in PLOT_ARROW
PlotIndexSetInteger(0, PLOT_ARROW, code);
```

The default value of PLOT_ARROW=159 (a circle).

Each arrow is actually a symbol that has the height and the anchor point, and can cover some important information on a chart (for example, the closing price at the bar). Therefore, we can additionally specify the vertical shift in pixels, which does not depend on the scale of the chart. The arrows will be shifted down by the specified number of pixels, although the values of the indicator will remain the same:

```plaintext
//--- Set the vertical shift of arrows in pixels
PlotIndexSetInteger(0, PLOT_ARROW_SHIFT, shift);
```

A negative value of PLOT_ARROW_SHIFT means the shift of arrows upwards, a positive values shifts the arrow down.

The DRAW_ARROW style can be used in a separate subwindow of a chart and in its main window. Empty values are not drawn and do not appear in the “Data Window”, all the values in the indicator buffers should be set explicitly. Buffers are not initialized with a zero value.

```plaintext
//--- Set an empty value
PlotIndexSetDouble(index_of_plot_DRAW_ARROW, PLOT_EMPTY_VALUE, 0);
```

The number of buffers required for plotting DRAW_ARROW is 1.

An example of the indicator, which draws arrows on each bar with the close price higher than the close price of the previous bar. The color, width, shift and symbol code of all arrows are changed randomly every N ticks.
In the example, for plot1 with the DRAW_ARROW style, the properties, color and size are specified using the compiler directive `#property`, and then in the `OnCalculate()` function the properties are set randomly. The `N` parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

```
//+------------------------------------------------------------------+
//| DRAW_ARROW.mq5 | Copyright 2011, MetaQuotes Software Corp. | https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_ARROW"
#property description "Draws arrows set by Unicode characters, on a chart"
#property description "The color, size, shift and symbol code of the arrow are changed"
#property description "after every N ticks"
#property description "The code parameter sets the base value: code=159 (a circle)"

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//--- plot Arrows
#property indicator_label1 "Arrows"
#property indicator_type1 DRAW_ARROW
#property indicator_color1 clrGreen
#property indicator_width1 1
//--- input parameters
input int N=5; // Number of ticks to change
```
input ushort code=159; // Symbol code to draw in DRAW_ARROW
//--- An indicator buffer for the plot
double ArrowsBuffer[];
//--- An array to store colors
color colors[]={clrRed,clrBlue,clrGreen};
//| Custom indicator initialization function |
//+------------------------------------------------------------------+
int OnInit()
{

    //--- indicator buffers mapping
    SetIndexBuffer(0,ArrowsBuffer,INDICATOR_DATA);

    //--- Define the symbol code for drawing in PLOT_ARROW
    PlotIndexSetInteger(0,PLOT_ARROW[code]);

    //--- Set the vertical shift of arrows in pixels
    PlotIndexSetInteger(0,PLOT_ARROW_SHIFT,5);

    //--- Set as an empty value 0
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);

    //--- return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    static int ticks=0;

    //--- Calculate ticks to change the color, size, shift and code of the arrow
    ticks++;

    //--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
}

//--- Block for calculating indicator values
int start=1;
if(prev_calculated>0) start=prev_calculated-1;

// --- Calculation loop
for(int i=1;i<rates_total;i++)
{
    // --- If the current Close price is higher than the previous one, draw an arrow
    if(close[i]>close[i-1])
        ArrowsBuffer[i]=close[i];
    // --- Otherwise specify the zero value
    else
        ArrowsBuffer[i]=0;
}

// --- return value of prev_calculated for next call
return (rates_total);

//+------------------------------------------------------------------+
//| Change the appearance of symbols in the indicator                |
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
    // --- A string for the formation of information about the indicator properties
    string comm="";
    // --- A block for changing the arrow color
    int number=MathRand(); // Get a random number
    // --- The divisor is equal to the size of the colors[] array
    int size=ArraySize(colors);
    // --- Get the index to select a new color as the remainder of integer division
    int color_index=number%size;
    // --- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0,PLOT_LINE_COLOR,colors[color_index]);
    // --- Write the line color
    comm=comm+"\n"+(string)colors[color_index];

    // --- A block for changing the size arrows
    number=MathRand();
    // --- Get the width of the remainder of integer division
    int width=number%5; // The size is set from 0 to 4
    // --- Set the color as the PLOT_LINE_WIDTH property
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
    // --- Write the arrow size
    comm=comm+"\n\nWidth="+IntegerToString(width);

    // --- A block for changing the arrow code (PLOT_ARROW)
    number=MathRand();
    // --- Get the remainder of integer division to calculate a new code of the arrow (from
    int code_add=number%20;
    // --- Set the new symbol code as the result of code+code_add
    PlotIndexSetInteger(0,PLOT_ARROW,code+code_add);
    // --- Write the symbol code PLOT_ARROW
    comm="\n"+"PLOT_ARROW="+IntegerToString(code+code_add)+comm;
//--- A block for changing the vertical shift of arrows in pixels
number=MathRand();
//--- Get the shift as the remainder of the integer division
int shift=20-number%41;
//--- Set the new shift from -20 to 20
PlotIndexSetInteger(0,PLOT_ARROW_SHIFT,shift);
//--- Write the shift PLOT_ARROW_SHIFT
comm="\n"+PLOT_ARROW_SHIFT=""+IntegerToString(shift)+comm;

//--- Show the information on the chart using a comment
Comment(comm);
}
Custom Indicators

**DRAW_ZIGZAG**

The DRAW_ZIGZAG style draws segments of a specified color based on the values of two indicator buffers. This style is very similar to **DRAW_SECTION**, but unlike the latter, it allows drawing vertical segments within one bar, if values of both indicator buffers are set for this bar. The segments are plotted from a value in the first buffer to a value in the second indicator buffer. None of the buffers can contain only empty values, since in this case nothing is plotted.

The width, color and style of the line can be specified like for the **DRAW_SECTION** style - using compiler directives or dynamically using the `PlotIndexSetInteger()` function. Dynamic changes of the plotting properties allows "to enliven" indicators, so that their appearance changes depending on the current situation.

Sections are drawn from a non-empty value of one buffer to a non-empty value of another indicator buffer. To specify what value should be considered as "empty"; set this value in the `PLOT_EMPTY_VALUE` property:

```cpp
//--- The 0 (empty) value will not participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_ZIGZAG, PLOT_EMPTY_VALUE, 0);
```

Always explicitly fill in the values of the indicator buffers, set an empty value in a buffer to skip bars.

The number of buffers required for plotting DRAW_ZIGZAG is 2.

An example of the indicator that plots a saw based on the High and Low prices. The color, width and style of the zigzag lines change randomly every N ticks.

Note that initially for plot1 with DRAW_ZIGZAG the properties are set using the compiler directive `#property`, and then in the `OnCalculate()` function these properties are set randomly. The N parameter is set in **external parameters** of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+

int OnInit()
{
    //--- Binding arrays and indicator buffers
    SetIndexBuffer(0,ZigZagBuffer1,INDICATOR_DATA);
    SetIndexBuffer(1,ZigZagBuffer2,INDICATOR_DATA);
    //--- Get a random value from 0 to 6, for this day the indicator is not plotted
    invisible_day=MathRand()%6;
    //--- The 0 (empty) value will not participate in drawing
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    //--- The 0 (empty) value will not participate in drawing
    PlotIndexSetString(0,PLOT_LABEL,"ZigZag1;ZigZag2");
//---
   return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                             |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,  
   const int prev_calculated,  
   const datetime &time[],  
   const double &open[],  
   const double &high[],  
   const double &low[],  
   const double &close[],  
   const long &tick_volume[],  
   const long &volume[],  
   const int &spread[])
{
   static int ticks=0;
   //--- Calculate ticks to change the style, color and width of the line
   ticks++;
   //--- If a sufficient number of ticks has been accumulated
   if(ticks>=N)
   {
      //--- Change the line properties
      ChangeLineAppearance();
      //--- Reset the counter of ticks to zero
      ticks=0;
   }
   //--- The structure of time is required to get the day of week of each bar
   MqlDateTime dt;
   //--- The start position of calculations
   int start=0;
   //--- If the indicator was calculated on the previous tick, then start the calculation
   if(prev_calculated!=0) start=prev_calculated-1;
   //--- Calculation loop
   for(int i=start;i<rates_total;i++)
   {
      //--- Write the bar open time in the structure
      TimeToStruct(time[i],dt);
      //--- If the day of the week of this bar is equal to invisible_day
      if(dt.day_of_week==invisible_day)
      {
         //--- Write empty values to buffers for this bar
         ZigZagBuffer1[i]=0;
         ZigZagBuffer2[i]=0;
      }
      //--- If the day of the week is ok, fill in the buffers
```c
else
{
//--- If the bar number is even
if(i%2==0)
{
//--- Write High in the 1st buffer and Low in the 2nd one
ZigZagBuffer1[i]=high[i];
ZigZagBuffer2[i]=low[i];
}
//--- The bar number is odd
else
{
//--- Fill in the bar in a reverse order
ZigZagBuffer1[i]=low[i];
ZigZagBuffer2[i]=high[i];
}
}
//--- return value of prev_calculated for next call
return(rates_total);
}
```

```c
//+------------------------------------------------------------------+
//| Changes the appearance of the zigzag segments                    |
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
//--- A string for the formation of information about the ZigZag properties
string comm="";
//--- A block for changing the color of the ZigZag
int number=MathRand(); // Get a random number
//--- The divisor is equal to the size of the colors[] array
int size=ArraySize(colors);
//--- Get the index to select a new color as the remainder of integer division
int color_index=number%size;
//--- Set the color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0,PLOT_LINE_COLOR,colors[color_index]);
//--- Write the line color
comm=comm+"
"+(string)colors[color_index];
//--- A block for changing the width of the line
number=MathRand();
//--- Get the width of the remainder of integer division
int width=number%5; // The width is set from 0 to 4
//--- Set the color as the PLOT_LINE_WIDTH property
PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
//--- Write the line width
comm=comm+"
Width="+IntegerToString(width);
//--- A block for changing the style of the line
```
number=MathRand();

//--- The divisor is equal to the size of the styles array
size=ArraySize(styles);

//--- Get the index to select a new style as the remainder of integer division
int style_index=number%size;

//--- Set the color as the PLOT.LINE.COLOR property
PlotIndexSetInteger(0, PLOT_LINE_STYLE, styles[style_index]);

//--- Write the line style
comm="\r\n"+EnumToString(styles[style_index])+""+comm;

//--- Add information about the day that is omitted in calculations
comm="\r\nNot plotted day - " +EnumToString((ENUM_DAY_OF_WEEK)invisible_day)+comm;

//--- Show the information on the chart using a comment
Comment(comm);
The DRAW_FILLING style plots a colored area between the values of two indicator buffers. In fact, this style draws two lines and fills the space between them with one of two specified colors. It is used for creating indicators that draw channels. None of the buffers can contain only empty values, since in this case nothing is plotted.

You can set two fill colors:

- the first color is used for the areas where values in the first buffer are greater than the values in the second indicator buffer;
- the second color is used for the areas where values in the second buffer are greater than the values in the first indicator buffer.

The fill color can be set using the compiler directives or dynamically using the `PlotIndexSetInteger()` function. Dynamic changes of the plotting properties allows “to enliven” indicators, so that their appearance changes depending on the current situation.

The indicator is calculated for all bars, for which the values of the both indicator buffers are equal neither to 0 nor to the empty value. To specify what value should be considered as “empty”, set this value in `PLOT_EMPTY_VALUE` property:

```cpp
#define INDICATOR_EMPTY_VALUE -1.0
...
//--- INDICATOR_EMPTY_VALUE (empty value) will not participate in calculation of
PlotIndexSetDouble (DRAW_FILLING_creation_index, PLOT_EMPTY_VALUE, INDICATOR_EMPTY_VALUE);
```

Drawing on the bars that do not participate in the indicator calculation will depend on the values in the indicator buffers:

- Bars, for which the values of both indicator buffers are equal to 0, do not participate in drawing the indicator. It means that the area with zero values is not filled out.

- Bars, for which the values of the indicator buffers are equal to the "empty value", participate in drawing the indicator. The area with empty values will be filled out so that to connect the areas with significant values.
It should be noted that if the "empty value" is equal to zero, the bars that do not participate in the indicator calculation are also filled out.

The number of buffers required for plotting DRAW_FILLING is 2.

An example of the indicator that draws a channel between two MAs with different averaging periods in a separate window. The change of the colors at the crossing of moving averages visually shows the change of the upward and downward trends. The colors change randomly every N ticks. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator’s Properties window).

Note that initially for plot1 with DRAW_FILLING the properties are set using the compiler directive #property, and then in the OnCalculate() function new colors are set randomly.

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2011, MetaQuotes Software Corp."
```
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_FILLING"
#property description "It draws a channel between two MAs in a separate window"
#property description "The fill color is changed randomly"
#property description "after every N ticks"

#property indicator_separate_window
#property indicator_buffers 2
#property indicator_plots 1

//--- plot Intersection
#property indicator_label1 "Intersection"
#property indicator_type1 DRAW_FILLING
#property indicator_color1 clrRed, clrBlue
#property indicator_width1 1

//--- input parameters
input int Fast=13; // The period of a fast MA
input int Slow=21; // The period of a slow MA
input int shift=1; // A shift of MAs towards the future (positive)
input int N=5; // Number of ticks to change

//--- Indicator buffers
double IntersectionBuffer1[];
double IntersectionBuffer2[];
int fast_handle;
int slow_handle;

//--- An array to store colors
color colors[]={clrRed, clrBlue, clrGreen, clrAquamarine, clrBlanchedAlmond, clrBrown, clrCoral, clrDarkSlateGray, clrDarkOrange, clrDeepPink, clrDeepSkyBlue, clrDodgerBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500, clrDockBlue, clrDodgerBlue400, clrDodgerBlue500,clrBlue
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    static int ticks=0;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a sufficient number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Reset the counter of ticks to zero
        ticks=0;
    }

    //--- Make the first calculation of the indicator, or data has changed and requires a
    if(prev_calculated==0)
    {
        //--- Copy all the values of the indicators to the appropriate buffers
        int copied1=CopyBuffer(fast_handle,0,0,rates_total,IntersectionBuffer1);
        int copied2=CopyBuffer(slow_handle,0,0,rates_total,IntersectionBuffer2);
    }
    else // Fill only those data that are updated
    {
        //--- Get the difference in bars between the current and previous start of OnCalculate()
        int to_copy=rates_total-prev_calculated;
        //--- If there is no difference, we still copy one value - on the zero bar
        if(to_copy==0) to_copy=1;
        //--- copy to_copy values to the very end of indicator buffers
        int copied1=CopyBuffer(fast_handle,0,0,to_copy,IntersectionBuffer1);
        int copied2=CopyBuffer(slow_handle,0,0,to_copy,IntersectionBuffer2);
    }

    //--- return value of prev_calculated for next call
    return(rates_total);
}
//+------------------------------------------------------------------+
//| Changes the colors of the channel filling                         |
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the line properties
    string comm="";
    //--- A block for changing the color of the line
```csharp
int number=MathRand(); // Get a random number

//--- The divisor is equal to the size of the colors[] array
int size=ArraySize(colors);

//--- Get the index to select a new color as the remainder of integer division
int color_index1=number%size;

//--- Set the first color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0,PLOT_LINE_COLOR,0,colors[color_index1]);

//--- Write the first color
comm=comm+"\n\nColor1 "+(string)colors[color_index1];

//--- Get the index to select a new color as the remainder of integer division
number=MathRand(); // Get a random number
int color_index2=number%size;

//--- Set the second color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0,PLOT_LINE_COLOR,1,colors[color_index2]);

//--- Write the second color
comm=comm+"\n\nColor2 "+(string)colors[color_index2];

//--- Show the information on the chart using a comment
Comment(comm);
```
**DRAW_BARS**

The DRAW_BARS style draws bars on the values of four indicator buffers, which contain the Open, High, Low and Close prices. It is used for creating custom indicators as bars, including those in a separate subwindow of a chart and on other financial instruments.

The color of bars can be set using the compiler directives or dynamically using the `PlotIndexSetInteger()` function. Dynamic changes of the plotting properties allow “to enliven” indicators, so that their appearance changes depending on the current situation.

The indicator is drawn only to those bars, for which non-empty values of all four indicator buffers are set. To specify what value should be considered as “empty”, set this value in the `PLOT_EMPTY_VALUE` property:

```c
//--- The 0 (empty) value will not participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_BARS, PLOT_EMPTY_VALUE, 0);
```

Always explicitly fill in the values of the indicator buffers, set an empty value in a buffer to skip bars.

The number of required buffers for plotting DRAW_BARS is 4. All buffers for the plotting should go one after the other in the given order: Open, High, Low and Close. None of the buffers can contain only empty values, since in this case nothing is plotted.

An example of the indicator that draws bars on a selected financial instrument in a separate window. The color of bars changes randomly every N ticks. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator’s Properties window).

Please note that for plot1 with the DRAW_BARS style, the color is set using the compiler directive `#property`, and then in the `OnCalculate()` function the color is set randomly from an earlier prepared list.
Custom Indicators

//+------------------------------------------------------------------+
//|                       Copyright 2011, MetaQuotes Software Corp. |  
//|                                               https://www.mql5.com |  
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_BARS"
#property description "It draws bars of a selected symbol in a separate window"
#property description "The color and width of bars, as well as the symbol are changed every N ticks"

#property indicator_separate_window
#property indicator_buffers 4
#property indicator_plots 1
//--- plot Bars
#property indicator_label1 "Bars"
#property indicator_type1 DRAW_BARS
#property indicator_color1 clrGreen
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input int N=5; // The number of ticks to change the type
input int bars=500; // The number of bars to show
input bool messages=false; // Show messages in the "Expert Advisors" log

//--- Indicator buffers
double BarsBuffer1[];
double BarsBuffer2[];
double BarsBuffer3[];
double BarsBuffer4[];

//--- Symbol name
string symbol;

//--- An array to store colors
color colors[]={clrRed, clrBlue, clrGreen, clrPurple, clrBrown, clrIndianRed};

// Custom indicator initialization function
int OnInit()
{
    //--- If bars is very small - complete the work ahead of time
    if(bars<50)
    {
        Comment("Please specify a larger number of bars! The operation of the indicator has been terminated");
        return(INIT_PARAMETERS_INCORRECT);
    }

    //--- indicator buffers mapping
    SetIndexBuffer(0,BarsBuffer1,INDICATOR_DATA);
SetIndexBuffer(1,BarsBuffer2,INDICATOR_DATA);
SetIndexBuffer(2,BarsBuffer3,INDICATOR_DATA);
SetIndexBuffer(3,BarsBuffer4,INDICATOR_DATA);

//--- The name of the symbol, for which the bars are drawn
symbol=_Symbol;

//--- Set the display of the symbol
PlotIndexSetString(0,PLOT_LABEL,symbol+" Open;"+symbol+" High;"+symbol+" Low;"+symbol+" Close");

//--- An empty value
PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0.0);

//---
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime*time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    static int ticks=0;

    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a sufficient number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Select a new symbol from the Market watch window
        symbol=GetRandomSymbolName();
        //--- Change the line properties
        ChangeLineAppearance();

        int tries=0;
        //--- Make 5 attempts to fill in the buffers with the prices from symbol
        while(!CopyFromSymbolToBuffers(symbol,rates_total) && tries<5)
        {
            //--- A counter of calls of the CopyFromSymbolToBuffers() function
            tries++;
        }
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
    //--- return value of prev_calculated for next call
}
return(rates_total);
}

bool CopyFromSymbolToBuffers(string name, int total)
{
  //--- In the rates[] array, we will copy Open, High, Low and Close
  MqlRates rates[];
  //--- The counter of attempts
  int attempts=0;
  //--- How much has been copied
  int copied=0;
  //--- Make 25 attempts to get a timeseries on the desired symbol
  while(attempts<25 && copied=CopyRates(name, _Period, 0, bars, rates))<0)
  {
    Sleep(100);
    attempts++;
    if(messages) PrintFormat("%s CopyRates(%s) attempts=%d", __FUNCTION__, name, attempts);
  }
  //--- If failed to copy a sufficient number of bars
  if(copied!=bars)
  {
    //--- Form a message string
    string comm=StringFormat("For the symbol %s, managed to receive only %d bars of
                             name,
                             copied,
                             bars
                            ");
    //--- Show a message in a comment in the main chart window
    Comment(comm);
    //--- Show the message
    if(messages) Print(comm);
    return(false);
  }
  else
  {
    //--- Set the display of the symbol
    PlotIndexSetString(0, PLOT_LABEL, name=" Open;"+name=" High;"+name=" Low;"+name=" Close
    IndicatorSetString(INJECTOR_SHORTNAME, "DRAW_BARS("+name")");
  }
  //--- Initialize buffers with empty values
  ArrayInitialize(BarsBuffer1, 0.0);
  ArrayInitialize(BarsBuffer2, 0.0);
  ArrayInitialize(BarsBuffer3, 0.0);
  ArrayInitialize(BarsBuffer4, 0.0);
  //--- Copy prices to the buffers
  for(int i=0; i<copied; i++)
//--- Calculate the appropriate index for the buffers
int buffer_index = total_copied + i;
//--- Write the prices to the buffers
BarsBuffer1[buffer_index] = rates[i].open;
BarsBuffer2[buffer_index] = rates[i].high;
BarsBuffer3[buffer_index] = rates[i].low;
BarsBuffer4[buffer_index] = rates[i].close;
}
return (true);

//+------------------------------------------------------------------+
//| Randomly returns a symbol from the Market Watch                  |
//+------------------------------------------------------------------+
string GetRandomSymbolName()
{
    //--- The number of symbols shown in the Market watch window
    int symbols = SymbolsTotal(true);
    //--- The position of a symbol in the list - a random number from 0 to symbols
    int number = MathRand()%symbols;
    //--- Return the name of a symbol at the specified position
    return SymbolName(number, true);
}

//+------------------------------------------------------------------+
//| Changes the appearance of bars                                   |
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the bar properties
    string comm = ""
    //--- A block for changing the color of bars
    int number = MathRand(); // Get a random number
    //--- The divisor is equal to the size of the colors[] array
    int size = ArraySize(colors);
    //--- Get the index to select a new color as the remainder of integer division
    int color_index = number % size;
    //--- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, colors[color_index]);
    //--- Write the line color
    comm = comm + "\n\r\n" + (string)colors[color_index];

    //--- A block for changing the width of bars
    number = MathRand();
    //--- Get the width of the remainder of integer division
    int width = number % 5; // The width is set from 0 to 4
    //--- Set the color as the PLOT_LINE_WIDTH property
    PlotIndexSetInteger(0, PLOT_LINE_WIDTH, width);
    //--- Write the line width
    comm = comm + "\n\r\nWidth=" + IntegerToString(width);
//--- Write the symbol name
   comm="\r\n"+symbol+comm;

//--- Show the information on the chart using a comment
   Comment(comm);
   
}
DRAW_CANDLES

The DRAW_CANDLES style draws candlesticks on the values of four indicator buffers, which contain the Open, High, Low and Close prices. It is used for creating custom indicators as a sequence of candlesticks, including those in a separate subwindow of a chart and on other financial instruments.

The color of candlesticks can be set using the compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows "to enliven" indicators, so that their appearance changes depending on the current situation.

The indicator is drawn only to those bars, for which non-empty values of all four indicator buffers are set. To specify what value should be considered as "empty", set this value in the PLOT EMPTY VALUE property:

```cpp
//--- The 0 (empty) value will not participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_CANDLES, PLOT EMPTY VALUE, 0);
```

Always explicitly fill in the values of the indicator buffers, set an empty value in a buffer to skip bars.

The number of required buffers for plotting DRAW_CANDLES is 4. All buffers for the plotting should go one after the other in the given order: Open, High, Low and Close. None of the buffers can contain only empty values, since in this case nothing is plotted.

You can set up to three colors for the DRAW_CANDLES style affecting the candle look. If only one color is set, it is applied to all candles on a chart.

```cpp
//--- identical candles with a single color applied to them
#property indicator_label1   "One color candles"
#property indicator_type1    DRAW_CANDLES
//--- only one color is specified, therefore all candles are of the same color
#property indicator_color1   clrGreen
```

If two comma-separated colors are specified, the first one is applied to candle outlines, while the second one is applied to the body.

```cpp
//--- different colors for candles and wicks
#property indicator_label1   "Two color candles"
#property indicator_type1    DRAW_CANDLES
//--- green is applied to wicks and outlines, while white is applied to the body
#property indicator_color1   clrGreen,clrWhite
```

Specify three comma-separated colors so that rising and falling candles are displayed differently. In that case, the first color is applied to the candle outlines, while the second and third ones - to bullish and bearish candles.

```cpp
//--- different colors for candles and wicks
#property indicator_label1   "One color candles"
#property indicator_type1    DRAW_CANDLES
//--- wicks and outlines are green, bullish candle body is white, while bearish candles
#property indicator_color1   clrGreen,clrWhite,clrRed
```

Thus, the DRAW_CANDLES style allows you to create custom candle coloring options. Besides, all colors can be changed dynamically during the indicator operation using the PlotIndexSetInteger function.
Custom Indicators

(composition_index_DRAW_CANDLES, PLOT_LINE_COLOR, modifier_index, color), where modifier_index may have the following values:

- 0 - colors of outlines and wicks
- 1- bullish candle body color
- 2 - bearish candle body color

//--- set the color of outlines and wicks
PlotIndexSetInteger(0, PLOT_LINE_COLOR, 0, clrBlue);
//--- set the bullish body color
PlotIndexSetInteger(0, PLOT_LINE_COLOR, 1, clrGreen);
//--- set the bearish body color
PlotIndexSetInteger(0, PLOT_LINE_COLOR, 2, clrRed);

An example of the indicator that draws candlesticks for a selected financial instrument in a separate window. The color of candlesticks changes randomly every N ticks. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

Please note that for plot1, the color is set using the compiler directive #property, and then in the OnCalculate() function the color is set randomly from an earlier prepared list.

//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "An indicator to demonstrate DRAW_CANDLES."
#property description "It draws candlesticks of a selected symbol in a separate window"
#property description "The color and width of candlesticks, as well as the symbol are randomly every N ticks"

#property indicator_separate_window
#property indicator_buffers 4
#property indicator_plots 1
//--- plot Bars
#property indicator_label1 "DRAW_CANDLES1"
#property indicator_type1 DRAW_CANDLES
#property indicator_color1 clrGreen
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input int N=5; // The number of ticks to change the type
input int bars=500; // The number of bars to show
input bool messages=false; // Show messages in the "Expert Advisors" log

//--- Indicator buffers
double CandleBuffer1[];
double CandleBuffer2[];
double CandleBuffer3[];
double CandleBuffer4[];

//--- Symbol name
string symbol;

//--- An array to store colors
color colors[]={clrRed,clrBlue,clrGreen,clrPurple,clrBrown,clrIndianRed};

//--- Custom indicator initialization function
int OnInit()
{
    //--- If bars is very small - complete the work ahead of time
    if(bars<50)
    {
        Comment("Please specify a larger number of bars! The operation of the indicator has been terminated!");
        return(INIT_PARAMETERS_INcorrect);
    }

    //--- indicator buffers mapping
    SetIndexBuffer(0,CandleBuffer1,INDICATOR_DATA);
    SetIndexBuffer(1,CandleBuffer2,INDICATOR_DATA);
    SetIndexBuffer(2,CandleBuffer3,INDICATOR_DATA);
    SetIndexBuffer(3,CandleBuffer4,INDICATOR_DATA);

    //--- An empty value
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);

    //--- The name of the symbol, for which the bars are drawn
    symbol=_Symbol;
//--- Set the display of the symbol
PlotIndexSetString(0, PLOT_LABEL, symbol + " Open:" + symbol + " High:" + symbol + " Low:" + symbol + " Close");

//--
return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    static int ticks = INT_MAX - 100;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a sufficient number of ticks has been accumulated
    if (ticks >= N)
    {
        //--- Select a new symbol from the Market watch window
        symbol = GetRandomSymbolName();
        //--- Change the form
        ChangeLineAppearance();
        //--- Select a new symbol from the Market watch window
        int tries = 0;
        //--- Make 5 attempts to fill in the buffers of plot1 with the prices from symbol
        while (!CopyFromSymbolToBuffers(symbol, rates_total, 0, Candle1Buffer1, Candle1Buffer2, Candle1Buffer3, Candle1Buffer4) && tries < 5)
        {
            //--- A counter of calls of the CopyFromSymbolToBuffers() function
            tries++;
        }
        //--- Reset the counter of ticks to zero
        ticks = 0;
    }
    //--- return value of prev_calculated for next call
    return (rates_total);
}

//+------------------------------------------------------------------+
//| Fills in the specified candlestick                               |
//+------------------------------------------------------------------+
```cpp
bool CopyFromSymbolToBuffers(string name,
    int total,
    int plot_index,
    double &buff1[],
    double &buff2[],
    double &buff3[],
    double &buff4[]
)
{
    //--- In the rates[] array, we will copy Open, High, Low and Close
    MqlRates rates[];
    //--- The counter of attempts
    int attempts=0;
    //--- How much has been copied
    int copied=0;
    //--- Make 25 attempts to get a timeseries on the desired symbol
    while(attempts<25 && (copied=CopyRates(name,_Period,0,bars,rates))<0)
    {
        Sleep(100);
        attempts++;
        if(messages) PrintFormat("%s CopyRates(%s) attempts=%d",__FUNCTION__,name,attempts);
    }
    //--- If failed to copy a sufficient number of bars
    if(copied!=bars)
    {
        //--- Form a message string
        string comm=StringFormat("For the symbol %s, managed to receive only %d bars of
            name,
            copied,
            bars
        ");
        //--- Show a message in a comment in the main chart window
        Comment(comm);
        //--- Show the message
        if(messages) Print(comm);
        return(false);
    }
    else
    {
        //--- Set the display of the symbol
        PlotIndexSetString(plot_index,PLOT_LABEL,name+" Open;"+name+" High;"+name+" Low;
        }
    //--- Initialize buffers with empty values
    ArrayInitialize(buff1,0.0);
    ArrayInitialize(buff2,0.0);
    ArrayInitialize(buff3,0.0);
    ArrayInitialize(buff4,0.0);
    //--- On each tick copy prices to buffers
    for(int i=0;i<copied;i++)
```
```c
{
    //--- Calculate the appropriate index for the buffers
    int buffer_index=total-copied+i;
    //--- Write the prices to the buffers
    buff1[buffer_index]=rates[i].open;
    buff2[buffer_index]=rates[i].high;
    buff3[buffer_index]=rates[i].low;
    buff4[buffer_index]=rates[i].close;
}
return(true);
}
```

```c
//+------------------------------------------------------------------+
//| Randomly returns a symbol from the Market Watch                  |
//+------------------------------------------------------------------+
string GetRandomSymbolName()
{
    //--- The number of symbols shown in the Market watch window
    int symbols=SymbolsTotal(true);
    //--- The position of a symbol in the list - a random number from 0 to symbols
    int number=MathRand()%symbols;
    //--- Return the name of a symbol at the specified position
    return SymbolName(number,true);
}
//+------------------------------------------------------------------+
//| Changes the appearance of bars                                   |
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the bar properties
    string comm="\n";
    //--- A block for changing the color of bars
    int number=MathRand(); // Get a random number
    //--- The divisor is equal to the size of the colors[] array
    int size=ArraySize(colors);
    //--- Get the index to select a new color as the remainder of integer division
    int color_index=number%size;
    //--- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0,PLOT_LINE_COLOR,colors[color_index]);
    //--- Write the color
    comm=comm="\r\n"+(string)colors[color_index];
    //--- Write the symbol name
    comm="\r\n"+symbol+comm;
    //--- Show the information on the chart using a comment
    Comment(comm);
}
**DRAW_COLOR_LINE**

The DRAW_COLOR_LINE value is a colored variant of the DRAW_LINE style; it also draws a line using the values of the indicator buffer. But this style, like all color styles with the word COLOR in their title has an additional special indicator buffer that stores the color index (number) from a specially set array of colors. Thus, the color of each line segment can be defined by specifying the color index of the index to draw the line at this bar.

The width, style and colors of lines can be set using the compiler directives and dynamically using the `PlotIndexSetInteger()` function. Dynamic changes of the plotting properties allows "to enliven" indicators, so that their appearance changes depending on the current situation.

The number of buffers required for plotting DRAW_COLOR_LINE is 2.
- one buffer to store the indicator values used for drawing a line;
- one buffer to store the index of the color of the line on each bar.

Colors can be specified by the compiler directive `#property indicator_color1` separated by a comma. The number of colors cannot exceed 64.

```cpp
//--- Define 5 colors for coloring each bar (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrOrange,clrDeepPink // (Up to 64 colors can be specified)
```

An example of the indicator that draws a line using Close prices of bars. The line width and style change randomly every N=5 ticks.

The colors of the line segments also change randomly in the custom function `ChangeColors()`.

```cpp
void ChangeColors(color &cols[],int plot_colors)
```

---

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```csharp
{
    //--- The number of colors
    int size=ArraySize(cols);

    //---
    string comm=ChartGetString(0,CHART_COMMENT)+"
\n"

    //--- For each color index define a new color randomly
    for(int plot_color_ind=0;plot_color_ind<plot_colors;plot_color_ind++)
    {
        //--- Get a random value
        int number=MathRand();
        //--- Get an index in the col[] array as a remainder of the integer division
        int i=number%size;
        //--- Set the color for each index as the property PLOT_LINE_COLOR
        PlotIndexSetInteger(0, // The number of a graphical style
            PLOT_LINE_COLOR, // Property identifier
            plot_color_ind, // The index of the color, where we write the color
            cols[i]); // A new color

        //--- Write the colors
        comm=comm+StringFormat("LineColorIndex[%d]=%s \n",plot_color_ind,ColorToString(cols[i]));
    }
    //---
}
```

The example shows the feature of the “color” versions of indicators - to change the color of a line segment, you do not need to change values in the ColorLineColors[] buffer (which contains the color indexes). All you need to do is set new colors in a special array. This allows you to quickly change the color once for the entire plotting, changing only a small array of colors using the PlotIndexSetInteger() function.

Note that initially for plot1 with DRAW_COLOR_LINE the properties are set using the compiler directive #property, and then in the OnCalculate() function these three properties are set randomly.

The N and Length (the length of color segments in bars) parameters are set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).
#property description "every N ticks"

#property indicator_chart_window
#property indicator_buffers 2
#property indicator_plots 1
//--- plot ColorLine
#property indicator_label1 "ColorLine"
#property indicator_type1 DRAW_COLOR_LINE
//--- Define 5 colors for coloring each bar (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrOrange,clrDeepPink // (Up to 6)
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- input parameters
input int N=5; //Number of ticks to change
input int Length=20; //The length of each color part in bars
int line_colors=5; //The number of set colors is 5 - see #property indicator_color1
//--- A buffer for plotting
double ColorLineBuffer[];
//--- A buffer for storing the line color on each bar
double ColorLineColors[];

//--- The array for storing colors contains 7 elements
color colors[]={clrRed,clrBlue,clrGreen,clrChocolate,clrMagenta,clrDodgerBlue,clrGold}
//--- An array to store the line styles
ENUM_LINE_STYLE styles[]={STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOTDASH}
//--- Custom indicator initialization function
int OnInit()
{
    //--- Binding an array and an indicator buffer
    SetIndexBuffer(0,ColorLineBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,ColorLineColors,INDICATOR_COLOR_INDEX);
    //--- Initializing the generator of pseudo-random numbers
    MathSrand(GetTickCount());
    //---
    return(INIT_SUCCEEDED);
}

//--- Custom indicator iteration function
int OnCalculate(const int rates_total,
                const int prev_calculated,        
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const int rates_count,
                const int prev_calculated_count, 
                const double &volume[],
                const double &prev_volume[],
                const int &calculation_time,
                const double &average_diff[],
                const double &average_price[],
                const double &average_volumes[],
                const int &calculation_time_count)
const long &volume[],
const int &spread[])
{
    static int ticks=0;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Change the colors of line sections
        ChangeColors(colors,5);
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
    //--- Block for calculating indicator values
    for(int i=0;i<rates_total;i++)
    {
        //--- Write the indicator value into the buffer
        ColorLineBuffer[i]=close[i];
        //--- Now, randomly set a color index for this bar
        int color_index=i%(5*Length);
        color_index=color_index/Length;
        //--- For this bar, the line will have the color with the index color_index
        ColorLineColors[i]=color_index;
    }
    //--- Return the prev_calculated value for the next call of the function
    return(rates_total);
}

void ChangeColors(color &cols[],int plot_colors)
{
    //--- The number of colors
    int size=ArraySize(cols);
    //---
    string comm=ChartGetString(0,CHART_COMMENT)+"\r\n\n\n";
    //--- For each color index define a new color randomly
    for(int plot_color_ind=0;plot_color_ind<plot_colors;plot_color_ind++)
    {
        //--- Get a random value
        int number=MathRand();
        //--- Get an index in the col[] array as a remainder of the integer division
        int i=number%size;
```c
//--- Set the color for each index as the property PLOT_LINE_COLOR
PlotIndexSetInteger(0, // The number of a graphical style
   PLOT_LINE_COLOR, // Property identifier
   plot_color_ind, // The index of the color, where we write the color
   cols[1]); // A new color

//--- Write the colors
comm=comm+StringFormat("LineColorIndex[%d]=%s \n",plot_color_ind,ColorToString(cols[i]));
ChartSetString(0,CHART_COMMENT,comm);
}

//--- A string for the formation of information about the line properties
string comm="";

//--- A block for changing the width of the line
int number=MathRand();
//--- Get the width of the remainder of integer division
int width=number%5; // The width is set from 0 to 4
//--- Set the color as the PLOT_LINE_WIDTH property
PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
//--- Write the line width
comm=comm+" Width="+IntegerToString(width);

//--- A block for changing the style of the line
number=MathRand();
//--- The divisor is equal to the size of the styles array
int size=ArraySize(styles);
//--- Get the index to select a new style as the remainder of integer division
int style_index=number%size;
//--- Set the color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0,PLOT_LINE_STYLE,styles[style_index]);
//--- Write the line style
comm=EnumToString(styles[style_index])+", "+comm;
//--- Show the information on the chart using a comment
Comment(comm);
```
DRAW_COLOR_SECTION

The DRAW_COLOR_SECTION style is a color version of DRAW_SECTION, but unlike the latter, it allows drawing sections of different colors. The DRAW_COLOR_SECTION style, like all color styles with the word COLOR in their title, contains an additional special indicator buffer that stores the color index (number) from a specially set array of colors. Thus, the color of each section can be defined by specifying the color index of the index of the bar that corresponds to the section end.

The width, color and style of the sections can be specified like for the DRAW_SECTION style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows "to enliven" indicators, so that their appearance changes depending on the current situation.

Sections are drawn from one non-empty value to another non-empty value of the indicator buffer, empty values are ignored. To specify what value should be considered as "empty", set this value in the PLOT_EMPTY_VALUE property: For example, if the indicator should be drawn as a sequence of sections on non-zero values, then you need to set the zero value as an empty one:

```cpp
//--- The 0 (empty) value will not participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_COLOR_SECTION, PLOT_EMPTY_VALUE, 0);
```

Always explicitly fill in the values of the indicator buffers, set an empty value in a buffer to the elements that should not be plotted.

The number of buffers required for plotting DRAW_COLOR_SECTION is 2.

- one buffer to store the indicator values used for drawing a line;
- one buffer to store the color index, which is used to draw the section (it makes sense to set only non-empty values).

Colors can be specified by the compiler directive #property indicator_color1 separated by a comma. The number of colors cannot exceed 64.

An example of the indicator that draws colored sections each 5 bars long, using the High price values. The color, width and style of sections change randomly every N ticks.
Note that initially for plot1 with DRAW_COLOR_SECTION 8 colors are set using the compiler directive
#property. Then in the OnCalculate() function, colors are set randomly from the array of colors colors[].

The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

```
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_COLOR_SECTION"
#property description "It draws colored sections with the length equal to the specified N"
#property description "The color, width and style of sections are changed randomly"
#property description "after every N ticks"

#property indicator_chart_window
#property indicator_buffers 2
#property indicator_plots 1
//--- plot ColorSection
#property indicator_label1 "ColorSection"
#property indicator_type1 DRAW_COLOR_SECTION
//--- Define 8 colors for coloring sections (they are stored in a special array)
#property indicator_color1 clrRed,clrGold,clrMediumBlue,clrLime,clrMagenta,clrBrown,
#property indicator_style1 STYLE_SOLID
```
#property indicator_width1 1
///--- input parameters
input int N=5;    // Number of ticks to change
input int bars_in_section=5; // The length of sections in bars
///--- An auxiliary variable to calculate ends of sections
int divider;
int color_sections;
///--- A buffer for plotting
double ColorSectionBuffer[];
///--- A buffer for storing the line color on each bar
double ColorSectionColors[];
///--- An array for storing colors contains 14 elements
color colors[] =
{
    clrRed, clrBlue, clrGreen, clrChocolate, clrMagenta, clrDodgerBlue, clrGoldenrod,
    clrIndigo, clrLightBlue, clrAliceBlue, clrMoccasin, clrWhiteSmoke, clrCyan, clrMediumPurple
};
///--- An array to store the line styles
ENUM_LINE_STYLE styles[] = {STYLE_SOLID, STYLE_DASH, STYLE_DOT, STYLE_DASHDOT, STYLE_DASHDOTDOT};

//+------------------------------------------------------------------+
//| Custom indicator initialization function                      |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0, ColorSectionBuffer, INDICATOR_DATA);
    SetIndexBuffer(1, ColorSectionColors, INDICATOR_COLOR_INDEX);
    //--- The 0 (empty) value will not participate in drawing
    PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, 0);
    //--- The number of colors to color the sections
    int color_sections = 8; // see A comment to #property indicator_color1
    //--- Check the indicator parameter
    if (bars_in_section <= 0)
    {
        PrintFormat("Invalid section length=%d", bars_in_section);
        return(INIT_PARAMETERS_INCORRECT);
    }
    else divider = color_sections * bars_in_section;
    //---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                           |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[]),
                const int &bars_total, const int &bars_used)
const double &slow[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    static int ticks=0;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Change colors used to plot the sections
        ChangeColors(colors,color_sections);
        //--- Reset the counter of ticks to zero
        ticks=0;
    }

    //--- The number of the bar from which the calculation of indicator values starts
    int start=0;
    //--- If the indicator has been calculated before, then set start on the previous bar
    if(prev_calculated>0) start=prev_calculated-1;
    //--- Here are all the calculations of the indicator values
    for(int i=start;i<rates_total;i++)
    {
        //--- If the bar number is divisible by the section_length, it means this is the
        if(i%bars_in_section==0)
        {
            //--- Set the end of the section at the High price of this bar
            ColorSectionBuffer[i]=high[i];
            //--- A remainder of the division of the bar number by scetion_length*number_of_colors
            int rest=i%divider;
            //Get the number of the color = from 0 to number_of_colors-1
            int color_index=rest/bars_in_section;
            ColorSectionColors[i]=color_index;
        }
        //---If the remainder of the division is equal to bars,
        else
        {
            //--- If nothing happened, ignore the bar - set 0
            else ColorSectionBuffer[i]=0;
        }
    }
    //--- Return the prev_calculated value for the next call of the function
    return(rates_total);
}
//+------------------------------------------------------------------+
//| Changes the color of line segments |
//------------------------------------------------------------------+
void ChangeColors(color &cols[], int plot_colors)
{
   //--- The number of colors
   int size=ArraySize(cols);
   //---
   string comm=ChartGetString(0, CHART_COMMENT) + "\r\n";

   //--- For each color index define a new color randomly
   for (int plot_color_ind=0; plot_color_ind<plot_colors; plot_color_ind++)
   {
      //--- Get a random value
      int number=MathRand();
      //--- Get an index in the col[] array as a remainder of the integer division
      int i=number%size;
      //--- Set the color for each index as the property PLOT_LINE_COLOR
      PlotIndexSetInteger(0, PLOT_LINE_COLOR, plot_color_ind, cols[i]);
      //--- Write the colors
      comm=comm+StringFormat("SectionColorIndex[%d]=%s \r\n", plot_color_ind, ColorToString(cols[i]));
   }
   //---
   //------------------------------------------------------------------+
//| Changes the appearance of a displayed line in the indicator |
//------------------------------------------------------------------+
void ChangeLineAppearance()
{
   //--- A string for the formation of information about the line properties
   string comm="";
   //--- A block for changing the width of the line
   int number=MathRand();
   //--- Get the width of the remainder of integer division
   int width=number%5; // The width is set from 0 to 4
   //--- Set the color as the PLOT_LINE_WIDTH property
   PlotIndexSetInteger(0, PLOT_LINE_WIDTH, width);
   //--- Write the line width
   comm=comm+" Width="+IntegerToString(width);
   //--- A block for changing the style of the line
   number=MathRand();
   //--- The divisor is equal to the size of the styles array
   int size=ArraySize(styles);
   //--- Get the index to select a new style as the remainder of integer division
   int style_index=number%size;
//--- Set the color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0, PLOT_LINE_STYLE, styles[style_index]);
//--- Write the line style
    comm=EnumToString(styles[style_index])+"", "+comm;
//--- Show the information on the chart using a comment
Comment(comm);
**DRAW_COLOR_HISTOGRAM**

The DRAW_COLOR_HISTOGRAM style draws a histogram as a sequence of colored columns from zero to a specified value. Values are taken from the indicator buffer. Each column can have its own color from a predefined set of colors.

The width, color and style of the histogram can be specified like for the DRAW_HISTOGRAM style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows changing the look of the histogram based on the current situation.

Since a column from the zero level is drawn on each bar, DRAW_COLOR_HISTOGRAM should better be used in a separate chart window. Most often this type of plotting is used to create indicators of the oscillator type, for example, Awesome Oscillator or Market Facilitation Index. For the empty non-displayable values the zero value should be specified.

The number of buffers required for plotting DRAW_COLOR_HISTOGRAM is 2.

- one buffer for storing a non-zero value of the vertical segment on each bar, the second end of the segment is always on the zero line of the indicator;
- one buffer to store the color index, which is used to draw the section (it makes sense to set only non-empty values).

Colors can be specified using the compiler directive #property indicator_color1 separated by a comma. The number of colors cannot exceed 64.

An example of the indicator that draws a sinusoid of a specified color based on the MathSin() function. The color, width and style of all histogram columns change randomly each N ticks. The bars parameter specifies the period of the sinusoid, that is after the specified number of bars the sinusoid will repeat the cycle.

Please note that for plot1 with the DRAW_COLOR_HISTOGRAM style, 5 colors are set using the compiler directive #property, and then in the OnCalculate() function the colors are selected randomly.
from the 14 colors stored in the colors[] array. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

```cpp
//+------------------------------------------------------------------+
//| DRAW_COLOR_HISTOGRAM.mq5                                           |
//| Copyright 2011, MetaQuotes Software Corp.                           |
//| https://www.mql5.com                                               |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_COLOR_HISTOGRAM"
#property description "It draws a sinusoid as a histogram in a separate window"
#property description "The color and width of columns are changed randomly"
#property description "after every N ticks"
#property description "The bars parameter sets the number of bars to repeat the sinusoid"

#property indicator_separate_window
#property indicator_buffers 2
#property indicator_plots 1

//--- input parameters
input int bars=30;    // The period of a sinusoid in bars
input int N=5;        // The number of ticks to change the histogram

//--- plot Color_Histogram
#property indicator_label1 "Color_Histogram"
#property indicator_type1 DRAW_COLOR_HISTOGRAM

//--- Define 8 colors for coloring sections (they are stored in a special array)
#property indicator_color1 clrRed,clrGreen,clrBlue,clrYellow,clrMagenta,clrCyan,clrMediumSeaGreen,clrGold

//--- An array for storing colors contains 14 elements
color colors[] =
{
    clrRed,clrBlue,clrGreen,clrChocolate,clrMagenta,clrDodgerBlue,clrGoldenrod,clrIndigo,clrLightBlue,clrAliceBlue,clrMoccasin,clrWhiteSmoke,clrCyan,clrMediumPurple
};

//--- An array to store the line styles
enum LINE_STYLE styles[] = 
{ 
    STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOTDOT
};
```

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int OnInit()
{
//--- indicator buffers mapping
    SetIndexBuffer(0,Color_HistogramBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,Color_HistogramColors,INDICATOR_COLOR_INDEX);
//---- The number of colors to color the sinusoid
    color_sections=8; // see A comment to #property indicator_color1
//--- Calculate the multiplier
    if(bars>1)multiplier=2.*M_PI/bars;
else
    {
        PrintFormat("Set the value of bars=%d greater than 1",bars);
        //--- Early termination of the indicator
        return(INIT_PARAMETERS_INCORRECT);
    }
//---
    return(INIT_SUCCEEDED);
}

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
static int ticks=0;
//--- Calculate ticks to change the style, color and width of the line
    ticks++;
//--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Change colors used for the histogram
        ChangeColors(colors,color_sections);
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
//--- Calculate the indicator values
    int start=0;
Custom Indicators

```c
//--- If already calculated during the previous starts of OnCalculate
if(prev_calculated>0) start=prev_calculated-1; // set the beginning of the calculation

//--- Fill in the indicator buffer with values
for(int i=start;i<rates_total;i++)
{
  //--- A value
  Color_HistogramBuffer[i]=sin(i*multiplier);
  //--- Color
  int color_index=i%(bars*color_sections);
  color_index/=bars;
  Color_HistogramColors[i]=color_index;
}

//--- Return the prev_calculated value for the next call of the function
return(rates_total);
}
```

```c
//+------------------------------------------------------------------+
//| Changes the color of line segments
//+------------------------------------------------------------------+
void ChangeColors(color &cols[],int plot_colors)
{
  //--- The number of colors
  int size=ArraySize(cols);
  //---
  string comm=ChartGetString(0,CHART_COMMENT)+"\r\n\r\n";
  //--- For each color index define a new color randomly
  for(int plot_color_ind=0;plot_color_ind<plot_colors;plot_color_ind++)
  {
    //--- Get a random value
    int number=MathRand();
    //--- Get an index in the col[] array as a remainder of the integer devision
    int i=number%size;
    //--- Set the color for each index as the property PLOT_LINE_COLOR
    PlotIndexSetInteger(0, // The number of a graphical style
                      PLOT_LINE_COLOR, // Property identifier
                      plot_color_ind, // The index of the color, where we write a new color
                      cols[i]);
    //--- Write the colors
    comm=comm+StringFormat("HistogramColorIndex[%d]=%s \r\n",plot_color_ind,ColorToString(cols[i],true));
  }
  //---
  }
  //+------------------------------------------------------------------+
  //| Changes the appearance of a displayed line in the indicator
  //+------------------------------------------------------------------+
  void ChangeLineAppearance()
  {
    //--- A string for the formation of information about the line properties
  }
```
```csharp
string comm="";

//--- A block for changing the width of the line
int number=MathRand();

//--- Get the width of the remainder of integer division
int width=number%5; // The width is set from 0 to 4

//--- Set the color as the PLOT_LINE_WIDTH property
PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);

//--- Write the line width
comm=comm+"Width="+IntegerToString(width);

//--- A block for changing the style of the line

number=MathRand();

//--- The divisor is equal to the size of the styles array
int size=ArraySize(styles);

//--- Get the index to select a new style as the remainder of integer division
int style_index=number%size;

//--- Set the color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0,PLOT_LINE_STYLE,styles[style_index]);

//--- Write the line style
comm=EnumToString(styles[style_index])+", "+comm;

//--- Show the information on the chart using a comment
Comment(comm);
```
The DRAW_COLOR_HISTOGRAM2 style draws a histogram of a specified color - vertical segments using the values of two indicator buffers. But unlike the one-color DRAW_HISTOGRAM2, in this style each column of the histogram can have its own color from a predefined set. The values of all the segments are taken from the indicator buffer.

The width, style and color of the histogram can be specified like for the DRAW_HISTOGRAM2 style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows changing the look of the histogram based on the current situation.

The DRAW_COLOR_HISTOGRAM2 style can be used in a separate subwindow of a chart and in its main window. For empty values nothing is drawn, all the values in the indicator buffers need to be set explicitly. Buffers are not initialized with empty values.

The number of buffers required for plotting DRAW_COLOR_HISTOGRAM2 is 3:

- two buffers to store the upper and lower end of the vertical segment on each bar;
- one buffer to store the color index, which is used to draw the segment (it makes sense to set only non-empty values).

An example of the indicator that draws a histogram of a specified color between the High and Low prices. For each day of week, the histogram lines have a different color. The color of the day, width and style of the histogram change randomly each N ticks.

Please note that for plot1 with the DRAW_COLOR_HISTOGRAM2 style, 5 colors are set using the compiler directive #property, and then in the OnCalculate() function the colors are selected randomly from the 14 colors stored in the colors[] array.

The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator’s Properties window).
Custom Indicators

```mql5
//+------------------------------------------------------------------+
//| DR_AWCOLOR_HISTOGRAM2.mq5 | Copyright 2011, MetaQuotes Software Corp. |
//| https://www.mql5.com | +------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DR_AWCOLOR_HISTOGRAM2"
#property description "It draws a segment between Open and Close on each bar"
#property description "The color, width and style are changed randomly"
#property description "after every N ticks"

#property indicator_chart_window
#property indicator_buffers 3
#property indicator_plots 1
//--- plot ColorHistogram_2
#property indicator_label1 "ColorHistogram_2"
#property indicator_type1 DRAW_COLOR_HISTOGRAM2
//--- Define 5 colors for coloring the histogram based on the days of week (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrYellow,clrMagenta
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameter
input int N=5; // The number of ticks to change the histogram
int color_sections;
//--- Value buffers
double ColorHistogram_2Buffer1[];
double ColorHistogram_2Buffer2[];
//--- A buffer of color indexes
double ColorHistogram_2Colors[];
//--- An array for storing colors contains 14 elements
color colors[] =
{
    clrRed,clrBlue,clrGreen,clrChocolate,clrMagenta,clrDodgerBlue,clrGoldenrod,
    clrIndigo,clrLightBlue,clrAliceBlue,clrMoccasin,clrWhiteSmoke,clrCyan,clrMediumPurple
};
//--- An array to store the line styles
ENUM_LINE_STYLE styles[]={STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOTDOT};
//--- Custom indicator initialization function
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,ColorHistogram_2Buffer1,INDICATOR_DATA);
    SetIndexBuffer(1,ColorHistogram_2Buffer2,INDICATOR_DATA);
    ```
```c
SetIndexBuffer(2,ColorHistogram_2Colors,INDICATOR_COLOR_INDEX);
//--- Set an empty value
PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
//---- The number of colors to color the sinusoid
  color_sections=8;  // See a comment to #property indicator_color1
  //---
  return(INIT_SUCCEEDED);
}
//| Custom indicator iteration function |
//+----------------------------------------------------------------------------------+
int OnCalculate(const int rates_total,
          const int prev_calculated, const datetime &time[],
          const double &open[], const double &high[],
          const double &low[],
          const double &close[],
          const long &tick_volume[],
          const long &volume[],
          const int &spread[])
{
    static int ticks=0;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a critical number of ticks has been accumulated
    if(ticks>=N)
    {
      //--- Change the line properties
      ChangeLineAppearance();
      //--- Change the colors used to draw the histogram
      ChangeColors(colors,color_sections);
      //--- Reset the counter of ticks to zero
      ticks=0;
    }
    //--- Calculate the indicator values
    int start=0;
    //--- To get the day of week by the open price of each bar
    MqlDateTime dt;
    //--- If already calculated during the previous starts of OnCalculate
    if(prev_calculated>0) start=prev_calculated-1;  // set the beginning of the calculat
    //--- Fill in the indicator buffer with values
    for(int i=start;i<rates_total;i++)
    {
      TimeToStruct(time[i],dt);
      //--- value
      ColorHistogram_2Buffer1[i]=high[i];
      ColorHistogram_2Buffer2[i]=low[i];
    }
  }
```
//--- Set the color index according to the day of week
int day=dt.day_of_week;
ColorHistogram_2Colors[i]=day;

//--- Return the prev_calculated value for the next call of the function
return(rates_total);

//+------------------------------------------------------------------+
//| Changes the color of line segments |
//+------------------------------------------------------------------+
void ChangeColors(color &cols[],int plot_colors)
{
    //--- The number of colors
    int size=ArraySize(cols);
    //---
    string comm=ChartGetString(0,CHART_COMMENT)+"\r\n\r\n";

    //--- For each color index define a new color randomly
    for(int plot_color_ind=0;plot_color_ind<plot_colors;plot_color_ind++)
    {
        //--- Get a random value
        int number=MathRand();
        //--- Get an index in the col[] array as a remainder of the integer division
        int i=number%size;
        //--- Set the color for each index as the property PLOT_LINE_COLOR
        PlotIndexSetInteger(0, // The number of a graphical style
            PLOT_LINE_COLOR, // Property identifier
            plot_color_ind, // The index of the color, where we write the color
            cols[i]); // A new color

        //--- Write the colors
        comm=comm+StringFormat("HistogramColorIndex[%d]=%s \r\n",plot_color_ind,ColorToString(cols[i],true));
    }
    //---
}

//+------------------------------------------------------------------+
//| Changes the appearance of a displayed line in the indicator      |
//+------------------------------------------------------------------+
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the line properties
    string comm="";
    //--- A block for changing the width of the line
    int number=MathRand();
    //--- Get the width of the remainder of integer division
    int width=number%5; // The width is set from 0 to 4
    //--- Set the color as the PLOT_LINE_WIDTH property
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
    //--- Write the line width
Custom Indicators

```mql5
comm+=comm=" Width="+IntegerToString(width);

//--- A block for changing the style of the line
number=MathRand();
//--- The divisor is equal to the size of the styles array
int size=ArraySize(styles);
//--- Get the index to select a new style as the remainder of integer division
int style_index=number%size;
//--- Set the color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0, PLOT_LINE_STYLE, styles[style_index]);
//--- Write the line style
comm+=EnumToString(styles[style_index])", "+comm;
//--- Show the information on the chart using a comment
Comment(comm);
```

DRAW_COLOR_ARROW

The DRAW_COLOR_ARROW style draws colored arrows (symbols of the set Wingdings) based on the value of the indicator buffer. In contrast to DRAW_ARROW, in this style it is possible to set a color from a predefined set of colors specified by the indicator_color1 property for each symbol.

The width and color of the symbols can be specified like for the DRAW_ARROW style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows changing the look of an indicator based on the current situation.

The symbol code is set using the PLOT_ARROW property.

```mql```
//--- Define the symbol code from the Wingdings font to draw in PLOT_ARROW
PlotIndexSetInteger(0, PLOT_ARROW, code);
```

The default value of PLOT_ARROW=159 (a circle).

Each arrow is actually a symbol that has the height and the anchor point, and can cover some important information on a chart (for example, the closing price at the bar). Therefore, we can additionally specify the vertical shift in pixels, which does not depend on the scale of the chart. The arrows will be shifted down by the specified number of pixels, although the values of the indicator will remain the same:

```mql```
//--- Set the vertical shift of arrows in pixels
PlotIndexSetInteger(0, PLOT_ARROW_SHIFT, shift);
```

A negative value of PLOT_ARROW_SHIFT means the shift of arrows upwards, a positive values shifts the arrow down.

The DRAW_COLOR_ARROW style can be used in a separate subwindow of a chart and in its main window. Empty values are not drawn and do not appear in the "Data Window", all the values in the indicator buffers should be set explicitly. Buffers are not initialized with a zero value.

```mql```
//--- Set an empty value
PlotIndexSetDouble(DRAW_COLOR_ARROW_plot_index, PLOT_EMPTY_VALUE, 0);
```

The number of buffers required for plotting DRAW_COLOR_ARROW is 2.

- a buffer to store the value of the price which is used to draw the symbol (plus a shift in pixels, given in the PLOT_ARROW_SHIFT property);
- a buffer to store the color index, which is used to draw an arrow (it makes sense to set only non-empty values).

An example of the indicator, which draws arrows on each bar with the close price higher than the close price of the previous bar. The width, shift and symbol code of all arrows are changed randomly every N ticks. The color of the symbol depends on the number of the bar on which it is drawn.
In the example, for plot1 with the DRAW_COLOR_ARROW style, the properties, color and size are specified using the compiler directive `#property`, and then in the `OnCalculate()` function the properties are set randomly. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

Please note that initially 8 colors are set using the compiler directive `#property`, and then in the `OnCalculate()` function, the color is set randomly from the 14 colors that are stored in the colors[] array.

```
// +------------------------------------------------------------------+
// |                        Copyright 2011, MetaQuotes Software Corp. |
// |                                              https://www.mql5.com |
// +------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_COLOR_ARROW"
#property description "Draws different-color arrows set by Unicode characters, on a ch"
#property description "The color, size, shift and symbol code of the arrow are changed"
#property description "randomly every N ticks"
#property description "The code parameter sets the base value: code=159 (a circle)"

#property indicator_chart_window
#property indicator_buffers 2
#property indicator_plots 1
// --- plot ColorArrow
#property indicator_label1 "ColorArrow"
#property indicator_type1 DRAW_COLOR_ARROW
```
//--- Define 8 colors for coloring the histogram (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrSeaGreen,clrGold,clrDarkOrange,clrMagenta
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input int N=5; // Number of ticks to change
input ushort code=159; // Symbol code to draw in DRAW_ARROW
int color_sections;
//--- An indicator buffer for the plot
double ColorArrowBuffer[];
//--- A buffer to store color indexes
double ColorArrowColors[];
//--- An array for storing colors contains 14 elements
color colors[] =
{
    clrRed,clrBlue,clrGreen,clrChocolate,clrMagenta,clrDodgerBlue,clrGoldenrod,
    clrIndigo,clrLightBlue,clrAliceBlue,clrMoccasin,clrWhiteSmoke,clrCyan,clrMediumPurple
};

//+------------------------------------------------------------------+
//| Custom indicator initialization function                        |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,ColorArrowBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,ColorArrowColors,INDICATOR_COLOR_INDEX);
    //--- Define the symbol code for drawing in PLOT_ARROW
    PlotIndexSetInteger(0,PLOT_ARROW,code);
    //--- Set the vertical shift of arrows in pixels
    PlotIndexSetInteger(0,PLOT_ARROW_SHIFT,5);
    //--- Set as an empty value 0
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    //---- The number of colors to color the sinusoid
    color_sections=8; // see a comment to #property indicator_color1
    //---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                  const int prev_calculated,
                  const datetime &time[],
                  const double &open[],
                  const double &high[],
                  const double &low[],
                  const double &close[],
                  const long &tick_volume[]),

```c
const long &volume[],
const int &spread[])
{
  static int ticks=0;
  //--- Calculate ticks to change the color, size, shift and code of the arrow
  ticks++;
  //--- If a critical number of ticks has been accumulated
  if(ticks>=N)
  {
    //--- Change arrow properties
    ChangeLineAppearance();
    //--- Change the colors used to draw the histogram
    ChangeColors(colors,color_sections);
    //--- Reset the counter of ticks to zero
    ticks=0;
  }
  //--- Block for calculating indicator values
  int start=1;
  if(prev_calculated>0) start=prev_calculated-1;
  //--- Calculation loop
  for(int i=1;i<rates_total;i++)
  {
    //--- If the current Close price is higher than the previous one, draw an arrow
    if(close[i]>close[i-1])
      ColorArrowBuffer[i]=close[i];
    //--- Otherwise specify the null value
    else
      ColorArrowBuffer[i]=0;
    //--- Arrow color
    int index=i%color_sections;
    ColorArrowColors[i]=index;
  }
  //--- return value of prev_calculated for next call
  return(rates_total);
}
//+------------------------------------------------------------------+
//| Changes the color of line segments                                 |
//+------------------------------------------------------------------+
void ChangeColors(color &cols[],int plot_colors)
{
  //--- The number of colors
  int size=ArraySize(cols);
  //---
  string comm=ChartGetString(0,CHART_COMMENT)+"\r\n\n";
  //--- For each color index define a new color randomly
  for(int plot_color_ind=0;plot_color_ind<plot_colors;plot_color_ind++)
  {
    //---
  }
```

//--- Get a random value
int number=MathRand();
//--- Get an index in the col[] array as a remainder of the integer division
int i=number%size;
//--- Set the color for each index as the property PLOT_LINE_COLOR
PlotIndexSetInteger(0, // The number of a graphical style
PLOT_LINE_COLOR, // Property identifier
plot_color_ind, // The index of the color, where we write the color
cols[i]); // A new color
//--- Write the colors
comm=comm+StringFormat("ArrowColorIndex[%d]=%s \n",plot_color_ind,ColorToString(cols[i]));
ChartSetString(0,CHART_COMMENT,comm);
}

//--- Changes the appearance of a displayed line in the indicator
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the line properties
    string comm="";
    //--- A block for changing the width of the line
    int number=MathRand();
    //--- Get the width of the remainder of integer division
    int width=number%5; // The width is set from 0 to 4
    //--- Set the color as the PLOT_LINE_WIDTH property
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
    //--- Write the line width
    comm=comm+" Width="+IntegerToString(width);

    //--- A block for changing the arrow code (PLOT_ARROW)
    number=MathRand();
    //--- Get the remainder of integer division to calculate a new code of the arrow (for
    int code_add=number%20;
    //--- Set the new symbol code as the result of code+code_add
    PlotIndexSetInteger(0,PLOT_ARROW,code+code_add);
    //--- Write the symbol code PLOT_ARROW
    comm="\r\n"+"PLOT_ARROW="+IntegerToString(code+code_add)+comm;

    //--- A block for changing the vertical shift of arrows in pixels
    number=MathRand();
    //--- Get the shift as the remainder of the integer division
    int shift=20-number%41;
    //--- Set the new shift from
    PlotIndexSetInteger(0,PLOT_ARROW_SHIFT,shift);
    //--- Write the shift PLOT_ARROW_SHIFT
    comm="\r\n"+"PLOT_ARROW_SHIFT="+IntegerToString(shift)+comm;
//--- Show the information on the chart using a comment

Comment(comm);

}
DRA Wat COLOR_7247 ZIGZ@G

The DRAW_COLOR_ZIGZAG style draws segments of different colors, using the values of two indicator buffers. This style is a colored version of DRAW_ZIGZAG, i.e. allows specifying for each segment an individual color from the predefined set of colors. The segments are plotted from a value in the first buffer to a value in the second indicator buffer. None of the buffers can contain only empty values, since in this case nothing is plotted.

The width, color and style of the line can be specified like for the DRAW_ZIGZAG style - using compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows “to enliven” indicators, so that their appearance changes depending on the current situation.

Sections are drawn from a non-empty value of one buffer to a non-empty value of another indicator buffer. To specify what value should be considered as “empty”, set this value in the PLOT_EMPTY_VALUE property:

```c
//--- The 0 (empty) value will not participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_COLOR_ZIGZAG, PLOT_EMPTY_VALUE, 0);
```

Always explicitly fill in the of the indicator buffers, set an empty value in a buffer to skip bars.

The number of buffers required for plotting DRAW_COLOR_ZIGZAG is 3:

- two buffers to store the values of ends of the zigzag sections;
- one buffer to store the color index, which is used to draw the section (it makes sense to set only non-empty values).

An example of the indicator that plots a saw based on the High and Low prices. The color, width and style of the zigzag lines change randomly every N ticks.

![Example Indicator Plot](image-url)
Please note that for plot1 with the DRAW_COLOR_ZIGZAG style, 8 colors are set using the compiler directive #property, and then in the OnCalculate() function the color is selected randomly from the 14 colors stored in the colors[] array.

The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).

```csharp
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
//| DRAW_COLOR_ZIGZAG.mq5 |                                       |
//| Copyright 2011, MetaQuotes Software Corp. |                   |
//| https://www.mql5.com |                                       |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "An indicator to demonstrate DRAW_COLOR_ZIGZAG"
#property description "It draws a broken line as a sequence of colored sections, the color depends on the number of the day of the week"
#property description "The color, width and style of segments are changed randomly"
#property description " every N ticks"

#property indicator_chart_window
#property indicator_buffers 3
#property indicator_plots 1
//--- plot Color_Zigzag
#property indicator_label1 "Color_Zigzag"
#property indicator_type1 DRAW_COLOR_ZIGZAG
//--- Define 8 colors for coloring sections (they are stored in a special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrYellow,clrMagenta,clrCyan,clrLime,clrOrange
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- input parameter
input int N=5;       // Number of ticks to change
int color_sections;
//--- Buffers of values of segment ends
double Color_ZigzagBuffer1[];
double Color_ZigzagBuffer2[];
//--- Buffers of color indexes of segment ends
double Color_ZigzagColors[];
//--- An array for storing colors contains 14 elements
color colors[] =
{
    clrRed,clrBlue,clrGreen,clrChocolate,clrMagenta,clrDodgeBlue,clrGoldenrod,
    clrIndigo,clrLightBlue,clrAliceBlue,clrMoccasin,clrWhiteSmoke,clrCyan,clrMediumPurple
};
//--- An array to store the line styles
ENUM_LINE_STYLE styles[]={STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOTD}
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
```
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0, Color_ZigzagBuffer1, INDICATOR_DATA);
    SetIndexBuffer(1, Color_ZigzagBuffer2, INDICATOR_DATA);
    SetIndexBuffer(2, Color_ZigzagColors, INDICATOR_COLOR_INDEX);
    //--- Number of color for coloring the zigzag
    color_sections=8;  // see a comment to the #property indicator_color1 property
    //---
    return(INIT_SUCCEEDED);
}

int OnCalculate(const int rates_total,
                 const int prev_calculated,
                 const datetime &time[],
                 const double &open[],
                 const double &high[],
                 const double &low[],
                 const double &close[],
                 const long &tick_volume[],
                 const long &volume[],
                 const int &spread[])
{
    static int ticks=0;
    //--- Calculate ticks to change the style, color and width of the line
    ticks++;
    //--- If a sufficient number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Change the line properties
        ChangeLineAppearance();
        //--- Change colors used to plot the sections
        ChangeColors(colors, color_sections);
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
    //--- The structure of time is required to get the day of week of each bar
    MqlDateTime dt;
    //--- The start position of calculations
    int start=0;
    //--- If the indicator was calculated on the previous tick, then start the calculation
    if(prev_calculated!=0) start=prev_calculated-1;
    //--- Calculation loop
    for(int i=start;i<rates_total;i++)
```c
{
    //--- Write the bar open time in the structure
    TimeToStruct(time[i], dt);

    //--- If the bar number is even
    if (i%2==0)
    {
        //--- Write High in the 1st buffer and Low in the 2nd one
        Color_ZigzagBuffer1[i]=high[i];
        Color_ZigzagBuffer2[i]=low[i];
        //--- The color of the segment
        Color_ZigzagColors[i]=dt.day_of_year%color_sections;
    }
    //--- the bar number is odd
    else
    {
        //--- Fill in the bar in a reverse order
        Color_ZigzagBuffer1[i]=low[i];
        Color_ZigzagBuffer2[i]=high[i];
        //--- The color of the segment
        Color_ZigzagColors[i]=dt.day_of_year%color_sections;
    }
}

//--- return value of prev_calculated for next call
return (rates_total);

} //+------------------------------------------------------------------+
//| Changes the color of the zigzag segments                         |
//+------------------------------------------------------------------+
void ChangeColors(color &cols[], int plot_colors)
{
    //--- The number of colors
    int size=ArraySize(cols);
    //---
    string comm=ChartGetString(0,CHART_COMMENT)+"
    //--- For each color index define a new color randomly
    for(int plot_color_ind=0;plot_color_ind<plot_colors;plot_color_ind++)
    {
        //--- Get a random value
        int number=MathRand();
        //--- Get an index in the col[] array as a remainder of the integer division
        int i=number%size;
        //--- Set the color for each index as the property PLOT_LINE_COLOR
        PlotIndexSetInteger(0,  // The number of a graphical style
            PLOT_LINE_COLOR,  // Property identifier
            plot_color_ind,   // The index of the color, where we write a new color
            cols[i]);
        //--- Write the colors
```
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the properties of Color_ZigZag
    string comm=""
    //--- A block for changing the width of the line
    int number=MathRand();
    //--- Get the width of the remainder of integer division
    int width=number%5;  // The width is set from 0 to 4
    //--- Set the color as the PLOT_LINE_WIDTH property
    PlotIndexSetInteger(0, PLOT_LINE_WIDTH, width);
    //--- Write the line width
    comm=comm+"\r\nWidth="+IntegerToString(width);

    //--- A block for changing the style of the line
    number=MathRand();
    //--- The divisor is equal to the size of the styles array
    int size=ArraySize(styles);
    //--- Get the index to select a new style as the remainder of integer division
    int style_index=number%sizes;
    //--- Set the color as the PLOT_LINE_COLOR property
    PlotIndexSetInteger(0, PLOT_LINE_STYLE, styles[style_index]);
    //--- Write the line style
    comm="\r\n"+EnumToString(styles[style_index])+""+comm;
    //--- Show the information on the chart using a comment
    Comment(comm);
}
**DRAW_COLOR_BARS**

The **DRAW_COLOR_BARS** style draws bars on the values of four indicator buffers, which contain the Open, High, Low and Close prices. This style is an advanced version of **DRAW_BARS** and allows specifying for each bar an individual color from the predefined set of colors. It is used for creating custom indicators as bars, including those in a separate subwindow of a chart and on other financial instruments.

The color of bars can be set using the **compiler directives** or dynamically using the `PlotIndexSetInteger()` function. Dynamic changes of the plotting properties allow "to enliven" indicators, so that their appearance changes depending on the current situation.

The indicator is drawn only to those bars, for which non-empty values of all four indicator buffers are set. To specify what value should be considered as "empty", set this value in the **PLOT_EMPTY_VALUE** property:

```plaintext
//--- The 0 (empty) value will not participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_COLOR_BARS, PLOT_EMPTY_VALUE, 0);
```

Always explicitly fill in the values of the indicator buffers, set an empty value in a buffer to skip bars.

The number of buffers required for plotting **DRAW_COLOR_BARS** is 5:

- four buffer to store the values of Open, High, Low and Close;
- one buffer to store the color index, which is used to draw a bar (it makes sense to set it only for the bars that will be drawn).

All buffers for the plotting should go one after the other in the given order: Open, High, Low, Close and the color buffer. None of the price buffers can contain only null values, since in this case nothing is plotted.

An example of the indicator that draws bars on a selected financial instrument in a separate window. The color of bars changes randomly every N ticks. The N parameter is set in **external parameters** of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).
Please note that for plot1 with the DRAW_COLOR_BARS style, 8 colors are set using the compiler directive #property, and then in the OnCalculate() function the color is selected randomly from the 14 colors stored in the colors[] array.

```mql4
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_COLOR_BARS"
#property description "It draws different-color bars of a selected symbol in a separate window."
#property description "The color and width of bars, as well as the symbol are changed randomly every N ticks"

#property indicator_separate_window
#property indicator_buffers 5
#property indicator_plots 1
//--- plot ColorBars
#property indicator_label1 "ColorBars"
#property indicator_type1 DRAW_COLOR_BARS
//--- Define 8 colors for coloring bars (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrYellow,clrMagenta,clrCyan,clrLime,clrOrange
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- input parameters
input int N=5;  // The number of ticks to change the type
```

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input int bars=500;  // The number of bars to show
input bool messages=false;  // Show messages in the "Expert Advisors" log

//--- Indicator buffers
double ColorBarsBuffer1[];
double ColorBarsBuffer2[];
double ColorBarsBuffer3[];
double ColorBarsBuffer4[];
double ColorBarsColors[];

//--- Symbol name
string symbol;

int bars_colors;

//--- An array for storing colors contains 14 elements
color colors[] =
{
    clrRed, clrBlue, clrGreen, clrChocolate, clrMagenta, clrDodgerBlue, clrGoldenrod, clrIndigo, clrLightBlue, clrAliceBlue, clrMoccasin, clrMagenta, clrCyan, clrMediumPurple
};

//--- indicator buffers mapping
SetIndexBuffer(0, ColorBarsBuffer1, INDICATOR_DATA);
SetIndexBuffer(1, ColorBarsBuffer2, INDICATOR_DATA);
SetIndexBuffer(2, ColorBarsBuffer3, INDICATOR_DATA);
SetIndexBuffer(3, ColorBarsBuffer4, INDICATOR_DATA);
SetIndexBuffer(4, ColorBarsColors, INDICATOR_COLOR_INDEX);

//--- Number of colors for coloring bars
bars_colors=8;  // see a comment to the #property indicator_color1 property

//---
return (INIT_SUCCEEDED);

//--- indicator iteration function
int OnCalculate(const int rates_total,
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    static int ticks=0;
    //--- Count ticks to change the style, color and width of the bar


ticks++;  
//--- If a sufficient number of ticks has been accumulated 
if(ticks>=N)  
{  
//--- Select a new symbol from the Market watch window  
symbol=GetRandomSymbolName();  
//--- Change the line properties  
ChangeLineAppearance();  
//--- Change the colors used to draw the candlesticks  
ChangeColors(colors,bars_colors);  
int tries=0;  
//--- Make 5 attempts to fill in the buffers with the prices from symbol  
while(!CopyFromSymbolToBuffers(symbol,rates_total,bars_colors) &amp; tries<5)  
{  
//--- A counter of calls of the CopyFromSymbolToBuffers() function  
tries++;  
}  
//--- Reset the counter of ticks to zero  
ticks=0;  
}  
//--- return value of prev_calculated for next call  
return(rates_total);  
}  
//+------------------------------------------------------------------+
//| Fill in the indicator buffers with prices                        |
//+------------------------------------------------------------------+
bool CopyFromSymbolToBuffers(string name,int total,int bar_colors)  
{  
//--- In the rates[] array, we will copy Open, High, Low and Close  
MqlRates rates[];  
//--- The counter of attempts  
int attempts=0;  
//--- How much has been copied  
int copied=0;  
//--- Make 25 attempts to get a timeseries on the desired symbol  
while(attempts&lt;25 &amp; (copied=CopyRates(name,_Period,0,bars,rates))&lt;0)  
{  
Sleep(100);  
attempts++;  
if(messages) PrintFormat("%s CopyRates(%s) attempts=%d",__FUNCTION__,name,attemp  
}  
//--- If failed to copy a sufficient number of bars  
if(copied!=bars)  
{  
//--- Form a message string  
string comm=StringFormat("For the symbol %s, managed to receive only %d bars of  
name,  
copied,  
bars
};

//--- Show a message in a comment in the main chart window
Comment(comm);
//--- Show the message
if(messages) Print(comm);
return(false);
}
else
{
//--- Set the display of the symbol
PlotIndexSetString(0,PLOT_LABEL,name+" Open:"+name+" High:"+name+" Low:"+name+
IndicatorSetString(INDEX_SHORTNAME,"DRAW_COLOR_BARS("+name+")");
}
//--- Initialize buffers with empty values
ArrayInitialize(ColorBarsBuffer1,0.0);
ArrayInitialize(ColorBarsBuffer2,0.0);
ArrayInitialize(ColorBarsBuffer3,0.0);
ArrayInitialize(ColorBarsBuffer4,0.0);

//--- Copy prices to the buffers
for(int i=0;i<copied;i++)
{
    //--- Calculate the appropriate index for the buffers
    int buffer_index=total-copied+i;
    //--- Write the prices to the buffers
    ColorBarsBuffer1[buffer_index]=rates[i].open;
    ColorBarsBuffer2[buffer_index]=rates[i].high;
    ColorBarsBuffer3[buffer_index]=rates[i].low;
    ColorBarsBuffer4[buffer_index]=rates[i].close;
    //---
    ColorBarsColors[buffer_index]=i%bar_colors;
}
return(true);
}

//+------------------------------------------------------------------+
//| Randomly returns a symbol from the Market Watch                  |
//+------------------------------------------------------------------+
string GetRandomSymbolName()
{
    //--- The number of symbols shown in the Market watch window
    int symbols=SymbolsTotal(true);
    //--- The position of a symbol in the list - a random number from 0 to symbols
    int number=MathRand()%symbols;
    //--- Return the name of a symbol at the specified position
    return SymbolName(number,true);
}
//+------------------------------------------------------------------+
//| Changes the color of the zigzag segments                         |
//+------------------------------------------------------------------+
void ChangeColors(color &cols[], int plot_colors)
{
    //--- The number of colors
    int size=ArraySize(cols);
    //---
    string comm=ChartGetString(0, CHART_COMMENT)+"\r\n\r\n";

    //--- For each color index define a new color randomly
    for(int plot_color_ind=0;plot_color_ind<plot_colors;plot_color_ind++)
    {
        //--- Get a random value
        int number=MathRand();
        //--- Get an index in the col[] array as a remainder of the integer division
        int i=number%size;
        //--- Set the color for each index as the property PLOT_LINE_COLOR
        PlotIndexSetInteger(0, PLOT_LINE_COLOR, plot_color_ind, cols[i]);
        //--- Write the colors
        comm=comm+StringFormat("BarColorIndex[%d]=%s\r\n",plot_color_ind,ColorToString(cols[i]));
        ChartSetString(0, CHART_COMMENT, comm);
    }
    //---
    
    //+------------------------------------------------------------------+
    //| Changes the appearance of bars                                   |
    //+------------------------------------------------------------------+
    void ChangeLineAppearance()
    {
        //--- A string for the formation of information about the bar properties
        string comm="";

        //--- A block for changing the width of bars
        int number=MathRand();
        //--- Get the width of the remainder of integer division
        int width=number%5;  // The width is set from 0 to 4
        //--- Set the color as the PLOT LINE WIDTH property
        PlotIndexSetInteger(0, PLOT_LINE_WIDTH, width);
        //--- Write the line width
        comm=comm="\r\nWidth="+IntegerToString(width);

        //--- Write the symbol name
        comm="\r\n"+symbol+comm;

        //--- Show the information on the chart using a comment
        Comment(comm);
    }
DRAW_COLOR_CANDLES

The DRAW_COLOR_CANDLES style, like DRAW_CANDLES, draws candlesticks using the values of four indicator buffers, which contain Open, High, Low and Close prices. In addition, it allows specifying a color for each candlestick from a given set. For this purpose, the style has a special color buffer that stores color indexes for each bar. It used for creating custom indicators as a sequence of candlesticks, including those in a separate subwindow of a chart and on other financial instruments.

The number of colors of candlesticks can be set using the compiler directives or dynamically using the PlotIndexSetInteger() function. Dynamic changes of the plotting properties allows "to enliven" indicators, so that their appearance changes depending on the current situation.

The indicator is drawn only to those bars, for which non-empty values of four price buffers of the indicator are set. To specify what value should be considered as "empty", set this value in the PLOT_EMPTY_VALUE property:

```cpp
//--- The 0 (empty) value will mot participate in drawing
PlotIndexSetDouble(index_of_plot_DRAW_COLOR_CANDLES, PLOT_EMPTY_VALUE, 0);
```

Always explicitly fill in the values of the indicator buffers, set an empty value in a buffer to skip bars.

The number of required buffers for plotting DRAW_COLOR_CANDLES is 5:

- four buffer to store the values of Open, High, Low and Close;
- one buffer to store the color index, which is used to draw a candlestick (it makes sense to set it only for the candlesticks that will be drawn).

All buffers for the plotting should go one after the other in the given order: Open, High, Low, Close and the color buffer. None of the price buffers can contain only empty values, since in this case nothing is plotted.

An example of the indicator that draws candlesticks for a selected financial instrument in a separate window. The color of candlesticks changes randomly every N ticks. The N parameter is set in external parameters of the indicator for the possibility of manual configuration (the Parameters tab in the indicator's Properties window).
Please note that for plot1, the color is set using the compiler directive `#property`, and then in the `OnCalculate()` function the color is set randomly from an earlier prepared list.

```mql5
//--- Define 8 colors for coloring candlesticks (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrYellow,clrMagenta,clrCyan,clrLime,clrOrange
#property indicator_type1 DRAW_COLOR_CANDLES
#property indicator_label1 "ColorCandles"
#property indicator_width1 1
```
//--- input parameters
input int N=5;  // The number of ticks to change the type
input int bars=500;  // The number of candlesticks to show
input bool messages=false;  // Show messages in the "Expert Advisors" log

//--- Indicator buffers
double ColorCandlesBuffer1[];
double ColorCandlesBuffer2[];
double ColorCandlesBuffer3[];
double ColorCandlesBuffer4[];
double ColorCandlesColors[];
int candles_colors;

//--- Symbol name
string symbol;

//--- An array for storing colors contains 14 elements
color colors[]=
{
    clrRed, clrBlue, clrGreen, clrChocolate, clrMagenta, clrDodgerBlue, clrGoldenrod,
    clrIndigo, clrLightBlue, clrAliceBlue, clrMoccasin, clrMagenta, clrCyan, clrMediumPurple
};

int OnInit()
{
    //--- If bars is very small - complete the work ahead of time
    if(bars<50)
    {
        Comment("Please specify a larger number of bars! The operation of the indicator
        return(INIT_PARAMETERS_INCOMPLETE);
    }

    //--- indicator buffers mapping
    SetIndexBuffer(0,ColorCandlesBuffer1,INDICATOR_DATA);
    SetIndexBuffer(1,ColorCandlesBuffer2,INDICATOR_DATA);
    SetIndexBuffer(2,ColorCandlesBuffer3,INDICATOR_DATA);
    SetIndexBuffer(3,ColorCandlesBuffer4,INDICATOR_DATA);
    SetIndexBuffer(4,ColorCandlesColors,INDICATOR_COLOR_INDEX);

    //--- An empty value
    PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, 0);

    //--- The name of the symbol, for which the bars are drawn
    symbol=_Symbol;

    //--- Set the display of the symbol
    PlotIndexSetString(0, PLOT_LABEL, symbol+" Open:"+symbol+" High:"+symbol+" Low:"+symbol+" Close:");
    IndicatorSetString(INDEX_SHORTNAME,"DRAW_COLOR_CANDLES("+symbol+")");

    //--- The number of colors to color candlesticks
    candles_colors=8;  // see. a comment to the #property indicator_color1 property

    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
```cpp
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    static int ticks=INT_MAX-100;
    //--- Count ticks to change the style and color
    ticks++;
    //--- If a sufficient number of ticks has been accumulated
    if(ticks>=N)
    {
        //--- Select a new symbol from the Market watch window
        symbol=GetRandomSymbolName();
        //--- Change the form
        ChangeLineAppearance();
        //--- Change the colors used to draw the candlesticks
        ChangeColors(colors,candles_colors);

        int tries=0;
        //--- Make 5 attempts to fill in the buffers of plot1 with the prices from symbol
        while(!CopyFromSymbolToBuffers(symbol,rates_total,0,
            ColorCandlesBuffer1,ColorCandlesBuffer2,ColorCandlesBuffer3,
            ColorCandlesBuffer4,ColorCandlesColors,candles_colors)
            && tries<5)
        {
            //--- A counter of calls of the CopyFromSymbolToBuffers() function
            tries++;
        }
        //--- Reset the counter of ticks to zero
        ticks=0;
    }
    //--- return value of prev_calculated for next call
    return(rates_total);
}
```
double &buff2[],
double &buff3[],
double &buff4[],
double &col_buffer[],
int cndl_colors
}

//--- In the rates[] array, we will copy Open, High, Low and Close
MqlRates rates[];
//--- The counter of attempts
int attempts=0;
//--- How much has been copied
int copied=0;
//--- Make 25 attempts to get a timeseries on the desired symbol
while(attempts<25 && (copied=CopyRates(name,_Period,0,bars,rates))<0)
{
    Sleep(100);
    attempts++;
    if(messages) PrintFormat("%s CopyRates(%s) attempts=%d",__FUNCTION__,name,attempts);
}
//--- If failed to copy a sufficient number of bars
if(copied!=bars)
{
    //--- Form a message string
    string comm=StringFormat("For the symbol %s, managed to receive only %d bars of %d requested ones",name,copied,bars);
    //--- Show a message in a comment in the main chart window
    Comment(comm);
    //--- Show the message
    if(messages) Print(comm);
    return(false);
}
else
{
    //--- Set the display of the symbol
    PlotIndexSetString(plot_index,PLOT_LABEL,name+" Open;"+name+" High;"+name+" Low; IndicatorSetString(INDIATOR_SHORTNAME,"DRAW_COLOR_CANDLES("+symbol+")");
}
//--- Initialize buffers with empty values
ArrayInitialize(buff1,0.0);
ArrayInitialize(buff2,0.0);
ArrayInitialize(buff3,0.0);
ArrayInitialize(buff4,0.0);
//--- On each tick copy prices to buffers
for(int i=0;i<copied;i++)
{

```csharp
//--- Calculate the appropriate index for the buffers
int buffer_index=total-copied+i;
//--- Write the prices to the buffers
buff1[buffer_index]=rates[i].open;
buff2[buffer_index]=rates[i].high;
buff3[buffer_index]=rates[i].low;
buff4[buffer_index]=rates[i].close;
//--- Set the candlestick color
int color_index=i%cndl_colors;
col_buffer[buffer_index]=color_index;
}
return(true);
}
```
void ChangeLineAppearance()
{
//--- A string for the formation of information about the candlestick properties
    string comm="";
//--- Write the symbol name
    comm="\r\n"+symbol+comm;
//--- Show the information on the chart using a comment
    Comment(comm);
}
### Connection between Indicator Properties and Corresponding Functions

Every custom indicator has numerous properties, some of which are obligatory and are always positioned at the beginning of description. They are the following properties:

- indication of a window to plot the indicator - indicator_separate_window or indicator_chart_window;
- number of indicator buffers - indicator_buffers;
- number of plots of the indicator - indicator_plots.

Also there are other properties that can be set both through preprocessor directives and through functions intended for custom indicator creation. These properties and corresponding functions are described in the following table.

<table>
<thead>
<tr>
<th>Directives for properties of indicator subwindow</th>
<th>Functions of IndicatorSet...() type</th>
<th>Description of the adjusted property of the subwindow</th>
</tr>
</thead>
<tbody>
<tr>
<td>indicator_height</td>
<td>IndicatorSetInteger(INTEGER, nIndexHeight)</td>
<td>The fixed value of the subwindow height</td>
</tr>
<tr>
<td>indicator_minimum</td>
<td>IndicatorSetDouble(INTEGER_MINIMUM, dMaxValue)</td>
<td>Minimal value of the vertical axis</td>
</tr>
<tr>
<td>indicator_maximum</td>
<td>IndicatorSetDouble(INTEGER_MAXIMUM, dMinValue)</td>
<td>Maximal value of the vertical axis</td>
</tr>
<tr>
<td>indicator_levelN</td>
<td>IndicatorSetDouble(INTEGER_LEVELVALUE, N-1, nLevelValue)</td>
<td>Vertical axis value for N level</td>
</tr>
<tr>
<td>no preprocessor directive</td>
<td>IndicatorSetString(INTEGER_LEVELTEXT, N-1, sLevelName)</td>
<td>Name of a displayed level</td>
</tr>
<tr>
<td>indicator_levelcolor</td>
<td>IndicatorSetInteger(INTEGER_LEVELCOLOR, N-1, nLevelColor)</td>
<td>Color of N level</td>
</tr>
<tr>
<td>indicator_levelwidth</td>
<td>IndicatorSetInteger(INTEGER_LEVELWIDTH, N-1, nLevelWidth)</td>
<td>Line width for N level</td>
</tr>
<tr>
<td>indicator_levelstyle</td>
<td>IndicatorSetInteger(INTEGER_LEVELSTYLE, N-1, nLevelStyle)</td>
<td>Line style for N level</td>
</tr>
<tr>
<td>Directives for plotting properties</td>
<td>Functions of PlotIndexSet...() type</td>
<td>Description of the adjusted property of a plot</td>
</tr>
<tr>
<td>indicator_labelN</td>
<td>PlotIndexSetString(N-1, PLOT_LABEL, sLabel)</td>
<td>Short name of the number N plot. It is displayed in</td>
</tr>
<tr>
<td>Directives for properties of indicator subwindow</td>
<td>Functions of IndicatorSet... () type</td>
<td>Description of the adjusted property of the subwindow</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>-------------------------------------</td>
<td>----------------------------------------------------</td>
</tr>
<tr>
<td>indicator_colorN</td>
<td>PlotIndexSetInteger(N-1, PLOT_LINE_COLOR, nColor)</td>
<td>DataWindow and in the pop-up tooltip when pointing the mouse cursor over it</td>
</tr>
<tr>
<td>indicator_styleN</td>
<td>PlotIndexSetInteger(N-1, PLOT_LINESTYLE, nType)</td>
<td>Line style for N plot</td>
</tr>
<tr>
<td>indicator_typeN</td>
<td>PlotIndexSetInteger(N-1, PLOT_DRAW_TYPE, nType)</td>
<td>Line type for N plot</td>
</tr>
<tr>
<td>indicator_widthN</td>
<td>PlotIndexSetInteger(N-1, PLOT_LINE_WIDTH, nWidth)</td>
<td>Line width for N plot</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Common indicator properties</th>
<th>Functions of IndicatorSet... () type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>no preprocessor directive</td>
<td>IndicatorSetString(INDEX_SHORTNAME, sShortName)</td>
<td>Sets the convenient short name of the indicator that will be displayed in the list of indicators (opened in the terminal by pressing Ctrl+I).</td>
</tr>
<tr>
<td>no preprocessor directive</td>
<td>IndicatorSetInteger(INDEX_DIGITS, nDigits)</td>
<td>Sets required accuracy of display of indicator values - number of decimal places</td>
</tr>
<tr>
<td>no preprocessor directive</td>
<td>IndicatorSetInteger(INDEX_LEVELS, nLevels)</td>
<td>Sets number of levels in the indicator window</td>
</tr>
<tr>
<td>indicator_applied_price</td>
<td>No function, the property can be set only by the preprocessor directive.</td>
<td>Default price type used for the indicator calculation. It is specified when necessary, only if OnCalculate() of the first type is used. The property value can also be set from the dialog of indicator properties in the &quot;Parameters&quot; tab - &quot;Apply to&quot;.</td>
</tr>
</tbody>
</table>

It should be noted that numeration of levels and plots in preprocessor terms starts with one, while numeration of the same properties at using functions starts with zero, i.e. the indicated value must be by 1 less than that indicated for #property.

There are several directives, for which there are no corresponding functions:

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>indicator_chart_window</td>
<td>Indicator is displayed in the main window</td>
</tr>
<tr>
<td>Directive</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>indicator_separate_window</td>
<td>Indicator is displayed in a separate subwindow</td>
</tr>
<tr>
<td>indicator_buffers</td>
<td>Number of required indicator buffers</td>
</tr>
<tr>
<td>indicator_plots</td>
<td>Number of plots in the indicator</td>
</tr>
</tbody>
</table>
SetIndexBuffer

The function binds a specified indicator buffer with one-dimensional dynamic array of the double type.

```c
bool SetIndexBuffer(
    int index,  // buffer index
    double buffer[],  // array
    ENUM_INDEXBUFFER_TYPE data_type  // what will be stored
);
```

**Parameters**

`index`

[in] Number of the indicator buffer. The numbering starts with 0. The number must be less than the value declared in `#property indicator_buffers`.

`buffer[]`

[in] An array declared in the custom indicator program.

`data_type`

[in] Type of data stored in the indicator array. By default it is `INDICATOR_DATA` (values of the calculated indicator). It may also take the value of `INDICATOR_COLOR_INDEX`; in this case this buffer is used for storing color indexes for the previous indicator buffer. You can specify up to 64 colors in the `#property indicator_colorN` line. The `INDICATOR_CALCULATIONS` value means that the buffer is used in intermediate calculations of the indicator and is not intended for drawing.

**Return Value**

If successful, returns true, otherwise - false.

**Note**

After binding, the dynamic array buffer[] will be indexed as in common arrays, even if the indexing of timeseries is pre-installed for the bound array. If you want to change the order of access to elements of the indicator buffer, use the `ArraySetAsSeries()` function after binding the array using the `SetIndexBuffer()` function. Please note that you can't change the size for dynamic arrays set as indicator buffers by the function `SetIndexBuffer()`. For indicator buffers, all operations of size changes are performed by the executing sub-system of the terminal.

**Example:**

```c
//+------------------------------------------------------------------+
//|                                              TestCopyBuffer1.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "2009, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
```
//---- plot MA
#property indicator_label1 "MA"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input bool AsSeries=true;
input int period=15;
input ENUM_MA_METHOD smootMode=MODE_EMA;
input ENUM_APPLIED_PRICE price=PRICE_CLOSE;
input int shift=0;

//--- indicator buffers
double MABuffer[];
int ma_handle;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
t
int OnInit()
{
    //--- indicator buffers mapping
    if(AsSeries) ArraySetAsSeries(MABuffer, true);
    Print("Indicator buffer is timeseries = ", ArrayGetAsSeries(MABuffer));
    SetIndexBuffer(0, MABuffer, INDICATOR_DATA);
    Print("Indicator buffer after SetIndexBuffer() is timeseries = ",
          ArrayGetAsSeries(MABuffer));

    //--- change the order of accessing elements of the indicator buffer
    ArraySetAsSeries(MABuffer, AsSeries);

    IndicatorSetString(INJECT_SHORTNAME, "MA("+period+")"+AsSeries);

    //---
    ma_handle=iMA(Symbol(), 0, period, shift, smootMode, price);
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+

int OnCalculate(const int rates_total,
                  const int prev_calculated,
                  const datetime &time[],
                  const double &open[],
                  const double &high[],
                  const double &low[],
                  const double &close[],
                  const long &tick_volume[],
                  const long &volume[],
                  const int &spread[])
{

//--- Copy the values of the moving average in the buffer MABuffer
int copied = CopyBuffer(ma_handle, 0, 0, rates_total, MABuffer);

Print("MABuffer[0] = ", MABuffer[0]); // Depending on the value AsSeries
 // Will receive a very old value
 // Or for the current unfinished bar

//--- return value of prev_calculated for next call
return (rates_total);
}

See also

Custom Indicator Properties, Access to timeseries and indicators
**IndicatorSetDouble**

The function sets the value of the corresponding indicator property. Indicator property must be of the double type. There are two variants of the function.

**Call with specifying the property identifier.**
```cpp
bool IndicatorSetDouble(
    int prop_id,         // identifier
    double prop_value    // value to be set
);
```

**Call with specifying the property identifier and modifier.**
```cpp
bool IndicatorSetDouble(
    int prop_id,         // identifier
    int prop_modifier,   // modifier
    double prop_value    // value to be set
);
```

**Parameters**

- **prop_id**
  - `[in]` Identifier of the indicator property. The value can be one of the values of the `ENUM_CUSTOMIND_PROPERTY_DOUBLE` enumeration.

- **prop_modifier**
  - `[in]` Modifier of the specified property. Only level properties require a modifier. Numbering of levels starts from 0. It means that in order to set property for the second level you need to specify 1 (1 less than when using [compiler directive](https://www.mql5.com/en/docs/directives/property)).

- **prop_value**

**Return Value**

- In case of successful execution, returns true, otherwise - false.

**Note**

Numbering of properties (modifiers) starts from 1 (one) when using the #property directive, while the function uses numbering from 0 (zero). In case the level number is set incorrectly, indicator display can differ from the intended one.

For example, the first level value for the indicator in a separate subwindow can be set in two ways:

- property indicator_level1 50 - the value of 1 is used for specifying the level number,
- `IndicatorSetDouble(INDIATOR_LEVELVALUE, 0, 50)` - 0 is used for specifying the first level.

**Example:** indicator that turns upside down the maximum and minimum values of the indicator window and values of levels on which the horizontal lines are placed.
#property indicator_separate_window
//--- set the maximum and minimum values for the indicator window
#property indicator_minimum 0
#property indicator_maximum 100
//--- display three horizontal levels in a separate indicator window
#property indicator_level1 25
#property indicator_level2 50
#property indicator_level3 75
//--- set thickness of horizontal levels
#property indicator_levelwidth 1
//--- set style of horizontal levels
#property indicator_levelstyle STYLE_DOT
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- set descriptions of horizontal levels
    IndicatorSetString(INDICATOR_LEVELTEXT, 0, "First Level (index 0)");
    IndicatorSetString(INDICATOR_LEVELTEXT, 1, "Second Level (index 1)");
    IndicatorSetString(INDICATOR_LEVELTEXT, 2, "Third Level (index 2)");
    //--- set the short name for indicator
    IndicatorSetString(INPLICATOR_SHORTNAME, "IndicatorSetDouble() Demo");
    //--- set color for each level
    IndicatorSetInteger(INDICATOR_LEVELCOLOR, 0, clrBlue);
    IndicatorSetInteger(INDICATOR_LEVELCOLOR, 1, clrGreen);
    IndicatorSetInteger(INDICATOR_LEVELCOLOR, 2, clrRed);
}
/---
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    static int tick_counter=0;
    static double level1=25,level2=50,level3=75;
    static double max=100,min=0, shift=100;
    //--- calculate ticks
    tick_counter++;
    //--- turn levels upside down on every 10th tick
    if(tick_counter%10==0)
    {
        //--- invert sign for the level values
        level1=-level1;
        level2=-level2;
        level3=-level3;
        //--- invert sign for the maximum and minimum values
        max-=shift;
        min-=shift;
        //--- invert the shift value
        shift=-shift;
        //--- set new level values
        IndicatorSetDouble(INJECTOR_LEVELVALUE,0,level1);
        IndicatorSetDouble(INJECTOR_LEVELVALUE,1,level2);
        IndicatorSetDouble(INJECTOR_LEVELVALUE,2,level3);
        //--- set new values of maximum and minimum in the indicator window
        Print("Set up max = ",max,", min = ",min);
        IndicatorSetDouble(INJECTOR_MAXIMUM,max);
        IndicatorSetDouble(INJECTOR_MINIMUM,min);
    }
    //--- return value of prev_calculated for next call
    return(rates_total);
}
Indicator Styles in Examples, Connection between Indicator Properties and Functions, Drawing Styles
**IndicatorSetInteger**

The function sets the value of the corresponding indicator property. Indicator property must be of the int or color type. There are two variants of the function.

**Call with specifying the property identifier.**

```c
bool IndicatorSetInteger(
    int prop_id,       // identifier
    int prop_value     // value to be set
);
```

**Call with specifying the property identifier and modifier.**

```c
bool IndicatorSetInteger(
    int prop_id,       // identifier
    int prop_modifier, // modifier
    int prop_value     // value to be set
);
```

**Parameters**

- **prop_id**
  
  [in] Identifier of the indicator property. The value can be one of the values of the `ENUM_CUSTOMIND_PROPS_INTEGER` enumeration.

- **prop_modifier**
  

- **prop_value**
  

**Return Value**

In case of successful execution, returns true, otherwise - false.

**Note**

Numbering of properties (modifiers) starts from 1 (one) when using the `#property` directive, while the function uses numbering from 0 (zero). In case the level number is set incorrectly, `indicator display` can differ from the intended one.

For example, in order to set thickness of the first horizontal line use zeroth index:

- `IndicatorSetInteger(INDEX_LEVEL_WIDTH, 0, 5)` - index 0 is used to set thickness of the first level.

**Example:** indicator that sets color, style and thickness of the indicator horizontal lines.
#property indicator_separate_window
#property indicator_minimum 0
#property indicator_maximum 100

//--- display three horizontal levels in a separate indicator window
#property indicator_level1 20
#property indicator_level2 50
#property indicator_level3 80

//--- set thickness of horizontal levels
#property indicator_levelwidth 5

//--- set color of horizontal levels
#property indicator_levelcolor clrAliceBlue

//--- set style of horizontal levels
#property indicator_levelstyle STYLE_DOT

int OnInit()
{
    //--- set descriptions of horizontal levels
    IndicatorSetString(INDIATOR_LEVELTEXT, 0, "First Level (index 0)");
    IndicatorSetString(INDIATOR_LEVELTEXT, 1, "Second Level (index 1)");
    IndicatorSetString(INDIATOR_LEVELTEXT, 2, "Third Level (index 2)");

    //--- set the short name for indicator
    IndicatorSetString(INDIATOR_SHORTNAME, "IndicatorSetInteger() Demo");
    return(INIT_SUCCEEDED);
}

```c
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{
    static int tick_counter=0;
    //--- calculate ticks
    tick_counter++;
    //--- and calculate colors of horizontal levels depending on the tick counter
    ChangeLevelColor(0,tick_counter,3,6,10);  // three last parameters are switching the
    ChangeLevelColor(1,tick_counter,3,6,8);  
    ChangeLevelColor(2,tick_counter,4,7,9);  
    //--- modify style of horizontal levels
    ChangeLevelStyle(0,tick_counter);
    ChangeLevelStyle(1,tick_counter+5);
    ChangeLevelStyle(2,tick_counter+15);
    //--- get width as the remainder of integer division of the ticks number by 5
    int width=tick_counter%5;
    //--- iterate over all horizontal levels and set thickness
    for(int l=0;l<3;l++)
        IndicatorSetInteger(INDICATOR_LEVEL_WIDTH,l,width+1);
    //--- return value of prev_calculated for next call
    return(rates_total);
}
```

```c
void ChangeLevelColor(int level,     // number of horizontal line
                      int tick_number, // dividend, number to get the remainder of div:
                      int f_trigger,   // first divisor of color switching
                      int s_trigger,   // second divisor of color switching
                      int t_trigger)   // third divisor of color switching
{
    static color colors[3]={clrRed,clrBlue,clrGreen};
    //--- index of color from the colors[] array
    int index=-1;
    //--- calculate the number of color from the colors[] array to paint horizontal line
    if(tick_number%f_trigger==0)
        index=0;  // if tick_number is divided by f_trigger without the remainder
    if(tick_number%s_trigger==0)
        index=1;  // if tick_number is divided by s_trigger without the remainder
    ```
if (tick_number % t_trigger == 0)
    index = 2;  // if tick_number is divided by t_trigger without the remainder
//--- if color is defined, set it
if (index != -1)
    IndicatorSetInteger(INDEXCOLOR, index, colors[index]);
//---

void ChangeLevelStyle(int level,  // number of horizontal line
                      int tick_number,  // number to get the remainder of division
                      )
{
    //--- array to store styles
    static ENUM_LINE_STYLE styles[5] =
        {STYLE_SOLID, STYLE_DASH, STYLE_DOT, STYLE_DASHDOT, STYLE_DASHDOTDOT};
    //--- index of style from the styles[] array
    int index = -1;
    //--- calculate the number from the styles[] array to set style of horizontal line
    if (tick_number % 50 == 0)
        index = 5;  // if tick_number is divided by 50 without the remainder, then style
    if (tick_number % 40 == 0)
        index = 4;  // ... style is STYLE_DASHDOT
    if (tick_number % 30 == 0)
        index = 3;  // ... STYLE_DOT
    if (tick_number % 20 == 0)
        index = 2;  // ... STYLE_DASH
    if (tick_number % 10 == 0)
        index = 1;  // ... STYLE_SOLID
    //--- if style is defined, set it
    if (index != -1)
        IndicatorSetInteger(INDEXLEVELSTYLE, level, styles[index]);
}

See also

Custom Indicator Properties, Program Properties (#property), Drawing Styles
IndicatorSetString

The function sets the value of the corresponding indicator property. Indicator property must be of the string type. There are two variants of the function.

Call with specifying the property identifier.

```c
bool IndicatorSetString(
    int prop_id, // identifier
    string prop_value // value to be set
);
```

Call with specifying the property identifier and modifier.

```c
bool IndicatorSetString(
    int prop_id, // identifier
    int prop_modifier, // modifier
    string prop_value // value to be set
)
```

Parameters

- **prop_id**
  
  [in] Identifier of the indicator property. The value can be one of the values of the `ENUM_CUSTOMINDPROPERTYSTRING` enumeration.

- **prop_modifier**
  

- **prop_value**
  

Return Value

In case of successful execution, returns true, otherwise - false.

Note

Numbering of properties (modifiers) starts from 1 (one) when using the #property directive, while the function uses numbering from 0 (zero). In case the level number is set incorrectly, indicator display can differ from the intended one.

For example, in order to set description of the first horizontal line use zeroth index:

- `IndicatorSetString(INassets_SYMBOLTEXT, 0, "First Level")` - index 0 is used to set text description of the first level.

Example: indicator that sets text labels to the indicator horizontal lines.
property indicator_separate_window
property indicator_minimum 0
property indicator_maximum 100
//--- display three horizontal levels in a separate indicator window
property indicator_level1 30
property indicator_level2 50
property indicator_level3 70
//--- set color of horizontal levels
property indicator_levelcolor clrRed
//--- set style of horizontal levels
property indicator_levelstyle STYLE_SOLID
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- set descriptions of horizontal levels
    IndicatorSetString(INJECTOR_LEVELTEXT,0,"First Level (index 0)");
    IndicatorSetString(INJECTOR_LEVELTEXT,1,"Second Level (index 1)");
    IndicatorSetString(INJECTOR_LEVELTEXT,2,"Third Level (index 2)");
    //--- set the short name for indicator
    IndicatorSetString(INJECTOR_SHORTNAME,"IndicatorSetString() Demo");
    //---
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
int OnCalculate(const int rates_total,
              const int prev_calculated,
              const datetime &time[],
              const double &open[],
              const double &high[],
              const double &low[],
              const double &close[],
              const long &tick_volume[],
              const long &volume[],
              const int &spread[])
{
    //---

    //--- return value of prev_calculated for next call
    return (rates_total);
}

See also

Custom Indicator Properties, Program Properties (#property)
PlotIndexSetDouble

The function sets the value of the corresponding property of the corresponding indicator line. The indicator property must be of the double type.

```c
bool PlotIndexSetDouble(
    int plot_index,       // plotting style index
    int prop_id,          // property identifier
    double prop_value     // value to be set
);
```

Parameters

- `plot_index`  
  - [in] Index of the [graphical plotting](#)

- `prop_id`  
  - [in] The value can be one of the values of the `ENUM_PLOT_PROPERTY_DOUBLE` enumeration.

- `prop_value`  
  - [in] The value of the property.

Return Value

If successful, returns `true`, otherwise `false`. 
**PlotIndexSetInteger**

The function sets the value of the corresponding property of the corresponding indicator line. The indicator property must be of the int, char, bool or color type. There are 2 variants of the function.

**Call indicating identifier of the property.**

```cpp
bool PlotIndexSetInteger(
    int plot_index,     // plotting style index
    int prop_id,        // property identifier
    int prop_value      // value to be set
);
```

**Call indicating the identifier and modifier of the property.**

```cpp
bool PlotIndexSetInteger(
    int plot_index,     // plotting style index
    int prop_id,        // property identifier
    int prop_modifier,  // property modifier
    int prop_value      // value to be set
);
```

**Parameters**

- **plot_index**
  
  [in] Index of the [graphical plotting](#).

- **prop_id**
  
  [in] The value can be one of the values of the `ENUM_PLOT_PROPERTY_INTEGER` enumeration.

- **prop_modifier**
  

- **prop_value**
  

**Return Value**

If successful, returns `true`, otherwise `false`.

**Example:** an indicator that draws a three-color line. The color scheme changes every 5 ticks.
#property indicator_chart_window
#property indicator_buffers 2
#property indicator_plots 1

//---- plot ColorLine
#property indicator_label1 "ColorLine"
#property indicator_type1 DRAW_COLOR_LINE
#property indicator_color1 clrRed,clrGreen,clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 3

//--- indicator buffers
double ColorLineBuffer[];
double ColorBuffer[];
int MA_handle;

// Custom indicator initialization function

void OnInit()
{

//--- indicator buffers mapping
    SetIndexBuffer(0,ColorLineBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,ColorBuffer,INDICATOR_COLOR_INDEX);

    //--- get MA handle
    MA_handle = iMA(Symbol(), 0, 10, 0, MODE_EMA, PRICE_CLOSE);

    //---
}

// get color index

//---
```c
int getIndexOfColor(int i)
{
    int j=i%300;
    if(j<100) return(0); // first index
    if(j<200) return(1); // second index
    return(2); // third index
}
```

```c
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{
    //---
    static int ticks=0,modified=0;
    int limit;
    //--- first calculation or number of bars was changed
    if(prev_calculated==0)
    {
        //--- copy values of MA into indicator buffer ColorLineBuffer
        int copied=CopyBuffer(MA_handle,0,0,rates_total,ColorLineBuffer);
        if(copied<=0) return(0); // copying failed - throw away
        //--- now set line color for every bar
        for(int i=0;i<rates_total;i++)
            ColorBuffer[i]=getIndexOfColor(i);
    }
    else
    {
        //--- copy values of MA into indicator buffer ColorLineBuffer
        int copied=CopyBuffer(MA_handle,0,0,rates_total,ColorLineBuffer);
        if(copied<=0) return(0);

        ticks++; // ticks counting
        if(ticks>=5) // it's time to change color scheme
        {
            ticks=0; // reset counter
            modified++; // counter of color changes
            if(modified>=3) modified=0; // reset counter
            ResetLastError();
            switch(modified)
            {
```

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case 0:// first color scheme
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,0,clrRed);
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,1,clrBlue);
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,2,clrGreen);
    Print("Color scheme "+modified);
    break;

 case 1:// second color scheme
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,0,clrYellow);
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,1,clrPink);
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,2,clrLightSlateGray);
    Print("Color scheme "+modified);
    break;

 default:// third color scheme
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,0,clrLightGoldenrod);
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,1,clrOrchid);
    PlotIndexSetInteger(0,FLOT_LINE_COLOR,2,clrLimeGreen);
    Print("Color scheme "+modified);

else
{
    //--- set start position
    limit=prev_calculated-1;
    //--- now we set line color for every bar
    for(int i=limit;i<rates_total;i++)
        ColorBuffer[i]=getIndexOfColor(i);
}

 return(rates_total);

//+------------------------------------------------------------------+
PlotIndexSetString

The function sets the value of the corresponding property of the corresponding indicator line. The indicator property must be of the string type.

```cpp
bool PlotIndexSetString(
    int plot_index,  // plotting style index
    int prop_id,     // property identifier
    string prop_value // value to be set
);
```

**Parameters**

- `plot_index`  
  [in] Index of graphical plot

- `prop_id`  
  [in] The value can be one of the values of the `ENUM_PLOT_PROPERTY_STRING` enumeration.

- `prop_value`  

**Return Value**

If successful, returns `true`, otherwise `false`. 
**PlotIndexGetInteger**

The function sets the value of the corresponding property of the corresponding indicator line. The indicator property must be of the int, color, bool or char type. There are 2 variants of the function.

Call indicating identifier of the property.

```c
int PlotIndexGetInteger(
    int plot_index, // plotting style index
    int prop_id,    // property identifier
);
```

Call indicating the identifier and modifier of the property.

```c
int PlotIndexGetInteger(
    int plot_index, // plotting index
    int prop_id,    // property identifier
    int prop_modifier // property modifier
);
```

**Parameters**

- `plot_index`
  
  [in] Index of the graphical plotting

- `prop_id`
  
  [in] The value can be one of the values of the `ENUM_PLOT_PROPERTY_INTEGER` enumeration.

- `prop_modifier`
  

**Note**

Function is designed to extract the settings of drawing of the appropriate indicator line. The function works in tandem with the function `PlotIndexSetInteger` to copy the drawing properties of one line to another.

**Example**: an indicator that colors candles depending on the day of the week. Colors for each day are set in a programmatically.
Custom Indicators

#property indicator_separate_window
#property indicator_buffers 5
#property indicator_plots 1

//---- plot ColorCandles
#property indicator_label1 "ColorCandles"
#property indicator_type1 DRAW_COLOR_CANDLES
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- indicator buffers
double OpenBuffer[];
double HighBuffer[];
double LowBuffer[];
double CloseBuffer[];
double ColorCandlesColors[];
color ColorOfDay[6] = {CLR_NONE, clrMediumSlateBlue,
                        clrDarkGoldenrod, clrForestGreen, clrBlueViolet, clrRed};

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+

void OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0, OpenBuffer, INDICATOR_DATA);
    SetIndexBuffer(1, HighBuffer, INDICATOR_DATA);
    SetIndexBuffer(2, LowBuffer, INDICATOR_DATA);
    SetIndexBuffer(3, CloseBuffer, INDICATOR_DATA);
    SetIndexBuffer(4, ColorCandlesColors, INDICATOR_COLOR_INDEX);
    //--- set number of colors in color buffer
}
PlotIndexSetInteger(0, PLOT_COLOR_INDEXES, 6);

//--- set colors for color buffer
for (int i = 1; i < 6; i++)
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, i, ColorOfDay[i]);

//--- set accuracy
IndicatorSetInteger(INDICATOR_DIGITS, _Digits);
printf("We have %u colors of days", PlotIndexGetInteger(0, PLOT_COLOR_INDEXES));

//---
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                             |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //---
    int i;
    MqlDateTime t;
    //----
    if (prev_calculated==0) i=0;
    else i=prev_calculated-1;
    //----
    while (i < rates_total)
    {
        OpenBuffer[i] = open[i];
        HighBuffer[i] = high[i];
        LowBuffer[i] = low[i];
        CloseBuffer[i] = close[i];
        //--- set color for every candle
        TimeToStruct(time[i], t);
        ColorCandlesColors[i] = t.day_of_week;
        //---
        i++;
    }
    //--- return value of prev_calculated for next call
    return (rates_total);
}
//+------------------------------------------------------------------+
Object Functions

This is the group of functions intended for working with graphic objects relating to any specified chart.

The functions defining the properties of graphical objects, as well as ObjectCreate() and ObjectMove() operations for creating and moving objects along the chart are actually used for sending commands to the chart. If these functions are executed successfully, the command is included in the common queue of the chart events. Visual changes in the properties of graphical objects are implemented when handling the queue of the chart events.

Thus, do not expect an immediate visual update of graphical objects after calling these functions. Generally, the graphical objects on the chart are updated automatically by the terminal following the change events - a new quote arrival, resizing the chart window, etc. Use ChartRedraw() function to forcefully update the graphical objects.

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### Object Functions

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<td>Returns the string's width and height at the current font settings</td>
</tr>
</tbody>
</table>

Every graphical object should have a name unique within one chart, including its subwindows. Changing of a name of a graphic object generates two events: event of deletion of an object with the old name, and event of creation of an object with a new name.

After an object is created or an object property is modified it is recommended to call the `ChartRedraw()` function, which commands the client terminal to forcibly draw a chart (and all visible objects in it).
ObjectFunctions

ObjectCreate

The function creates an object with the specified name, type, and the initial coordinates in the specified chart subwindow. During creation up to 30 coordinates can be specified.

```c
bool ObjectCreate(
    long       chart_id,   // chart identifier
    string     name,       // object name
    ENUM_OBJECT type,      // object type
    sub_window mwin,       // window index
    datetime   time1,      // time of the first anchor point
    double     price1,     // price of the first anchor point
    ...
    datetime   timeN=0,    // time of the N-th anchor point
    double     priceN=0,   // price of the N-th anchor point
    ...
    datetime   time30=0,   // time of the 30th anchor point
    double     price30=0   // price of the 30th anchor point
);
```

Parameters

`chart_id`
- [in] Chart identifier. 0 means the current chart.

`name`
- [in] Name of the object. The name must be unique within a chart, including its subwindows.

`type`
- [in] Object type. The value can be one of the values of the `ENUM_OBJECT` enumeration.

`sub_window`
- [in] Number of the chart subwindow. 0 means the main chart window. The specified subwindow must exist, otherwise the function returns false.

`time1`
- [in] The time coordinate of the first anchor.

`price1`
- [in] The price coordinate of the first anchor point.

`timeN=0`
- [in] The time coordinate of the N-th anchor point.

`priceN=0`
- [in] The price coordinate of the N-th anchor point.

`time30=0`
- [in] The time coordinate of the thirtieth anchor point.

`price30=0`
- [in] The price coordinate of the thirtieth anchor point.
Return Value

The function returns true if the command has been successfully added to the queue of the specified chart, or false otherwise. If an object has already been created, an attempt is made to change its coordinates.

Note

An asynchronous call is always used for ObjectCreate(), that is why the function only returns the results of adding the command to a chart queue. In this case, true only means that the command has been successfully enqueued, but the result of its execution is unknown.

To check the command execution result, you can use the ObjectFind() function or any other function that requests object properties, such as ObjectGetXXX. However, you should keep in mind that such functions are added to the end of the queue of that chart, and they wait for the execution result (due to the synchronous call), and can therefore be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

An object name should not exceed 63 characters.

The numbering of the chart subwindows (if there are subwindows with indicators in the chart) starts with 1. The main chart window of the chart is and always has index 0.

The large number of anchor points (up to 30) is implemented for future use. At the same time, the limit of 30 possible anchor points for graphical objects is determined by the limit on the number of parameters (not more than 64) that can be used when calling a function.

When an object is renamed, two events are formed simultaneously. These events can be handled in an Expert Advisor or indicator by the OnChartEvent() function:

- an event of deletion of an object with the old name;
- an event of creation of an object with a new name.

There is a certain number of anchor points that must be specified when creating each object type:

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Anchor Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJ_VLINE</td>
<td>Vertical Line</td>
<td>One anchor point. Actually only the time coordinate is used.</td>
</tr>
<tr>
<td>OBJ_HLINE</td>
<td>Horizontal Line</td>
<td>One anchor point. Actually only the price coordinate is used.</td>
</tr>
<tr>
<td>OBJ_TREND</td>
<td>Trend Line</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_TRENDBYANGLE</td>
<td>Trend Line By Angle</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_CYCLES</td>
<td>Cycle Lines</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_ARROWED_LINE</td>
<td>Arrowed Line</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_CHANNEL</td>
<td>Equidistant Channel</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>OBJ_STDDEVCHANNEL</td>
<td>Standard Deviation Channel</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_REGRESSION</td>
<td>Linear Regression Channel</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_PITCHFORK</td>
<td>Andrews’ Pitchfork</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Anchor Points</td>
</tr>
<tr>
<td>-----------------</td>
<td>----------------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>OBJ_GANNLINE</td>
<td>Gann Line</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_GANNFAN</td>
<td>Gann Fan</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_GANNGRID</td>
<td>Gann Grid</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_FIBO</td>
<td>Fibonacci Retracement</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_FIBOTIMES</td>
<td>Fibonacci Time Zones</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_FIBOFAN</td>
<td>Fibonacci Fan</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_FIBOARC</td>
<td>Fibonacci Arcs</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_FIBOCHANNEL</td>
<td>Fibonacci Channel</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>OBJ_EXPANSION</td>
<td>Fibonacci Expansion</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>OBJ_ELLIOTWAVE5</td>
<td>Elliott Motive Wave</td>
<td>Five anchor points.</td>
</tr>
<tr>
<td>OBJ_ELLIOTWAVE3</td>
<td>Elliott Correction Wave</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>OBJ_RECTANGLE</td>
<td>Rectangle</td>
<td>Two anchor points.</td>
</tr>
<tr>
<td>OBJ_TRIANGLE</td>
<td>Triangle</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>OBJ_ELLipse</td>
<td>Ellipse</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_UP</td>
<td>Thumbs Up</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_DOWN</td>
<td>Thumbs Down</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW_UP</td>
<td>Arrow Up</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW_DOWN</td>
<td>Arrow Down</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW_STOP</td>
<td>Stop Sign</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW_CHECK</td>
<td>Check Sign</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW_LEFT_PRICE</td>
<td>Left Price Label</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW_RIGHT_PRICE</td>
<td>Right Price Label</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROWBUY</td>
<td>Buy Sign</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROWSELL</td>
<td>Sell Sign</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_ARROW</td>
<td>Arrow</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_TEXT</td>
<td>Text</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_LABEL</td>
<td>Label</td>
<td>Position is set using the OBJPROP_XDISTANCE and OBJPROP_YDISTANCE properties.</td>
</tr>
<tr>
<td>OBJ_BUTTON</td>
<td>Button</td>
<td>Position is set using the OBJPROP_XDISTANCE and</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Anchor Points</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------------------------------------------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OBJ_CHART</td>
<td>Chart</td>
<td>Position is set using the OBJPROP_XDISTANCE and OBJPROP_YDISTANCE properties.</td>
</tr>
<tr>
<td>OBJ_BITMAP</td>
<td>Bitmap</td>
<td>One anchor point.</td>
</tr>
<tr>
<td>OBJ_BITMAP_LABEL</td>
<td>Bitmap Label</td>
<td>Position is set using the OBJPROP_XDISTANCE and OBJPROP_YDISTANCE properties.</td>
</tr>
<tr>
<td>OBJ_EDIT</td>
<td>Edit</td>
<td>Position is set using the OBJPROP_XDISTANCE and OBJPROP_YDISTANCE properties.</td>
</tr>
<tr>
<td>OBJ_EVENT</td>
<td>The “Event” object corresponding to an event in the economic calendar</td>
<td>One anchor point. Actually only the time coordinate is used.</td>
</tr>
<tr>
<td>OBJ_RECTANGLE_LABEL</td>
<td>The “Rectangle label” object for creating and designing the custom graphical interface.</td>
<td>Position is set using the OBJPROP_XDISTANCE and OBJPROP_YDISTANCE properties.</td>
</tr>
</tbody>
</table>
Object Functions

ObjectName

The function returns the name of the corresponding object in the specified chart, in the specified subwindow, of the specified type.

```
string ObjectName(
    long chart_id,    // chart identifier
    int pos,          // number in the list of objects
    int sub_window=-1, // window index
    int type=-1       // object type
);
```

Parameters

- **chart_id**
  
  [in] Chart identifier. 0 means the current chart.

- **pos**
  
  [in] Ordinal number of the object according to the specified filter by the number and type of the subwindow.

- **sub_window=-1**
  
  [in] Number of the chart subwindow. 0 means the main chart window, -1 means all the subwindows of the chart, including the main window.

- **type=-1**
  
  [in] Type of the object. The value can be one of the values of the `ENUM_OBJECT` enumeration. -1 means all types.

Return Value

Name of the object is returned in case of success.

Note

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

When an object is renamed, two events are formed simultaneously. These events can be handled in an Expert Advisor or indicator by the `OnChartEvent()` function:

- an event of deletion of an object with the old name;
- an event of creation of an object with a new name.
Object Functions

ObjectDelete

The function removes the object with the specified name from the specified chart.

```c
bool ObjectDelete(
    long chart_id,    // chart identifier
    string name       // object name
);
```

Parameters

- `chart_id`
  - [in] Chart identifier. 0 means the current chart.
- `name`
  - [in] Name of object to be deleted.

Return Value

The function returns true if the command has been successfully added to the queue of the specified chart, or false otherwise.

Note

An asynchronous call is always used for ObjectDelete(), that is why the function only returns the results of adding the command to a chart queue. In this case, true only means that the command has been successfully enqueued, but the result of its execution is unknown.

To check the command execution result, you can use the ObjectFind() function or any other function that requests object properties, such as ObjectGetXXX. However, you should keep in mind that such functions are added to the end of the queue of that chart, and they wait for the execution result (due to the synchronous call), and can therefore be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

When an object is renamed, two events are formed simultaneously. These events can be handled in an Expert Advisor or indicator by the OnChartEvent() function:

- an event of deletion of an object with the old name;
- an event of creation of an object with a new name.
ObjectsDeleteAll

Removes all objects from the specified chart, specified chart subwindow, of the specified type.

```c
int ObjectsDeleteAll(
    long chart_id, // chart identifier
    int sub_window=-1, // window index
    int type=-1 // object type
);
```

Removes all objects of the specified type using prefix in object names.

```c
int ObjectsDeleteAll(
    long chart_id, // chart ID
    const string prefix, // prefix in object name
    int sub_window=-1, // window index
    int object_type=-1 // object type
);
```

**Parameters**

- chart_id
  
  [in] Chart identifier. 0 means the current chart.

- prefix
  
  [in] Prefix in object names. All objects whose names start with this set of characters will be removed from chart. You can specify prefix as 'name' or 'name*' - both variants will work the same. If an empty string is specified as the prefix, objects with all possible names will be removed.

- sub_window=-1
  
  [in] Number of the chart subwindow. 0 means the main chart window, -1 means all the subwindows of the chart, including the main window.

- type=-1
  
  [in] Type of the object. The value can be one of the values of the `ENUM_OBJECT` enumeration. -1 means all types.

**Return Value**

Returns the number of deleted objects. To read more about the error call `GetLastError()`.

**Note**

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.
Object Functions

ObjectFind

The function searches for an object with the specified name in the chart with the specified ID.

```c
int ObjectFind(
    long chart_id,        // chart identifier
    string name           // object name
);
```

Parameters

- `chart_id` [in] Chart identifier. 0 means the current chart.
- `name` [in] The name of the searched object.

Return Value

If successful the function returns the number of the subwindow (0 means the main window of the chart), in which the object is found. If the object is not found, the function returns a negative number. To read more about the error call `GetLastError()`.

Note

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

When an object is renamed, two events are formed simultaneously. These events can be handled in an Expert Advisor or indicator by the `OnChartEvent()` function:
- an event of deletion of an object with the old name;
- an event of creation of an object with a new name.
Object Functions

ObjectGetTimeByValue

The function returns the time value for the specified price value of the specified object.

```c
datetime ObjectGetTimeByValue(
    long  chart_id,    // chart identifier
    string name,       // object name
    double value,      // Price
    int   line_id      // Line number
);
```

**Parameters**

`chart_id`
- [in] Chart identifier. 0 means the current chart.

`name`
- [in] Name of the object.

`value`
- [in] Price value.

`line_id`
- [in] Line identifier.

**Return Value**

The time value for the specified price value of the specified object.

**Note**

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

An object can have several values in one price coordinate, therefore it is necessary to specify the line number. This function applies only to the following objects:

- Trendline (OBJ_TREND)
- Trendline by angle (OBJ_TRENDBYANGLE)
- Gann line (OBJ_GANLINE)
- Equidistant channel (OBJ_CHANNEL) - 2 lines
- Linear regression channel (OBJ_REGRESSION) - 3 lines
- Standard deviation channel (OBJ_STDDEVCHANNEL) - 3 lines
- Arrowed line (OBJ_ARROWED_LINE)

**See also**

Object Types
ObjectFunctions

**ObjectGetValueByTime**

The function returns the price value for the specified time value of the specified object.

```c
double ObjectGetValueByTime(
    long    chart_id,    // chart identifier
    string name,        // object name
    datetime time,      // Time
    int     line_id     // Line number
);
```

**Parameters**

- `chart_id`  
  [in] Chart identifier. 0 means the current chart.

- `name`  
  [in] Name of the object.

- `time`  

- `line_id`  
  [in] Line ID.

**Return Value**

The price value for the specified time value of the specified object.

**Note**

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

An object can have several values in one price coordinate, therefore it is necessary to specify the line number. This function applies only to the following objects:

- Trendline (OBJ_TREND)
- Trendline by angle (OBJ_TRENDBYANGLE)
- Gann line (OBJ_GANNLINE)
- Equidistant channel (OBJ_CHANNEL) - 2 lines
- Linear regression channel (OBJ_REGRESSION) - 3 lines
- Standard deviation channel (OBJ_STDDEVCHANNEL) - 3 lines
- Arrowed line (OBJ_ARROWED_LINE)

**See also**

[Object Types](#)
Object Functions

ObjectMove

The function changes coordinates of the specified anchor point of the object.

```c
bool ObjectMove(
    long chart_id,       // chart identifier
    string name,         // object name
    int point_index,     // anchor point number
    datetime time,       // Time
    double price         // Price
);
```

Parameters

- **chart_id**
  - [in] Chart identifier. 0 means the current chart.

- **name**
  - [in] Name of the object.

- **point_index**
  - [in] Index of the anchor point. The number of anchor points depends on the type of object.

- **time**
  - [in] Time coordinate of the selected anchor point.

- **price**
  - [in] Price coordinate of the selected anchor point.

Return Value

The function returns true if the command has been successfully added to the queue of the specified chart, or false otherwise.

Note

An asynchronous call is always used for ObjectMove(), that is why the function only returns the results of adding the command to a chart queue. In this case, true only means that the command has been successfully enqueued, but the result of its execution is unknown.

To check the command execution result, you can use a function that requests object properties, such as ObjectGetXXX. However, you should keep in mind that such functions are added to the end of the queue of that chart, and they wait for the execution result (due to the synchronous call), and can therefore be time consuming. This feature should be taken into account when working with a large number of objects on a chart.
ObjectsTotal

The function returns the number of objects in the specified chart, specified subwindow, of the specified type.

```c
int ObjectsTotal(
    long chart_id, // chart identifier
    int sub_window=-1, // window index
    int type=-1     // object type
);
```

Parameters

- **chart_id**
  [in] Chart identifier. 0 means the current chart.

- **sub_window=-1**
  [in] Number of the chart subwindow. 0 means the main chart window, -1 means all the subwindows of the chart, including the main window.

- **type=-1**
  [in] Type of the object. The value can be one of the values of the `ENUM_OBJECT` enumeration. -1 means all types.

Return Value

The number of objects.

Note

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.
Object Functions

ObjectSetDouble

The function sets the value of the corresponding object property. The object property must be of the double type. There are 2 variants of the function.

Setting property value, without modifier

```c
bool ObjectSetDouble(
    long chart_id,  // chart identifier
    string name,    // object name
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id, // property
double prop_value // value
);
```

Setting a property value indicating the modifier

```c
bool ObjectSetDouble(
    long chart_id,  // chart identifier
    string name,    // object name
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id, // property
    int prop_modifier, // modifier
double prop_value  // value
);
```

Parameters

- **chart_id**
  - [in] Chart identifier. 0 means the current chart.

- **name**
  - [in] Name of the object.

- **prop_id**
  - [in] ID of the object property. The value can be one of the values of the ENUM_OBJECT_PROPERTY_DOUBLE enumeration.

- **prop_modifier**
  - [in] Modifier of the specified property. It denotes the number of the level in Fibonacci tools and in the graphical object Andrew's pitchfork. The numeration of levels starts from zero.

- **prop_value**
  - [in] The value of the property.

Return Value

The function returns true only if the command to change properties of a graphical object has been sent to a chart successfully. Otherwise it returns false. To read more about the error call GetLastError().

Note
Object Functions

The function uses an asynchronous call, which means that the function does not wait for the execution of the command that has been added to the queue of the specified chart. Instead, it immediately returns control.

To check the command execution result, you can use a function that requests the specified object property. However, you should keep in mind that such functions are added to the end of the queue of that chart, and they wait for the execution result, and can therefore be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

Example of creating a Fibonacci object and adding a new level in it

```csharp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- auxiliary arrays
    double high[], low[], price1, price2;
    datetime time[], time1, time2;
    //--- Copy the open prices - 100 latest bars are enough
    int copied = CopyHigh(Symbol(), 0, 0, 100, high);
    if (copied <= 0)
    {
        Print("Failed to copy the values of the High price series");
        return;
    }
    //--- Copy the close price - 100 latest bars are enough
    copied = CopyLow(Symbol(), 0, 0, 100, low);
    if (copied <= 0)
    {
        Print("Failed to copy the values of the Low price series");
        return;
    }
    //--- Copy the open time for the last 100 bars
    copied = CopyTime(Symbol(), 0, 0, 100, time);
    if (copied <= 0)
    {
        Print("Failed to copy the values of the price series of Time");
        return;
    }
    //--- Organize access to the copied data as to timeseries - backwards
    ArraySetAsSeries(high, true);
    ArraySetAsSeries(low, true);
    ArraySetAsSeries(time, true);
    //--- Coordinates of the first anchor point of the Fibo object
    price1 = high[70];
    time1 = time[70];
    //--- Coordinates of the second anchor point of the Fibo object
    price2 = low[50];
```
time2=time[50];

//--- Time to create the Fibo object
bool created=ObjectCreate(0,"Fibo",OBJ_FIBO,0,timel,pricel,time1,price1,time2,price2);
if(created) // If the object is created successfully
{
    //--- set the color of Fibo levels
    ObjectSetInteger(0,"Fibo",OBJPROP_LEVELCOLOR,Blue);
    //--- by the way, how much Fibo levels do we have?
    int levels=ObjectGetInteger(0,"Fibo",OBJPROP_LEVELS);
    Print("Fibo levels before = ",levels);
    //---output to the Journal => number of level:value level_description
    for(int i=0;i<levels;i++)
    {
        Print(i," ",ObjectGetDouble(0,"Fibo",OBJPROP_LEVELVALUE,i),
            " ",ObjectGetString(0,"Fibo",OBJPROP_LEVELTEXT,i));
    }
    //--- Try to increase the number of levels per unit
    bool modified=ObjectSetInteger(0,"Fibo",OBJPROP_LEVELS,levels+1);
    if(!modified) // failed to change the number of levels
    {
        Print("Failed to change the number of levels of Fibo, error ",GetLastError());
    }
    //--- just inform
    Print("Fibo levels after = ",ObjectGetInteger(0,"Fibo",OBJPROP_LEVELS));
    //--- set a value for a newly created level
    bool added=ObjectSetDouble(0,"Fibo",OBJPROP_LEVELVALUE,levels,133);
    if(added) // managed to set a value for the level
    {
        Print("Successfully set one more Fibo level");
        //--- Also do not forget to set the level description
        ObjectSetString(0,"Fibo",OBJPROP_LEVELTEXT,levels,"my level");
        ChartRedraw(0);
        //--- Get the actual value of the number of levels in the Fibo object
        levels=ObjectGetInteger(0,"Fibo",OBJPROP_LEVELS);
        Print("Fibo levels after adding = ",levels);
        //--- once again output all levels - just to make sure
        for(int i=0;i<levels;i++)
        {
            Print(i," ",ObjectGetDouble(0,"Fibo",OBJPROP_LEVELVALUE,i),
                " ",ObjectGetString(0,"Fibo",OBJPROP_LEVELTEXT,i));
        }
    }
    else // Fails if you try to increase the number of levels in the Fibo object
    {
        Print("Failed to set one more Fibo level. Error ",GetLastError());
    }
}
Object Functions

See also

Object Types, Object Properties
Object Set Integer

The function sets the value of the corresponding object property. The object property must be of the `datetime`, `int`, `color`, `bool` or `char` type. There are 2 variants of the function.

Setting property value, without modifier

```cpp
bool ObjectSetInteger(
    long chart_id, // chart identifier
    string name, // object name
    ENUM_OBJECT_PROPERTY_INTEGER prop_id, // property
    long prop_value // value
);
```

Setting a property value indicating the modifier

```cpp
bool ObjectSetInteger(
    long chart_id, // chart identifier
    string name, // object name
    ENUM_OBJECT_PROPERTY_INTEGER prop_id, // property
    int prop_modifier, // modifier
    long prop_value // value
);
```

Parameters

- **chart_id**
  - [in] Chart identifier. 0 means the current chart.

- **name**
  - [in] Name of the object.

- **prop_id**
  - [in] ID of the object property. The value can be one of the values of the `ENUM_OBJECT_PROPERTY_INTEGER` enumeration.

- **prop_modifier**
  - [in] Modifier of the specified property. It denotes the number of the level in Fibonacci tools and in the graphical object Andrews' pitchfork. The numeration of levels starts from zero.

- **prop_value**
  - [in] The value of the property.

Return Value

The function returns true only if the command to change properties of a graphical object has been sent to a chart successfully. Otherwise it returns false. To read more about the `error` call `GetLastError()`.

Note
The function uses an asynchronous call, which means that the function does not wait for the execution of the command that has been added to the queue of the specified chart. Instead, it immediately returns control.

To check the command execution result, you can use a function that requests the specified object property. However, you should keep in mind that such functions are added to the end of the queue of that chart, and they wait for the execution result, and can therefore be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

An example of how to create a table of Web colors

```
#define X_SIZE 140     // width of an edit object
#define Y_SIZE 33      // height of an edit object

// Array of web colors

color ExtClr[140]=
{
    clrAliceBlue, clrAntiqueWhite, clrAqua, clrAquamarine, clrAzure, clrBeige, clrBisque, clrBlue,
    clrBlueViolet, clrBrown, clrBurlyWood, clrCadetBlue, clrChartreuse, clrChocolate, clrCornsilk,
    clrCrimson, clrCyan, clrDarkBlue, clrDarkCyan, clrDarkGoldenrod, clrDarkGray,
    clrDarkMagenta, clrDarkOliveGreen, clrDarkOrange, clrDarkOrchid, clrDarkRed,
    clrDarkSlateBlue, clrDarkSlateGray, clrDarkTurquoise, clrDarkViolet, clrDeepPink,
    clrDodgerBlue, clrFireBrick, clrFloralWhite, clrForestGreen, clrFuchsia, clrGainsboro,
    clrGoldenrod, clrGray, clrGreen, clrGreenYellow, clrHoneydew, clrHotPink, clrIndianRed,
    clrLavender, clrLavenderBlush, clrLawnGreen, clrLemonChiffon, clrLightBlue, clrLightCoral,
    clrLightGoldenrod, clrLightGreen, clrLightGray, clrLightPink, clrLightSalmon, clrLightSteelBlue,
    clrLightSteelGray, clrLightSteelGray, clrLightYellow, clrLime, clrLimeGreen, clrLinen,
    clrMediumAquamarine, clrMediumBlue, clrMediumOrchid, clrMediumPurple, clrMediumSeaGreen,
    clrMediumSpringGreen, clrMediumTurquoise, clrMediumVioletRed, clrMidnightBlue, clrMint,
    clrNavajoWhite, clrNavy, clrOldLace, clrOlive, clrOliveDrab, clrOrange, clrOrangeRed,
    clrOrange, clrOliveDrab, clrPaleGreen, clrPaleTurquoise, clrPaleTurquoise, clrPaleVioletRed,
    clrPapayaWhip, clrPeachPuff, clrPeru, clrPink, clrPurple, clrRed, clrRosyBrown, clrRoyalBlue,
    clrSaddleBrown, clrSalmon, clrSandyBrown, clrSeaGreen, clrSeaGreen, clrSeaGreen, clrSeaGreen,
    clrThistle, clrTomato, clrTurquoise, clrViolet, clrWheat, clrWhite, clrWhiteSmoke, clrYellow
};
```

void CreateColorBox(int x, int y, color c)
{
    //--- generate a name for a new edit object
    string name="ColorBox_"+(string)x+"_"+(string)y;
    //--- create a new edit object
    if(!ObjectCreate(0,name,OBJ_EDIT,0,0,0))
```
{  
    Print("Cannot create: ",name,"\n");  
    return;  
}

//--- set coordinates, width and height  
ObjectSetInteger(0,name,OBJPROP_XDISTANCE,x*X_SIZE);  
ObjectSetInteger(0,name,OBJPROP_YDISTANCE,y*Y_SIZE);  
ObjectSetInteger(0,name,OBJPROP_XSIZE,X_SIZE);  
ObjectSetInteger(0,name,OBJPROP_YSIZE,Y_SIZE);  

//--- set text color  
if (clrBlack==c) ObjectSetInteger(0,name,OBJPROP_COLOR,clrWhite);  
else ObjectSetInteger(0,name,OBJPROP_COLOR,clrBlack);  

//--- set background color  
ObjectSetInteger(0,name,OBJPROP_BGCOLOR,c);  

//--- set text  
ObjectSetString(0,name,OBJPROP_TEXT,(string)c);  

// Script program start function  
void OnStart()  
{  
    //--- create 7x20 table of colored edit objects  
    for (uint i=0;i<140;i++)  
        CreateColorBox(i/7,i%7,ExtClr[i]);  
}  

See also  
Object Types, Object Properties
Object Functions

**ObjectSetString**

The function sets the value of the corresponding object property. The object property must be of the `string` type. There are 2 variants of the function.

### Setting property value, without modifier

```cpp
bool ObjectSetString(
    long chart_id,  // chart identifier
    string name,    // object name
    ENUM_OBJECT_PROPERTY_STRING prop_id, // property
    string prop_value // value
);
```

### Setting a property value indicating the modifier

```cpp
bool ObjectSetString(
    long chart_id,  // chart identifier
    string name,    // object name
    ENUM_OBJECT_PROPERTY_STRING prop_id, // property
    int prop_modifier, // modifier
    string prop_value // value
);
```

**Parameters**

- **chart_id**  
  [in] Chart identifier. 0 means the current chart.

- **name**  
  [in] Name of the object.

- **prop_id**  
  [in] ID of the object property. The value can be one of the values of the `ENUM_OBJECT_PROPERTY_STRING` enumeration.

- **prop_modifier**  
  [in] Modifier of the specified property. It denotes the number of the level in Fibonacci tools and in the graphical object Andrew’s pitchfork. The numeration of levels starts from zero.

- **prop_value**  

**Return Value**

The function returns true only if the command to change properties of a graphical object has been sent to a chart successfully. Otherwise it returns false. To read more about the `error` call `GetLastError()`.

**Note**
Object Functions

The function uses an asynchronous call, which means that the function does not wait for the execution of the command that has been added to the queue of the specified chart. Instead, it immediately returns control.

To check the command execution result, you can use a function that requests the specified object property. However, you should keep in mind that such functions are added to the end of the queue of that chart, and they wait for the execution result, and can therefore be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

When an object is renamed, two events are formed simultaneously. These events can be handled in an Expert Advisor or indicator by the `OnChartEvent()` function:

- an event of deletion of an object with the old name;
- an event of creation of an object with a new name.
ObjectGetDouble

The function returns the value of the corresponding object property. The object property must be of the double type. There are 2 variants of the function.

1. Immediately returns the property value.

```c
double ObjectGetDouble(
    long chart_id,       // chart identifier
    string name,         // object name
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id, // property identifier
    int prop_modifier=0   // property modifier, if required
);
```

2. Returns true or false, depending on the success of the function. If successful, the property value is placed to a receiving variable passed by reference by the last parameter.

```c
bool ObjectGetDouble(
    long chart_id,       // chart identifier
    string name,         // object name
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id, // property identifier
    int prop_modifier,   // property modifier
    double& double_var   // here we accept the property value
);
```

Parameters

- `chart_id` [in] Chart identifier. 0 means the current chart.
- `name` [in] Name of the object.
- `prop_id` [in] ID of the object property. The value can be one of the values of the ENUM_OBJECTPROPERTY_DOUBLE enumeration.
- `prop_modifier` [in] Modifier of the specified property. For the first variant, the default modifier value is equal to 0. Most properties do not require a modifier. It denotes the number of the level in Fibonacci tools and in the graphical object Andrew’s pitchfork. The numeration of levels starts from zero.
- `double_var` [out] Variable of the double type that received the value of the requested property.

Return Value

Value of the double type for the first calling variant.

For the second variant the function returns true, if this property is maintained and the value has been placed into the double_var variable, otherwise returns false. To read more about the error call `GetLastError()`.
Note

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.
**Object Functions**

## ObjectGetInteger

The function returns the value of the corresponding object property. The object property must be of the `datetime, int, color, bool or char` type. There are 2 variants of the function.

1. **Immediately returns the property value.**

   ```c
   long ObjectGetInteger(
       long chart_id,          // chart identifier
       string name,            // object name
       ENUM_OBJECT_PROPERTY_INTEGER prop_id, // property identifier
       int prop_modifier=0      // property modifier, if requi
   );
   ```

2. **Returns true or false, depending on the success of the function. If successful, the property value is placed to a receiving variable passed by reference by the last parameter.**

   ```c
   bool ObjectGetInteger(
       long chart_id,          // chart identifier
       string name,            // object name
       ENUM_OBJECT_PROPERTY_INTEGER prop_id, // property identifier
       int prop_modifier,       // property modifier
       long& long_var           // here we accept the property
   );
   ```

**Parameters**

- **chart_id**
  
  [in] Chart identifier. 0 means the current chart.

- **name**
  
  [in] Name of the object.

- **prop_id**
  
  [in] ID of the object property. The value can be one of the values of the `ENUM_OBJECT_PROPERTY_INTEGER` enumeration.

- **prop_modifier**
  
  [in] Modifier of the specified property. For the first variant, the default modifier value is equal to 0. Most properties do not require a modifier. It denotes the number of the level in Fibonacci tools and in the graphical object Andrew's pitchfork. The numeration of levels starts from zero.

- **long_var**
  
  [out] Variable of the long type that receives the value of the requested property.

**Return Value**

The long value for the first calling variant.

For the second variant the function returns true, if this property is maintained and the value has been placed into the `long_var` variable, otherwise returns false. To read more about the `error` call `GetLastError()`.
Note

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.
Object Functions

ObjectGetString

The function returns the value of the corresponding object property. The object property must be of the string type. There are 2 variants of the function.

1. Immediately returns the property value.

   ```cpp
   string ObjectGetString(
       long chart_id, // chart identifier
       string name, // object name
       ENUM_OBJECT_PROPERTY_STRING prop_id, // property identifier
       int prop_modifier=0 // property modifier, if required
   );
   ```

2. Returns true or false, depending on the success of the function. If successful, the property value is placed to a receiving variable passed by reference by the last parameter.

   ```cpp
   bool ObjectGetString(
       long chart_id, // chart identifier
       string name, // object name
       ENUM_OBJECT_PROPERTY_STRING prop_id, // property identifier
       int prop_modifier,
       string& string_var // here we accept the property value
   );
   ```

Parameters

- `chart_id`  
  [in] Chart identifier. 0 means the current chart.

- `name`  
  [in] Name of the object.

- `prop_id`  
  [in] ID of the object property. The value can be one of the values of the `ENUM_OBJECT_PROPERTY_STRING` enumeration.

- `prop_modifier`  
  [in] Modifier of the specified property. For the first variant, the default modifier value is equal to 0. Most properties do not require a modifier. It denotes the number of the level in Fibonacci tools and in the graphical object Andrew's pitchfork. The numeration of levels starts from zero.

- `string_var`  
  [out] Variable of the string type that receives the value of the requested properties.

Return Value

String value for the first version of the call.

For the second version of the call returns true, if this property is maintained and the value has been placed into the `string_var` variable, otherwise returns false. To read more about the error call `GetLastError()`.
Note

The function uses a synchronous call, which means that the function waits for the execution of all commands that have been enqueued for this chart prior to its call, that is why this function can be time consuming. This feature should be taken into account when working with a large number of objects on a chart.

When an object is renamed, two events are formed simultaneously. These events can be handled in an Expert Advisor or indicator by the OnChartEvent() function:

- an event of deletion of an object with the old name;
- an event of creation of an object with a new name.
Object Functions

TextSetFont

The function sets the font for displaying the text using drawing methods and returns the result of that operation. Arial font with the size -120 (12 pt) is used by default.

```c
bool TextSetFont(
    const string name,  // font name or path to font file on the disk
    int size,           // font size
    uint flags,         // combination of flags
    int orientation=0   // text slope angle
);
```

Parameters

name

[in] Font name in the system or the name of the resource containing the font or the path to font file on the disk.

size

[in] The font size that can be set using positive and negative values. In case of positive values, the size of a displayed text does not depend on the operating system's font size settings. In case of negative values, the value is set in tenths of a point and the text size depends on the operating system settings ("standard scale" or "large scale"). See the Note below for more information about the differences between the modes.

flags

[in] Combination of flags describing font style.

orientation

[in] Text's horizontal inclination to X axis, the unit of measurement is 0.1 degrees. It means that orientation=450 stands for inclination equal to 45 degrees.

Return Value

Returns true if the current font is successfully installed, otherwise false. Possible code errors:

- ERR_INVALID_PARAMETER(4003) - name presents NULL or "" (empty string),
- ERR_INTERNAL_ERROR(4001) - operating system error (for example, an attempt to create a nonexistent font).

Note

If "::" is used in font name, the font is downloaded from EX5 resource. If name font name is specified with an extension, the font is downloaded from the file, if the path starts from "\" or "/", the file is searched relative to MQL5 directory. Otherwise, it is searched relative to the path of EX5 file which called TextSetFont() function.

The font size is set using positive or negative values. This fact defines the dependence of the text size from the operating system settings (size scale).

- If the size is specified using a positive number, this size is transformed into physical measurement units of a device (pixels) when changing a logical font into a physical one, and this size corresponds to the height of the symbol glyphs picked from the available fonts. This case is not recommended when the texts displayed by TextOut() function and the ones displayed by OBJ_LABEL ("Label") graphical object are to be used together on the chart.
Object Functions

- If the size is specified using a negative number, this number is supposed to be set in tenths of a logical point and is divided by 10 (for example, -350 is equal to 35 logical points). An obtained value is then transformed into physical measurement units of a device (pixels) and corresponds to the absolute value of the height of a symbol picked from the available fonts. Multiply the font size specified in the object properties by -10 to make the size of a text on the screen similar to the one in OBJ_LABEL object.

The flags can be used as the combination of style flags with one of the flags specifying the font width. Flag names are shown below.

### Flags for specifying font style

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FONT_ITALIC</td>
<td>Italic</td>
</tr>
<tr>
<td>FONT_UNDERLINE</td>
<td>Underline</td>
</tr>
<tr>
<td>FONT_STRIKEOUT</td>
<td>Strikeout</td>
</tr>
</tbody>
</table>

### Flags for specifying font width

<table>
<thead>
<tr>
<th>Flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>FW_DONTCARE</td>
</tr>
<tr>
<td>FW_THIN</td>
</tr>
<tr>
<td>FW_EXTRALIGHT</td>
</tr>
<tr>
<td>FW_ULTRALIGHT</td>
</tr>
<tr>
<td>FW_LIGHT</td>
</tr>
<tr>
<td>FW_NORMAL</td>
</tr>
<tr>
<td>FW_REGULAR</td>
</tr>
<tr>
<td>FW_MEDIUM</td>
</tr>
<tr>
<td>FW_SEMIBOLD</td>
</tr>
<tr>
<td>FW_DEMIBOLD</td>
</tr>
<tr>
<td>FW_BOLD</td>
</tr>
<tr>
<td>FW_EXTRABOLD</td>
</tr>
<tr>
<td>FW_ULTRABOLD</td>
</tr>
<tr>
<td>FW_HEAVY</td>
</tr>
<tr>
<td>FW_BLACK</td>
</tr>
</tbody>
</table>

See also

Resources, ResourceCreate(), ResourceSave(), TextOut()
Object Functions

TextOut

The function displays a text in a custom array (buffer) and returns the result of that operation. The array is designed to create the graphical resource.

```c++
bool TextOut(
    const string text, // displayed text
    int x, // X coordinate
    int y, // Y coordinate
    uint anchor, // anchor type
    uint& data[], // output buffer
    uint width, // buffer width in pixels
    uint height, // buffer height in pixels
    uint color, // text color
    ENUM_COLOR_FORMAT color_format // color format for output
);
```

Parameters

- **text**
  - [in] Displayed text that will be written to the buffer. Only one-lined text is displayed.

- **x**
  - [in] X coordinate of the anchor point of the displayed text.

- **y**
  - [in] Y coordinate of the anchor point of the displayed text.

- **anchor**
  - [in] The value out of the 9 pre-defined methods of the displayed text's anchor point location. The value is set by a combination of two flags – flags of horizontal and vertical text align. Flag names are listed in the Note below.

- **data[]**
  - [in] Buffer, in which text is displayed. The buffer is used to create the graphical resource.

- **width**
  - [in] Buffer width in pixels.

- **height**
  - [in] Buffer height in pixels.

- **color**

- **color_format**
  - [in] Color format is set by ENUM_COLOR_FORMAT enumeration value.

Return Value

- Returns true if successful, otherwise false.

Note
Object Functions

Anchor point specified by anchor is a combination of two flags of horizontal and vertical text align. Horizontal text align flags:

- TA_LEFT - anchor point on the left side of the bounding box
- TA_CENTER - horizontal anchor point is located at the center of the bounding box
- TA_RIGHT - anchor point on the right side of the bounding box

Vertical text align flags:

- TA_TOP - anchor point at the upper side of the bounding box
- TA_VCENTER - vertical anchor point is located at the center of the bounding box
- TA_BOTTOM - anchor point at the lower side of the bounding box

Possible combinations of flags and specified anchor points are shown in the image.

Example:

```c
//--- width and height of the canvas (used for drawing)
#define IMG_WIDTH 200
#define IMG_HEIGHT 200

//--- display the parameter window before launching the script
#property script_show_inputs

//--- enable to set color format
input ENUM_COLOR_FORMAT clr_format=COLOR_FORMAT_XRGB_NOALPHA;

//--- drawing array (buffer)
uint ExtImg[IMG_WIDTH*IMG_HEIGHT];

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
  //--- create OBJ_BITMAP_LABEL object for drawing
  ObjectCreate(0,"CLOCK",OBJ_BITMAP_LABEL,0,0,0);

  //--- specify the name of the graphical resource for writing in CLOCK object
  ObjectSetString(0,"CLOCK",OBJPROP_BMPFILE,"::IMG");

  //--- auxiliary variables
  double a;          // arrow corner
  uint nn=2700;      // minute corner
  uint nh=2700*12;   // hour counter
  uint w,h;          // variables for receiving text string sizes
```
int x, y; // variables for calculation of the current coordinates of text string anchor points

//--- rotate clock hands in an infinite loop, till the script is stopped
while(!IsStopped())
{
    //--- clear the clock drawing buffer array
    ArrayFill(ExtImg, 0, IMG_WIDTH*IMG_HEIGHT, 0);
    //--- set the font for drawing digits for the clock-face
    TextSetFont("Arial", -200, FW_EXTRABOLD, 0);
    //--- draw the clock-face
    for (int i=1; i<=12; i++)
    {
        //--- receive the size of the current hour on the clock-face
        TextGetSize(string(i), w, h);
        //--- calculate the coordinates of the current hour on the clock-face
        a = -((i*300)%3600*M_PI)/1800.0;
        x = IMG_WIDTH/2 - int(sin(a)*80+0.5+w/2);
        y = IMG_HEIGHT/2 - int(cos(a)*80+0.5+h/2);
        //--- output the hour on the clock-face to ExtImg[] buffer
        TextOut(string(i), x, y, TA_LEFT|TA_TOP, ExtImg, IMG_WIDTH, IMG_HEIGHT, 0xFFFFFFFF, clr_format);
    }
    //--- now, specify the font for drawing the minute hand
    TextSetFont("Arial", -200, FW_EXTRABOLD, -int(nm%3600));
    //--- receive the size of the minute hand
    TextGetSize("-----", w, h);
    //--- calculate the coordinates of the minute hand on the clock-face
    a = -(nm%3600*M_PI)/1800.0;
    x = IMG_WIDTH/2 - int(sin(a)*h/2+0.5);
    y = IMG_HEIGHT/2 - int(cos(a)*h/2+0.5);
    //--- output of the minute hand to the clock-face in ExtImg[] buffer
    TextOut("-----", x, y, TA_LEFT|TA_TOP, ExtImg, IMG_WIDTH, IMG_HEIGHT, 0xFFFFFFFF, clr_format);
    //--- now, set the font for drawing the minute hand
    TextSetFont("Arial", -200, FW_EXTRABOLD, -int(nh/12%3600));
    TextGetSize("==>", w, h);
    //--- calculate the coordinates of the hour hand on the clock-face
    a = -(nh/12%3600*M_PI)/1800.0;
    x = IMG_WIDTH/2 - int(sin(a)*h/2+0.5);
    y = IMG_HEIGHT/2 - int(cos(a)*h/2+0.5);
    //--- output of the hour hand on the clock-face to ExtImg[] buffer
    TextOut("==>", x, y, TA_LEFT|TA_TOP, ExtImg, IMG_WIDTH, IMG_HEIGHT, 0xFFFFFFFF, clr_format);
    //--- update the graphical resource
    ResourceCreate("::IMG", ExtImg, IMG_WIDTH, IMG_HEIGHT, 0, 0, IMG_WIDTH, clr_format);
    //--- forced chart update
    ChartRedraw();
    //--- increase hour and minute counters
    nm+=60;
    nh+=60;
Object Functions

```csharp
//--- keeping a short pause between the frames
Sleep(10);
}
//--- delete CLOCK object when completing the script's operation
ObjectDelete(0,"CLOCK");
//---
}
```

See also

- Resources
- ResourceCreate()
- ResourceSave()
- TextGetSize()
- TextSetFont()
Object Functions

**TextGetSize**

The function returns the line width and height at the current font settings.

```cpp
bool TextGetSize(
    const string text, // text string
    uint& width, // buffer width in pixels
    uint& height // buffer height in pixels
);
```

**Parameters**

- **text**
  
  [in] String, for which length and width should be obtained.

- **width**
  
  [out] Input parameter for receiving width.

- **height**
  
  [out] Input parameter for receiving height.

**Return Value**

Returns true if successful, otherwise false. Possible code errors:

- ERR_INTERNAL_ERROR(4001) - operating system error.

**See also**

Resources, ResourceCreate(), ResourceSave(), TextSetFont(), TextOut()
Technical Indicator Functions

All functions like iMA, iAC, iMACD, Ichimoku etc. create a copy of the corresponding technical indicator in the global cache of the client terminal. If a copy of the indicator with such parameters already exists, the new copy is not created, and the counter of references to the existing copy increases.

These functions return the handle of the appropriate copy of the indicator. Further, using this handle, you can receive data calculated by the corresponding indicator. The corresponding buffer data (technical indicators contain calculated data in their internal buffers, which can vary from 1 to 5, depending on the indicator) can be copied to a mql5-program using the CopyBuffer() function.

You can't refer to the indicator data right after it has been created, because calculation of indicator values requires some time, so it's better to create indicator handles in OnInit(). Function iCustom() creates the corresponding custom indicator, and returns its handle in case it is successfully create. Custom indicators can contain up to 512 indicator buffers, the contents of which can also be obtained by the CopyBuffer() function, using the obtained handle.

There is a universal method for creating any technical indicator using the IndicatorCreate() function. This function accepts the following data as input parameters:

- symbol name;
- timeframe;
- type of the indicator to create;
- number of input parameters of the indicator;
- an array of MqParam type containing all the necessary input parameters.

The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

Note. Repeated call of the indicator function with the same parameters within one mql5-program does not lead to a multiple increase of the reference counter; the counter will be increased only once by 1. However, it's recommended to get the indicators handles in function OnInit() or in the class constructor, and further use these handles in other functions. The reference counter decreases when a mql5-program is deinitialized.

All indicator functions have at least 2 parameters - symbol and period. The NULL value of the symbol means the current symbol, the 0 value of the period means the current timeframe.

<table>
<thead>
<tr>
<th>Function</th>
<th>Returns the handle of the indicator:</th>
</tr>
</thead>
<tbody>
<tr>
<td>iAC</td>
<td>Accelerator Oscillator</td>
</tr>
<tr>
<td>iAD</td>
<td>Accumulation/Distribution</td>
</tr>
<tr>
<td>iADX</td>
<td>Average Directional Index</td>
</tr>
<tr>
<td>iADXWilder</td>
<td>Average Directional Index by Welles Wilder</td>
</tr>
<tr>
<td>iAlligator</td>
<td>Alligator</td>
</tr>
<tr>
<td>iAMA</td>
<td>Adaptive Moving Average</td>
</tr>
</tbody>
</table>
## Technical Indicators

<table>
<thead>
<tr>
<th>Function</th>
<th>Returns the handle of the indicator:</th>
</tr>
</thead>
<tbody>
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## Technical Indicators

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The function creates Accelerator Oscillator in a global cache of the client terminal and returns its handle. It has only one buffer.

```c
int iAC(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period // period
);
```

**Parameters**

- `symbol`  
  [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- `period`  
  [in] The value of the period can be one of the ENUM_TIMEFRAMES enumeration values, 0 means the current timeframe.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

**Example:**

```mql5
//--- plotting of iAC
#property indicator_label1 "iAC"
#property indicator_type1 DRAW_COLOR_HISTOGRAM
#property indicator_color1 clrGreen, clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
```
//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                      |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iAC, // use iAC
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation             type=Call_iAC; // type of the function
input string
    symbol = " "; // symbol
input ENUM_TIMEFRAMES period = PERIOD_CURRENT; // timeframe
//--- indicator buffers
double iACBuffer[];
double iACColors[];
//--- variable for storing the handle of the iAC indicator
int handle;
//--- variable for storing
string name = symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Accelerator Oscillator indicator
int bars_calculated = 0;
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,iACBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,iACColors,INDICATOR_COLOR_INDEX);
    //--- determine the symbol the indicator is drawn for
    name = symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if (StringLen(name) == 0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name = _Symbol;
    }
    //--- create handle of the indicator
    if (type == Call_iAC)
        handle = iAC(name, period);
    else
        handle = IndicatorCreate(name, period, IND_AC);
    //--- if the handle is not created
    if (handle == INVALID_HANDLE)
```c
{ 
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iAC indicator for the symbol %s/%s, 
    name, 
    EnumToString(period), 
    GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Accelerator Oscillator indicator is calculated for:
short_name=StringFormat("iAC(%s/%s)",name,EnumToString(period));
IndicatorSetString(INDICATOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}

// Custom indicator iteration function |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total, 
    const int prev_calculated, 
    const datetime &time[], 
    const double &open[], 
    const double &high[], 
    const double &low[], 
    const double &close[], 
    const long &tick_volume[], 
    const long &volume[], 
    const int &spread[])
{
    //--- number of values copied from the iAC indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0) 
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of values 
    //--- or if it is necessary to calculated the indicator for two or more bars (it means 
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated) 
    {
        //--- if the iACBuffer array is greater than the number of values in the iAC 
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else 
            values_to_copy=calculated;
    }
    else 
    { 
```
//--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate()
//--- for calculation not more than one bar is added
values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the iACBuffer and iACCOLORs arrays with values from the Accelerator Oscillator indicator
//--- if FillArraysFromBuffer returns false, it means the information is not ready yet
if(!FillArraysFromBuffer(iACBuffer,iACCOLORs,handle,values_to_copy)) return(0);

//--- form the message
string comm=StringFormat("%s ==> Updated value in the indicator %s: %d", 
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Accelerator Oscillator indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iAC indicator                 |
//+------------------------------------------------------------------+
bool FillArraysFromBuffer(double &values[],
    double &color_indexes[],
    int ind_handle,
    int amount)
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iACBuffer array with values from the indicator buffer that has 0 index
    if(CopyBuffer(ind_handle,0,0,amount,values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iAC indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- now copy the indexes of colors
    if(CopyBuffer(ind_handle,1,0,amount,color_indexes)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy color values from the iAC indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- everything is fine
    return(true);
}
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(" ");
}
iAD

The function returns the handle of the Accumulation/Distribution indicator. It has only one buffer.

```c
int iAD(
    string symbol,    // symbol name
    ENUM_TIMEFRAMES period,    // period
    ENUM_APPLIED_VOLUME applied_volume    // volume type for calculation
);
```

**Parameters**

*symbol*

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

*period*

[in] The value of the period can be one of the `ENUM_TIMEFRAMES` enumeration values, 0 means the current timeframe.

*applied_volume*

[in] The volume used. Can be any of `ENUM_APPLIED_VOLUME` values.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Demo_iAD.mq5 |                             |
//| Copyright 2011, MetaQuotes Software Corp. |                   |
//| https://www.mql5.com |                     |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iAD technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//-- plot iAD
#property indicator_label1  "iAD"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrLightSeaGreen
```
enum Creation
{
    Call_iAD, // use iAD
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iAD; // type of the function
input ENUM_APPLIED_VOLUME volumes; // volume used
input string symbol = " "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iADBuffer[];

//--- variable for storing the handle of the iAD indicator
int handle;

//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Accumulation/Distribution indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iADBuffer,INDICATOR_DATA);

    //--- determine the symbol the indicator is drawn for
    name=symbol;

    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);

    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }

    //--- create handle of the indicator
    if(type==Call_iAD)
        handle=iAD(name,period,volumes);
    else
    {
        //--- fill the structure with parameters of the indicator
    
}
MqlParam pars[1];
pars[0].type=TYPE_INT;
pars[0].integer_value=volumes;
handle=IndicatorCreate(name,period,IND_AD,1,pars);
}
//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iAD indicator for the symbol %s/%s, name, 
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}
//--- show the symbol/timeframe the Accumulation/Distribution indicator is calculated
short_name=StringFormat("iAD(%s/%s)",name,EnumToString(period));
IndicatorSetString(INDIKER_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}
//--- if the iABuffer array is greater than the number of values in the iAD indicator
if(calculated > rates_total) values_to_copy = rates_total;
else values_to_copy = calculated;

//--- it means that it's not the first time of the indicator calculation, and si:
//--- for calculation not more than one bar is added
values_to_copy = (rates_total - prev_calculated) + 1;

//--- fill the iABuffer array with values of the Accumulation/Distribution indicator
if(!(FillArrayFromBuffer(iABuffer, handle, values_to_copy))) return 0;

//--- form the message
string comm = StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(), TIME_DATE | TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Accumulation/Distribution indicator
bars_calculated = calculated;

//--- return the prev_calculated value for the next call
return (rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iAD indicator                 |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double *values[], // indicator buffer of the Accumulation/Distribution indicator
    int ind_handle,  // handle of the iAD indicator
    int amount       // number of copied values
)
{
//--- reset error code
ResetLastError();

//--- fill a part of the iABuffer array with values from the indicator buffer that has
if(CopyBuffer(ind_handle, 0, 0, amount, values)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iAD indicator, error code %d", GetLastI

    //--- quit with zero result - it means that the indicator is considered as not c
    return(false);
}

//--- everything is fine
return (true);

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
The function returns the handle of the Average Directional Movement Index indicator.

```c
int iADX(
    string symbol,       // symbol name
    ENUM_TIMEFRAMES period, // period
    int adx_period       // averaging period
);
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- **period**
  - [in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

- **adx_period**
  - [in] Period to calculate the index.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

**Note**

The buffer numbers are the following: 0 - MAIN_LINE, 1 - PLUSDI_LINE, 2 - MINUSDI_LINE.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright  "Copyright 2011, MetaQuotes Software Corp."
#property link       "https://www.mql5.com"
#property version    "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iADX technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type' parameter."

#property indicator_separate_window
#property indicator_buffers 3
#property indicator_plots 3
```
//--- plot ADX
@property indicator_label1 "ADX"
@property indicator_type1 DRAW_LINE
@property indicator_color1 clrLightSeaGreen
@property indicator_style1 STYLE_SOLID
@property indicator_width1 1
//--- plot DI_plus
@property indicator_label2 "DI_plus"
@property indicator_type2 DRAW_LINE
@property indicator_color2 clrYellowGreen
@property indicator_style2 STYLE_SOLID
@property indicator_width2 1
//--- plot DI_minus
@property indicator_label3 "DI_minus"
@property indicator_type3 DRAW_LINE
@property indicator_color3 clrWheat
@property indicator_style3 STYLE_SOLID
@property indicator_width3 1
//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                      |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iADX, // use iADX
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation             type=Call_iADX; // type of the function
input int                  adx_period=14;  // period of calculation
input string               symbol=" ";  // symbol
input ENUM_TIMEFRAMES      period=PERIOD_CURRENT; // timeframe
//--- indicator buffers
double                      ADXBuffer[];
double                      DI_plusBuffer[];
double                      DI_minusBuffer[];
//--- variable for storing the handle of the iADX indicator
int                         handle;
//--- variable for storing
string                       name=symbol;
//--- name of the indicator on a chart
string                       short_name;
//--- we will keep the number of values in the Average Directional Movement Index indicator
int                         bars_calculated=0;
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of arrays to indicator buffers
SetIndexBuffer(0,ADXBuffer,INDICATOR_DATA);
SetIndexBuffer(1,DI_plusBuffer,INDICATOR_DATA);
SetIndexBuffer(2,DI_minusBuffer,INDICATOR_DATA);

//--- determine the symbol the indicator is drawn for
name=symbol;
//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
  //--- take the symbol of the chart the indicator is attached to
  name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iADX)
    handle=iADX(name,period,adx_period);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[1];
    pars[0].type=TYPE_INT;
    pars[0].integer_value=adx_period;
    handle=IndicatorCreate(name,period,IND_ADX,1,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iADX indicator for the symbol %s/%s, period=%d
    name,
    EnumToString(period),
    GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Average Directional Movement Index indicator is calculated for
short_name=StringFormat("iADX(%s/%s period=%d)",name,EnumToString(period),adx_period);
IndicatorSetString(INDEX_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
const double $high[],
const double $low[],
const double $close[],
const long $tick_volume[],
const long $volume[],
const int $spread[])
{
    //--- number of values copied from the iADX indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va.
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the iADXBuffer array is greater than the number of values in the iADX :
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s.
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the array with values of the Average Directional Movement Index indicator
    //--- if FillArraysFromBuffer returns false, it means the information is nor ready yet
    if(!FillArraysFromBuffers(ADXBuffer,DI_plusBuffer,DI_minusBuffer,handle,values_to_copy))
    {
        //--- form the message
        string comm=StringFormat( "%s ==> Updated value in the indicator %s: %d", 
            TimeToString(TimeCurrent()),TIME_DATE|TIME_SECONDS),
            short_name,
            values_to_copy);
        //--- display the service message on the chart
        Comment(comm);
        //--- memorize the number of values in the Average Directional Movement Index indicator
        bars_calculated=calculated;
        //--- return the prev_calculated value for the next call
        return(rates_total);
    }
}
bool FillArraysFromBuffers(double &adx_values[], double &DIplus_values[], double &DIminus_values[], int ind_handle, int amount) {
    //--- reset error code
    ResetLastError();
    //--- fill a part of the iADXBuffer array with values from the indicator buffer that has 0 index
    if (CopyBuffer(ind_handle, 0, 0, amount, adx_values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iADX indicator, error code %d", GetLastError);
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- fill a part of the DI-plusBuffer array with values from the indicator buffer that has index 1
    if (CopyBuffer(ind_handle, 1, 0, amount, DIplus_values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iADX indicator, error code %d", GetLastError);
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- fill a part of the DI-minusBuffer array with values from the indicator buffer that has index 2
    if (CopyBuffer(ind_handle, 2, 0, amount, DIminus_values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iADX indicator, error code %d", GetLastError);
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- everything is fine
    return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+

void OnDeinit(const int reason) {
    if (handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(" ");
}
**iADXWilder**

The function returns the handle of Average Directional Movement Index by Welles Wilder.

```c
int iADXWilder(
    string symbol,       // symbol name
    ENUM_TIMEFRAMES period, // period
    int adx_period       // averaging period
);
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  - [in] The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

- **adx_period**
  - [in] Period to calculate the index.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

**Note**

The buffer numbers are the following: 0 - MAIN_LINE, 1 - PLUSDI_LINE, 2 - MINUSDI_LINE.

**Example:**

```c
//+------------------------------------------------------------------+
//|                                                   iADXWilder.mq5 |
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iADXWilder technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_separate_window
#property indicator_buffers 3
#property indicator_plots 3
```
//--- plot ADX
@property indicator_label1 "ADX"
@property indicator_type1 DRAW_LINE
@property indicator_color1 clrLightSeaGreen
@property indicator_style1 STYLE_SOLID
@property indicator_width1 1

//--- plot DI_plus
@property indicator_label2 "DI_plus"
@property indicator_type2 DRAW_LINE
@property indicator_color2 clrYellowGreen
@property indicator_style2 STYLE_SOLID
@property indicator_width2 1

//--- plot DI_minus
@property indicator_label3 "DI_minus"
@property indicator_type3 DRAW_LINE
@property indicator_color3 clrWheat
@property indicator_style3 STYLE_SOLID
@property indicator_width3 1

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                    |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iADXWilder,  // use iADXWilder
    Call_IndicatorCreate  // use IndicatorCreate
};

//--- input parameters
input Creation             type=Call_iADXWilder;  // type of the function
input int                  adx_period=14;        // period of calculation
input string               symbol=" ";          // symbol
input ENUM_TIMEFRAMES      period=PERIOD_CURRENT; // timeframe

//--- indicator buffers
double                     ADXBuffer[];
double                     DI_plusBuffer[];
double                     DI_minusBuffer[];

//--- variable for storing the handle of the iADXWilder indicator
int                         handle;

//--- variable for storing
string                      name=symbol;
//--- name of the indicator on a chart
string                      short_name;
//--- we will keep the number of values in the Average Directional Movement Index by W
int                         bars_calculated=0;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of arrays to indicator buffers
}
SetIndexBuffer(0, ADXBuffer, INDICATOR_DATA);
SetIndexBuffer(1, DI_plusBuffer, INDICATOR_DATA);
SetIndexBuffer(2, DI_minusBuffer, INDICATOR_DATA);
//--- determine the symbol the indicator is drawn for
name=symbol;
//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);
//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}
//--- create handle of the indicator
if(type==Call_iADXWild)
    handle=iADXWilder(name, period, adx_period);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[1];
    pars[0].type=TYPE_INT;
    pars[0].integer_value=adx_period;
    handle=IndicatorCreate(name, period, IND_ADXW, 1, pars);
}
//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iADXWilder indicator for the symbol
name,
EnumToString(period),
GetLastError()");
    //--- the indicator is stopped early
    return(INIT_FAILED);
}
//--- show the symbol/timeframe the Average Directional Movement Index by Welles Wilder indicator is calculated for
short_name=StringFormat("iADXWilder(%s/%s period=%d) ",name,EnumToString(period),adx_period);
//--- normal initialization of the indicator
IndicatorSetString(INTEGR SHORTNAME, short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- number of values copied from the iADXWilder indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va.
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the iADXBuffer array is greater than the number of values in the iADXW.
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
        {
            values_to_copy=calculated;
        }
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s.
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the array with values of the Average Directional Movement Index by Welles V
    //--- fill the array with values of the Average Directional Movement Index by Welles V
    //--- form the message
    string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
        short_name,
        values_to_copy);
    //--- display the service message on the chart
    Comment(comm);
    //--- memorize the number of values in the Average Directional Movement Index indicator
    bars_calculated=calculated;
    //--- return the prev_calculated value for the next call
    return(rates_total);
}
bool FillArraysFromBuffers(double &adx_values[],  // indicator buffer of the ADX
  double &DIplus_values[],  // indicator buffer for DI+
  double &DIminus_values[],  // indicator buffer for DI-
  int ind_handle,            // handle of the iADXWilder indicator
  int amount                 // number of copied values
)
{
  //--- reset error code
  ResetLastError();

  //--- fill a part of the iADXBuffer array with values from the indicator buffer that has 0 index
  if (CopyBuffer(ind_handle,0,0,amount,adx_values)<0)
  {
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iADXWilder indicator, error code %d", GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
  }

  //--- fill a part of the DI_plusBuffer array with values from the indicator buffer that has index 1
  if (CopyBuffer(ind_handle,1,0,amount,DIplus_values)<0)
  {
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iADXWilder indicator, error code %d", GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
  }

  //--- fill a part of the DI_plusBuffer array with values from the indicator buffer that has index 2
  if (CopyBuffer(ind_handle,2,0,amount,DIminus_values)<0)
  {
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iADXWilder indicator, error code %d", GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
  }

  //--- everything is fine
  return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
  if (handle!=INVALID_HANDLE)
    IndicatorRelease(handle);

  //--- clear the chart after deleting the indicator
  Comment("");
iAlligator

The function returns the handle of the Alligator indicator.

```c
int iAlligator(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period, // period
    int jaw_period, // period for the calculation of jaws
    int jaw_shift, // horizontal shift of jaws
    int teeth_period, // period for the calculation of teeth
    int teeth_shift, // horizontal shift of teeth
    int lips_period, // period for the calculation of lips
    int lips_shift, // horizontal shift of lips
    ENUM_MA_METHOD ma_method, // type of smoothing
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

Parameters

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**

[in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**jaw_period**

[in] Averaging period for the blue line (Alligator's Jaw)

**jaw_shift**

[in] The shift of the blue line relative to the price chart.

**teeth_period**


**teeth_shift**

[in] The shift of the red line relative to the price chart.

**lips_period**

[in] Averaging period for the green line (Alligator's lips).

**lips_shift**

[in] The shift of the green line relative to the price chart.

**ma_method**

[in] The method of averaging. Can be any of the **ENUM_MA_METHOD** values.

**applied_price**

[in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.
Technical Indicators

Return Value

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

Note

The buffer numbers are the following: 0 - GATORJAW_LINE, 1 - GATORTEETH_LINE, 2 - GATORLIPS_LINE.

Example:

```c
//+------------------------------------------------------------------+
//| Demo_iAlligator.mq5 | Copyright 2011, MetaQuotes Software Corp. |
//| https://www.mql5.com | +------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iAlligator technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type' parameter (function type)."
#property description "All the other parameters are similar to the standard Alligator";
#property indicator_chart_window
#property indicator_buffers 3
#property indicator_plots 3
//--- plot Jaws
#property indicator_label1 "Jaws"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- plot Teeth
#property indicator_label2 "Teeth"
#property indicator_type2 DRAW_LINE
#property indicator_color2 clrRed
#property indicator_style2 STYLE_SOLID
#property indicator_width2 1
//--- plot Lips
#property indicator_label3 "Lips"
#property indicator_type3 DRAW_LINE
#property indicator_color3 clrLime
#property indicator_style3 STYLE_SOLID
#property indicator_width3 1
//+------------------------------------------------------------------+
```
//| Enumeration of the methods of handle creation | |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iAlligator, // use iAlligator
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation             type=Call_iAlligator; // type of the function
input string              symbol = " "; // symbol
input ENUM_TIMEFRAMES     period=PERIOD_CURRENT; // timeframe
input int                 jaw_period=13;    // period of the Jaw line
input int                 jaw_shift=8;      // shift of the Jaw line
input int                 teeth_period=8;   // period of the Teeth line
input int                 teeth_shift=5;    // shift of the Teeth line
input int                 lips_period=5;    // period of the Lips line
input int                 lips_shift=3;     // shift of the Lips line
input ENUM_MA_METHOD      MA_method=MODE_SMMA; // method of averaging of the Alligator lines
input ENUM_APLIED_PRICE   applied_price=PRICE_MEDIAN; // type of price used for calculation
//--- indicator buffers
double  JawsBuffer[];
double  TeethBuffer[];
double  LipsBuffer[];
//--- variable for storing the handle of the iAlligator indicator
int     handle;
//--- variable for storing
string  name=symbol;
//--- name of the indicator on a chart
string  short_name;
//--- we will keep the number of values in the Alligator indicator
int     bars_calculated=0;
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,JawsBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,TeethBuffer,INDICATOR_DATA);
    SetIndexBuffer(2,LipsBuffer,INDICATOR_DATA);
    //--- set shift of each line
    PlotIndexSetInteger(0,PLOT_SHIFT,jaw_shift);
    PlotIndexSetInteger(1,PLOT_SHIFT,teeth_shift);
    PlotIndexSetInteger(2,PLOT_SHIFT,lips_shift);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
/--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
   //--- take the symbol of the chart the indicator is attached to
   name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iAlligator)
   handle=iAlligator(name,period,jaw_period,jaw_shift,teeth_period,
                      teeth_shift,lips_period,lips_shift,MA_method,applied_price);
else
{
   //--- fill the structure with parameters of the indicator
   MqlParam pars[8];
   //--- periods and shifts of the Alligator lines
   pars[0].type=TYPE_INT;
   pars[0].integer_value=jaw_period;
   pars[1].type=TYPE_INT;
   pars[1].integer_value=jaw_shift;
   pars[2].type=TYPE_INT;
   pars[2].integer_value=teeth_period;
   pars[3].type=TYPE_INT;
   pars[3].integer_value=teeth_shift;
   pars[4].type=TYPE_INT;
   pars[4].integer_value=lips_period;
   pars[5].type=TYPE_INT;
   pars[5].integer_value=lips_shift;
   //--- type of smoothing
   pars[6].type=TYPE_INT;
   pars[6].integer_value=MA_method;
   //--- type of price
   pars[7].type=TYPE_INT;
   pars[7].integer_value=applied_price;
   //--- create handle
   handle=IndicatorCreate(name,period,IND_ALLIGATOR,8,pars);
}
//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
   //--- tell about the failure and output the error code
   PrintFormat("Failed to create handle of the iAlligator indicator for the symbol %s/%s, error code %d",
              name,
              EnumToString(period),
              GetLastError());
   //--- the indicator is stopped early
   return(INIT_FAILED);
}
//--- show the symbol/timeframe the Alligator indicator is calculated for
short_name=StringFormat("iAlligator(%s/%s, %d,%d,%d,%d,%d,%d,%d)",name,EnumToString(p
jaw_period, jaw_shift, teeth_period, teeth_shift, lips_period,

IndicatorSetString(INDIATOR_SHORTNAME, short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//-- Custom indicator iteration function

int OnCalculate(const int rates_total,
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
//--- number of values copied from the iAlligator indicator
int values_to_copy;

//--- determine the number of values calculated in the indicator
int calculated=BarsCalculated(handle);
if(calculated<=0)
{
   PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastError());
   return(0);
}

//--- if it is the first start of calculation of the indicator or if the number of values in the JawsBuffer array is greater than the number of values in the iAlligator indicator, then we don't copy everything
if calculated!=bars_calculated || rates_total>prev_calculated+1)
{
   //--- if the JawsBuffer array is greater than the number of values in the iAlligator indicator buffers
   if(calculated>rates_total) values_to_copy=rates_total;
   else
      values_to_copy=calculated;
}
else
{
   //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate() for calculation not more than one bar is added
   values_to_copy=(rates_total-prev_calculated)+1;

} //--- fill the arrays with values of the Alligator indicator

//--- if FillArraysFromBuffer returns false, it means the information is nor ready yet
if(!FillArraysFromBuffers(JawsBuffer, jaw_shift, TeethBuffer, teeth_shift, LipsBuffer,)
   //--- form the message
   string comm=StringFormat("%s == Updated value in the indicator %s: %d",
   TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
   });
void Comment(const char* comm);

//--- display the service message on the chart
void Comment(const char* comm);

//--- memorize the number of values in the Alligator indicator
int bars_calculated = calculated;

//--- return the prev_calculated value for the next call
return(rates_total);
}

------------------------------------------------------------------
// Filling indicator buffers from the iAlligator indicator
------------------------------------------------------------------

bool FillArraysFromBuffers(double &jaws_buffer[], int j_shift, double &teeth_buffer[], int t_shift, double &lips_buffer[], int l_shift, int ind_handle, int amount, // number of copied values
{
    //--- reset error code
    ResetLastError();
    //--- fill a part of the JawsBuffer array with values from the indicator buffer that has 0 index
    if(CopyBuffer(ind_handle, 0, -j_shift, amount, jaws_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iAlligator indicator, error code %d",
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- fill a part of the TeethBuffer array with values from the indicator buffer that has index 1
    if(CopyBuffer(ind_handle, 1, -t_shift, amount, teeth_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iAlligator indicator, error code %d",
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- fill a part of the LipsBuffer array with values from the indicator buffer that has index 2
    if(CopyBuffer(ind_handle, 2, -l_shift, amount, lips_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iAlligator indicator, error code %d",
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
return (true);
}

//--- clear the chart after deleting the indicator
Comment("");
}
iAMA

The function returns the handle of the Adaptive Moving Average indicator. It has only one buffer.

```c
int iAMA(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period, // period
    int ama_period, // average period for AMA
    int fast_ma_period, // fast MA period
    int slow_ma_period, // slow MA period
    int ama_shift, // horizontal shift of the indicator
    ENUM_APPLIED_PRICE applied_price // type of the price or handle
);
```

Parameters

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**

[in] The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

**ama_period**

[in] The calculation period, on which the efficiency coefficient is calculated.

**fast_ma_period**

[in] Fast period for the smoothing coefficient calculation for a rapid market.

**slow_ma_period**

[in] Slow period for the smoothing coefficient calculation in the absence of trend.

**ama_shift**

[in] Shift of the indicator relative to the price chart.

**applied_price**

[in] The price used. Can be any of the price constants `ENUM_APPLIED_PRICE` or a handle of another indicator.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
```
The indicator demonstrates how to obtain data of indicator buffers for the iAMA technical indicator. A symbol and timeframe used for calculation of the indicator, are set by the symbol and period parameters. The method of creation of the handle is set through the 'type' parameter. All the other parameters are similar to the standard AMA.

```mql5
//--- input parameters
input Creation             type=Call_iAMA; // type of the function
input string              symbol=" "; // symbol
input ENUM_TIMEFRAMES     period=PERIOD_CURRENT; // timeframe
input int                 ama_period=15; // period of calculation
input int                 fast_ma_period=2; // period of fast MA
input int                 slow_ma_period=30; // period of slow MA
input int                 ama_shift=0; // horizontal shift
input ENUM_APPLIED_PRICE  applied_price; // type of price
//--- indicator buffer
double iAMABuffer[];
//--- variable for storing the handle of the iAMA indicator
int       handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Adaptive Moving Average indicator
int       bars_calculated=0;
//--- enumeration of the methods of handle creation
enum Creation
{
    Call_iAMA, // use iAMA
    Call_IndicatorCreate // use IndicatorCreate
};
```
Technical Indicators

```cpp
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,iAMABuffer,INDICATOR_DATA);
    //--- set shift
    PlotIndexSetInteger(0,PLOT_SHIFT,ama_shift);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iAMA)
    {
        handle=iAMA(name,period,ama_period,fast_ma_period,slow_ma_period,ama_shift,applied_price);
    } else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[5];
        pars[0].type=TYPE_INT;
        pars[0].integer_value=ama_period;
        pars[1].type=TYPE_INT;
        pars[1].integer_value=fast_ma_period;
        pars[2].type=TYPE_INT;
        pars[2].integer_value=slow_ma_period;
        pars[3].type=TYPE_INT;
        pars[3].integer_value=ama_shift;
        //--- type of price
        pars[4].type=TYPE_INT;
        pars[4].integer_value=applied_price;
        handle=IndicatorCreate(name,period,IND_AMA,5,pars);
    }
    //--- if the handle is not created
    if(handle==INVALID_HANDLE)
    {
        //--- tell about the failure and output the error code
        PrintFormat("Failed to create handle of the iAMA indicator for the symbol %s/%s, name,
            EnumToString(period),
            GetLastError());
        //--- the indicator is stopped early
        return(INIT_FAILED);
    }
    //--- show the symbol/timeframe the Adaptive Moving Average indicator is calculated for
```
short_name=StringFormat("iAMA(%s/%s,%d,%d,%d,d)",name,EnumToString(period),ama_period,fast_ma_period,slow_ma_period,ama_shift);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}

// --- number of values copied from the iAMA indicator
int values_to_copy;

// --- determine the number of values calculated in the indicator
int calculated=BarsCalculated(handle);
if(calculated==0)
{
    PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
    return(0);
}

// --- if it is the first start of calculation of the indicator or if the number of values in the iAMA indicator changed
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
{
    //--- if the iAMABuffer array is greater than the number of values in the iAMA:
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
    {
        values_to_copy=calculated;
    }
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate()
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}

// --- fill the arrays with values of the Adaptive Moving Average indicator
if(!FillArraysFromBuffer(iAMABuffer,ama_shift,handle,values_to_copy)) return(0);

// --- form the message
string comm=StringFormat("%s == Updated value in the indicator %s: %d",TimeToString(TimeCurrent()),TIME_DATE|TIME_SECONDS),}
short_name,
values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Adaptive Moving Average indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

} //+------------------------------------------------------------------+
//| Filling indicator buffer from the iAMA indicator               |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &ama_buffer[], // indicator buffer of the AMA line
                        int a_shift, // shift of the AMA line
                        int ind_handle, // handle of the iAMA indicator
                        int amount // number of copied values
                        ){

//--- reset error code
ResetLastError();

//--- fill a part of the iAMABuffer array with values from the indicator buffer that has 0 index
if(CopyBuffer(ind_handle,0,-a_shift,amount,ama_buffer)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iAMA indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- everything is fine
return(true);

} //+------------------------------------------------------------------+
//| Indicator deinitialization function                          |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(" ");
}
iAO

The function returns the handle of the Awesome Oscillator indicator. It has only one buffer.

```c
int iAO(
    string symbol,   // symbol name
    ENUM_TIMEFRAMES period);   // period
```

**Parameters**

- `symbol`
  - **[in]** The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- `period`
  - **[in]** The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iAO technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_separate_window
#property indicator_buffers 2
#property indicator_plots 1
//--- the iAO plot
#property indicator_label1 "iAO"
#property indicator_type1 DRAW_COLOR_HISTOGRAM
#property indicator_color1 clrGreen,clrRed
#property indicator_style1 STYLE SOLID
#property indicator_width1 1
//+------------------------------------------------------------------+
```
// | Enumeration of the methods of handle creation |
// +---------------------------------------------+
enum Creation
{
    Call_iAO, // use iAO
    Call_IndicatorCreate // use IndicatorCreate
};
// --- input parameters
input Creation              type=Call_iAO; // type of the function
input string                symbol=" "; // symbol
input ENUM_TIMEFRAMES       period=PERIOD_CURRENT; // timeframe
// --- indicator buffers
double                     iAOBuffer[];
double                     iAOColors[];
// --- variable for storing the handle of the iAO indicator
int            handle;
// --- variable for storing
string         name=symbol;
// --- name of the indicator on a chart
string         short_name;
// --- we will keep the number of values in the Awesome Oscillator indicator
int            bars_calculated=0;
// +---------------------------------------------+
// | Custom indicator initialization function   |
// +---------------------------------------------+
int OnInit()
{
    // --- assignment of arrays to indicator buffers
    SetIndexBuffer(0,iAOBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,iAOColors,INDICATOR_COLOR_INDEX);
    // --- determine the symbol the indicator is drawn for
    name=symbol;
    // --- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    // --- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        // --- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    // --- create handle of the indicator
    if(type==Call_iAO)
    {
        handle=iAO(name,period);
    }
    else
    {
        handle=IndicatorCreate(name,period,IND_AO);
    }
    // --- if the handle is not created
    if(handle==INVALID_HANDLE)
    {
    }
//--- tell about the failure and output the error code
Printf("Failed to create handle of the iAO indicator for the symbol %s/%s, 
name, 
EnumToString(period), 
GetLastError());
//--- the indicator is stopped early
return(INIT_FAILED);
}
//--- show the symbol/timeframe the Awesome Oscillator indicator is calculated for
short_name=StringFormat("iAO(%s/%s)",name,EnumToString(period));
IndicatorSetString(INDUCTOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total, 
const int prev_calculated, 
const datetime &time[], 
const double &open[], 
const double &high[], 
const double &low[], 
const double &close[], 
const long &tick_volume[], 
const long &volume[], 
const int &spread[])
{
//--- number of values copied from the iAO indicator
int values_to_copy;
//--- determine the number of values calculated in the indicator
int calculated=BarsCalculated(handle);
if(calculated<=0)
{
    Printf("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
    return(0);
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and so:
    //--- it is not the first start of calculation of the indicator or if the number of values copied from the iAO indicator is greater than the number of values in the iAO indicator for symbol/period, then we don't copy everything; otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else values_to_copy=calculated;
}
}
//--- for calculation not more than one bar is added
values_to_copy=(rates_total-prev_calculated)+1;
}

//-- if FillArraysFromBuffer returns false, it means the information is not ready yet
if(!FillArraysFromBuffer(iAOBuffer,iAOColors,handle,values_to_copy)) return(0);

//-- form the message
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//-- display the service message on the chart
Comment(comm);

//-- memorize the number of values in the Awesome Oscillator indicator
bars_calculated=calculated;

//-- return the prev_calculated value for the next call
return(rates_total);

bool FillArraysFromBuffer(double &values[], double &color_indexes[],
    int ind_handle, int amount)
{

    //-- reset error code
    ResetLastError();

    //-- fill a part of the iAOBuffer array with values from the indicator buffer that has 0 index
    if(CopyBuffer(ind_handle,0,0,amount,values)<0)
    {
        //-- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iAO indicator, error code %d",GetLastError());
        //-- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //-- now copy the indexes of colors
    if(CopyBuffer(ind_handle,1,0,amount,color_indexes)<0)
    {
        //-- if the copying fails, tell the error code
        PrintFormat("Failed to copy color values from the iAO indicator, error code %d",
            GetLastError());
        //-- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //-- everything is fine
    return(true);

}
// Indicator deinitialization function
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
        Comment("");
}
iATR

The function returns the handle of the Average True Range indicator. It has only one buffer.

```c
int iATR(  
    string symbol,       // symbol name  
    ENUM_TIMEFRAMES period,    // period  
    int ma_period        // averaging period
);
```

### Parameters

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**

[in] The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

**ma_period**

[in] The value of the averaging period for the indicator calculation.

### Return Value

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**.

The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

### Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
```

```c
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iATR technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'
```

```c
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//--- plot iATR
#property indicator_label1 "iATR"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrLightSeaGreen
```

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#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//------------------------------------------------------------------
//| Enumeration of the methods of handle creation
//|------------------------------------------------------------------
enum Creation
{
    Call_iATR, // use iATR
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input int atr_period=14; // period of calculation
input Creation type=Call_iATR; // type of the function
input string symbol = " "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iATRBuffer[];

//--- variable for storing the handle of the iAC indicator
int handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Average True Range indicator
int bars_calculated=0;

// Custom indicator initialization function
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0, iATRBuffer, INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iATR)
    {
        handle=iATR(name, period, atr_period);
    }
    else
    {
        //--- fill the structure with parameters of the indicator
MqlParam pars[1];
pars[0].type=TYPE_INT;
pars[0].integer_value=atr_period;
handle=IndicatorCreate(name, period, IND_ATR, 1, pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iATR indicator for the symbol %s/%s, name,
    EnumToString(period),
    GetLastErr());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Average True Range indicator is calculated for
short_name=StringFormat("iATR(%s/%s, period=%d)",name,EnumToString(period),atr_period);
IndicatorSetString(INDCAT_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime time[],
    const double open[],
    const double high[],
    const double low[],
    const double close[],
    const long tick_volume[],
    const long &volume[],
    const int &spread[])
{

    //--- number of values copied from the iATR indicator
    int values_to_copy;

    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }

    //--- if it is the first start of calculation of the indicator or if the number of val:
    //--- or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated
    {
    }
//--- if the iATRBuffer array is greater than the number of values in the iATR:
if(calculated>rates_total) values_to_copy=rates_total;
else-values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and si:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the iATRBuffer array with values of the Average True Range indicator
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
if(!FillArrayFromBuffer(iATRBuffer,handle,values_to_copy)) return(0);

//--- form the message
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);
//--- memorize the number of values in the Average True Range indicator
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iATR indicator                |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double$values[]), // indicator buffer for ATR values
    int ind_handle, // handle of the iATR indicator
    int amount // number of copied values
{

    //--- reset error code
    ResetLastError();

    //--- fill a part of the iATRBuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,0,amount$values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iATR indicator, error code %d",GetLast

        //--- quit with zero result - it means that the indicator is considered as not
        return(false);
    }

    //--- everything is fine
    return(true);

    //+------------------------------------------------------------------+
    //| Indicator deinitialization function                              |
void OnDeinit(const int reason)
{
    if (handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
## iBearsPower

The function returns the handle of the Bears Power indicator. It has only one buffer.

```c
int iBearsPower(
    string symbol,   // symbol name
    ENUM_TIMEFRAMES period,  // period
    int ma_period,    // averaging period
);
```

### Parameters

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  - [in] The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

- **ma_period**
  - [in] The value of the averaging period for the indicator calculation.

### Return Value

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

### Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link   "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iBearsPower technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//-- the iBearsPower plot
#property indicator_label1 "iBearsPower"
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_color1 clrSilver
```

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#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--------------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                          |
//--------------------------------------------------------------------------+
enum Creation
{
    Call_iBearsPower, // use iBearsPower
    Call_IndicatorCreate, // use IndicatorCreate
};

//--- input parameters
input Creation             type=Call_iBearsPower; // type of the function
input int ma_period=13; // period of moving average
input string symbol = " "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iBearsPowerBuffer[];

//--- variable for storing the handle of the iBearsPower indicator
int handle;

//--- variable for storing
string name = symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Bears Power indicator
int bars_calculated=0;

int OnInit()
{

    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iBearsPowerBuffer,INDICATOR_DATA);

    //--- determine the symbol the indicator is drawn for
    name = symbol;

    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);

    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name = _Symbol;
    }

    //--- create handle of the indicator
    if(type==Call_iBearsPower)
    {
        handle = iBearsPower(name,period,ma_period);
    }
}

```
MqlParam pars[1];
    //--- period of ma
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    handle=IndicatorCreate(name,period,IND_BEARS,1,pars);
}
    
    //--- if the handle is not created
    if(handle==INVALID_HANDLE)
    {
        //--- tell about the failure and output the error code
        PrintFormat("Failed to create handle of the iBearsPower indicator for the symbol:
                     name,
                     EnumToString(period),
                     GetLastError());
        //--- the indicator is stopped early
        return(INIT_FAILED);
    }
    
    //--- show the symbol/timeframe the Bears Power indicator is calculated for
    short_name=StringFormat("iBearsPower(%s/%s, period=%d)",name,EnumToString(period),
                         IndicatorSetString(INDIATOR_SHORTNAME,short_name);
    
    //--- normal initialization of the indicator
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//-- Custom indicator iteration function                            |
//+------------------------------------------------------------------+

int OnCalculate(const int rates_total,
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- number of values copied from the iBearsPower indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
    
    //--- if it is the first start of calculation of the indicator or if the number of va:
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculate:
}
```csharp
//--- if the iBearsPowerBuffer array is greater than the number of values in the indicator buffers
if(calculated>rates_total) values_to_copy=rates_total;
else
    values_to_copy=calculated;
else
{
    //--- it means that it's not the first time of the indicator calculation, and so:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the iBearsPowerBuffer array with values of the Bears Power indicator
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
if(!FillArrayFromBuffer(iBearsPowerBuffer,handle,values_to_copy)) return(0);

//--- form the message
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Bears Power indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

bool FillArrayFromBuffer(double &values[], int ind_handle, int amount)
{
    //--- reset error code
    ResetLastError();
    if(CopyBuffer(ind_handle,0,0,amount,values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iBearsPower indicator, error code %d",
            GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
    //--- everything is fine
    return(true);
}
```

1946

Technical Indicators
//| Indicator deinitialization function
|
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
if(handle!=INVALID_HANDLE)
IndicatorRelease(handle);
//--- clear the chart after deleting the indicator
Comment("");
}

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iBands

The function returns the handle of the Bollinger Bands® indicator.

```c
int iBands(
    string    symbol,  // symbol name
    ENUM_TIMEFRAMES    period,  // period
    int    bands_period,  // period for average line calculation
    int    bands_shift,  // horizontal shift of the indicator
    double    deviation,  // number of standard deviations
    ENUM_APPLIED_PRICE    applied_price  // type of price or handle
);
```

### Parameters

#### symbol

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

#### period

[in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

#### bands_period

[in] The averaging period of the main line of the indicator.

#### bands_shift

[in] The shift the indicator relative to the price chart.

#### deviation

[in] Deviation from the main line.

#### applied_price

[in] The price used. Can be any of the price constants ENUM_APPLIED_PRICE or a handle of another indicator.

### Return Value

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

### Note

The buffer numbers are the following: 0 - BASE_LINE, 1 - UPPER_BAND, 2 - LOWER_BAND

### Example:

```c
//+------------------------------------------------------------------+
//| Demo_iBands.mq5                                                  |
//| Copyright 2011, MetaQuotes Software Corp.                        |
//| https://www.mql5.com                                             |
//+------------------------------------------------------------------+
```
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data of indicator buffers for the iBands technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator, are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type' method.

//--- input parameters
input Creation             type=Call_iBands;       // type of the function
input int             bands_period=20;          // period of moving average
input int             bands_shift=0;            // shift
input double            deviation=2.0;          // number of standard deviation
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string            symbol=" ";            // symbol
input ENUM_TIMEFRAMES   period=PERIOD_CURRENT; // timeframe
//--- indicator buffers
double UpperBuffer[];
double LowerBuffer[];
double MiddleBuffer[];
//--- variable for storing the handle of the iBands indicator
int handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Bollinger Bands indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,UpperBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,LowerBuffer,INDICATOR_DATA);
    SetIndexBuffer(2,MiddleBuffer,INDICATOR_DATA);
    //--- set shift of each line
    PlotIndexSetInteger(0,PLOT_SHIFT,bands_shift);
    PlotIndexSetInteger(1,PLOT_SHIFT,bands_shift);
    PlotIndexSetInteger(2,PLOT_SHIFT,bands_shift);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iBands)
    {
        handle=iBands(name,period,bands_period,bands_shift,deviation,applied_price);
    }
    else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[4];
        //--- period of ma
        pars[0].type=TYPE_INT;
        pars[0].integer_value=bands_period;
        //--- shift
        pars[1].type=TYPE_INT;
        pars[1].integer_value=bands_shift;
        //--- number of standard deviation
        pars[2].type=TYPE_DOUBLE;
        pars[2].double_value=deviation;
    }
}
/--- type of price
 pars[3].type=TYPE_INT;
 pars[3].integer_value=applied_price;
 handle=IndicatorCreate(name,period,IND_BANDS,4,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iBands indicator for the symbol %s/%s, error code %d",name,
                EnumToString(period),
                GetLastError());

    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Bollinger Bands indicator is calculated for
short_name=StringFormat("iBands(%s/%s, %d,%d,%,
             bands_period,bands_shift,deviation,EnumToString(applied_pr:
             IndicatorSetString(INDI nosesHORTNAME,short_name);

    //--- normal initialization of the indicator
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iBands indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError();
        return(0);
    }

    //--- if it is the first start of calculation of the indicator or if the number of va:
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculate:
{  
    //--- if the size of indicator buffers is greater than the number of values in the iBands indicator, then we don't copy everything  
    //--- otherwise, we copy less than the size of indicator buffers  
    if(calculated>rates_total) values_to_copy=rates_total;  
    else values_to_copy=calculated;  
}  
else  
{  
    //--- it means that it's not the first time of the indicator calculation, and so:  
    //--- for calculation not more than one bar is added  
    values_to_copy=(rates_total-prev_calculated)+1;  
}  

//--- fill the array with values of the Bollinger Bands indicator  
//--- if FillArraysFromBuffer returns false, it means the information is not ready yet  
if(!FillArraysFromBuffers(MiddleBuffer,UpperBuffer,LowerBuffer,bands_shift,handle,values_to_copy))  
//--- form the message  
    string comm=StringFormat("%s == Updated value in the indicator %s: %d",  
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),  
        short_name,  
        values_to_copy);  
//--- display the service message on the chart  
Comment(comm);  
//--- memorize the number of values in the Bollinger Bands indicator  
bars_calculated=calculated;  
//--- return the prev_calculated value for the next call  
return(rates_total);  
}  

//---------------------------------------------------  
// Filling indicator buffers from the iBands indicator  
//---------------------------------------------------  
bool FillArraysFromBuffers(double &base_values[],  
    double &upper_values[],  
    double &lower_values[],  
    int shift,  
    int ind_handle,  
    int amount  
)  
{  
    //--- reset error code  
    ResetLastError();  
    //--- fill a part of the MiddleBuffer array with values from the indicator buffer that  
    if(CopyBuffer(ind_handle,0,-shift,amount,base_values)<0)  
    {  
        //--- if the copying fails, tell the error code  
        PrintFormat("Failed to copy data from the iBands indicator, error code %d",GetLastError());  
        //--- quit with zero result - it means that the indicator is considered as not calculated  
        return(false);  
    }
//--- fill a part of the UpperBuffer array with values from the indicator buffer that
if(CopyBuffer(ind_handle,1,-shift,amount,upper_values)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iBands indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- fill a part of the LowerBuffer array with values from the indicator buffer that
if(CopyBuffer(ind_handle,2,-shift,amount,lower_values)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iBands indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- everything is fine
return(true);

// Indicator deinitialization function
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(""");
}
### iBullsPower

The function returns the handle of the Bulls Power indicator. It has only one buffer.

```c
int iBullsPower(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
);
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- **period**
  - [in] The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

- **ma_period**
  - [in] The averaging period for the indicator calculation.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iBullsPower technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//--- the iBullsPower plot
#property indicator_label1 "iBullsPower"
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_color1 clrSilver
```
```cpp
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//+------------------------------------------------------------------+
// | Enumeration of the methods of handle creation
//+------------------------------------------------------------------+
enum Creation
{
    Call_iBullsPower, // use iBullsPower
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iBullsPower; // type of the function
input int ma_period=13; // period of moving average
input string symbol = " "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iBullsPowerBuffer[];

//--- variable for storing the handle of the iBullsPower indicator
int handle;

//--- variable for storing symbol
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Bulls Power indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iBullsPowerBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iBullsPower)
        handle=iBullsPower(name,period,ma_period);
    else
    {
        //--- fill the structure with parameters of the indicator
    }
}
```

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```c
MqlParam pars[1];
//--- period of ma
pars[0].type=TYPE_INT;
pars[0].integer_value=ma_period;
handle=IndicatorCreate(name,period,IND_BULLS,1,pars);
}
//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iBullsPower indicator for the symbol:
        name, 
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}
//--- show the symbol/timeframe the Bulls Power indicator is calculated for
short_name=StringFormat("iBullsPower(%s/%s, period=%d)",name,EnumToString(period),);
IndicatorSetString(INDI_CATOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total, 
    const int prev_calculated, 
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
//--- number of values copied from the iBullsPower indicator
    int values_to_copy;
//--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
//--- if it is the first start of calculation of the indicator or if the number of va:
//---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{  
  //--- if the iBullsPowerBuffer array is greater than the number of values in the  
  //--- otherwise, we copy less than the size of indicator buffers  
  if(calculated>rates_total) values_to_copy=rates_total;  
  else  
    values_to_copy=calculated;  
}  
else  
{  
  //--- it means that it's not the first time of the indicator calculation, and s:  
  //--- for calculation not more than one bar is added  
  values_to_copy=(rates_total-prev_calculated)+1;  
}  
//--- fill the iBullsPowerBuffer array with values of the Bulls Power indicator  
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,  
if(!FillArrayFromBuffer(iBullsPowerBuffer,handle,values_to_copy)) return(0);  
//--- form the message  
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",  
  TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),  
  short_name,  
  values_to_copy);  
//--- display the service message on the chart  
Comment(comm);  
//--- memorize the number of values in the Bulls Power indicator  
bars_calculated=calculated;  
//--- return the prev_calculated value for the next call  
return(rates_total);  
}  
//----------------------------------------------------------------------------------------------------------------+  
//| Filling indicator buffers from the iBullsPower indicator  
//----------------------------------------------------------------------------------------------------------------+  
bool FillArrayFromBuffer(double *)&values[], // indicator buffer of Bulls Power values  
  int ind_handle, // handle of the iBullsPower indicator  
  int amount // number of copied values  
}  
//----------------------------------------------------------------------------------------------------------------+  
//--- reset error code  
ResetLastError();  
//--- fill a part of the iBullsPowerBuffer array with values from the indicator buffer  
if(CopyBuffer(ind_handle,0,0,amount,values)<0)  
{  
  //--- if the copying fails, tell the error code  
  PrintFormat("Failed to copy data from the iBullsPower indicator, error code %d",  
    //--- quit with zero result - it means that the indicator is considered as not o  
    return(false);  
  }  
  //--- everything is fine  
  return(true);  
}  
//----------------------------------------------------------------------------------------------------------------+
//| Indicator deinitialization function |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");  
}
//+------------------------------------------------------------------+
iCCI

The function returns the handle of the Commodity Channel Index indicator. It has only one buffer.

```c
int iCCI(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    int ma_period,  // averaging period
    ENUM_APPLIED_PRICE applied_price  // type of price or handle
);
```

Parameters

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**

[in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**ma_period**

[in] The averaging period for the indicator calculation.

**applied_price**

[in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2011, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"
property description "The indicator demonstrates how to obtain data"
property description "of indicator buffers for the iCCI technical indicator."
property description "A symbol and timeframe used for calculation of the indicator,"
property description "are set by the symbol and period parameters."
property description "The method of creation of the handle is set through the 'type'"

property indicator_separate_window
property indicator_buffers 1
```

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#property indicator_plots 1
//--- the iCCI plot
#property indicator_label1 "iCCI"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrLightSeaGreen
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- horizontal levels in the indicator window
#property indicator_level1 -100.0
#property indicator_level2 100.0

enum Creation
{
    Call_iCCI, // use iCCI
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation             type=Call_iCCI; // type of the function
input int ma_period=14; // period of moving average
input ENUM_APPLIED_PRICE  applied_price=PRICE_TYPICAL; // type of price
input string symbol; // symbol
input ENUM_TIMEFRAMES    period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iCCIBuffer[];

//--- variable for storing the handle of the iCCI indicator
int handle;

//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Commodity Channel Index indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iCCIBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {


```
//--- take the symbol of the chart the indicator is attached to
name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iCCI)
    handle=iCCI(name, period, ma_period, applied_price);
else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[2];
        //--- period of moving average
        pars[0].type=TYPE_INT;
        pars[0].integer_value=ma_period;
        //--- type of price
        pars[1].type=TYPE_INT;
        pars[1].integer_value=applied_price;
        handle=IndicatorCreate(name, period, IND_CCI, 2, pars);
    }

//--- if the handle is not created
if(handle==INVALID_HANDLE)
    {
        //--- tell about the failure and output the error code
        PrintFormat("Failed to create handle of the iCCI indicator for the symbol %s/%s, name, EnumToString(period), GetLastError());
        //--- the indicator is stopped early
        return(INIT_FAILED);
    }

//--- show the symbol/timeframe the CCI indicator is calculated for
short_name=StringFormat("iCCI(%s/%s, %d, %s)",name,EnumToString(period),ma_period,EnumToString(applied_price));

IndicatorSetString(INDUCTOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])

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```c
{  //--- number of values copied from the iCCI indicator  
  int values_to_copy;  //--- determine the number of values calculated in the indicator  
  int calculated=BarsCalculated(handle);  
  if(calculated<=0)  
  {  
    PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());  
    return(0);  
  }  
  //--- if it is the first start of calculation of the indicator or if the number of values in the indicator changed  
  //--- or it is necessary to calculated the indicator for two or more bars (it means that it's not the first time  
  //--- of the indicator calculation, and so on)  
  if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)  
  {  
    //--- if the iCCIBuffer array is greater than the number of values in the iCCI indicator, then we don't copy  
    //--- everything, otherwise, we copy less than the size of indicator buffers  
    if(calculated>rates_total) values_to_copy=rates_total;  
    else  
      values_to_copy=calculated;  
  }  
  else  
  {  
    //--- it means that it's not the first time of the indicator calculation, and so on  
    //--- for calculation not more than one bar is added  
    values_to_copy=(rates_total-prev_calculated)+1;  
  }  
  //--- fill the iCCIBuffer array with values of the Commodity Channel Index indicator  
  //--- if FillArrayFromBuffer returns false, it means the information is not ready yet,  
  if(!FillArrayFromBuffer(iCCIBuffer,handle,values_to_copy)) return(0);  
  //--- form the message  
  string comm=StringFormat("%s == Updated value in the indicator %s: %d",  
                          TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),  
                          short_name,  
                          values_to_copy);  
  //--- display the service message on the chart  
  Comment(comm);  
  //--- memorize the number of values in the Commodity Channel Index indicator  
  bars_calculated=calculated;  
  //--- return the prev_calculated value for the next call  
  return(rates_total);  
}  
//+------------------------------------------------------------------+
//| Filling indicator buffers from the iCCI indicator                |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &values[], // indicator buffer of Commodity Channel Index  
                          int ind_handle, // handle of the iCCI indicator  
                          int amount) // number of copied values
{
  //--- reset error code
```
ResetLastError();

//--- fill a part of the iCCIBuffer array with values from the indicator buffer that has 0 index
if (CopyBuffer(ind_handle, 0, 0, amount, values) < 0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iCCI indicator, error code %d", GetLastError);
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- everything is fine
return(true);

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if (handle != INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("\n");
}
iChaikin

The function returns the handle of the Chaikin Oscillator indicator. It has only one buffer.

```c
int iChaikin(
    string symbol,       // symbol name
    ENUM_TIMEFRAMES period, // period
    int fast_ma_period,  // fast period
    int slow_ma_period,  // slow period
    ENUM_MA_METHOD ma_method, // smoothing type
    ENUM_APPLIED_VOLUME applied_volume // type of volume
);`
```

Parameters

- `symbol` [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- `period` [in] The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.


- `slow_ma_period` [in] Slow averaging period for calculations.

- `ma_method` [in] Smoothing type. Can be one of the averaging constants of `ENUM_MA_METHOD`.

- `applied_volume` [in] The volume used. Can be one of the constants of `ENUM_APPLIED_VOLUME`.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
```
#property description "of indicator buffers for the iChaikin technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1

//--- the iChaikin plot
#property indicator_label1 "iChaikin"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrLightSeaGreen
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input Creation             type=Call_iChaikin;   // type of the function
input int                  fast_ma_period=3;     // period of fast ma
input int                  slow_ma_period=10;    // period of slow ma
input ENUM_MA_METHOD        ma_method=MODE_EMA;   // type of smoothing
input ENUM_APPLIED_VOLUME   applied_volume=VOLUME_TICK; // type of volume
input string               symbol=" ";         // symbol
input ENUM_TIMEFRAMES      period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iChaikinBuffer[];

//--- variable for storing the handle of the iChaikin indicator
int handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Chaikin Oscillator indicator
int bars_calculated=0;

// Custom indicator initialization function
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iChaikinBuffer,INDICATOR_DATA);

    //--- determine the symbol the indicator is drawn for
    name=symbol;
}
//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iChaikin)
    handle=iChaikin(name,period,fast_ma_period,slow_ma_period,ma_method,applied_volume);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[4];
    //--- period of fast ma
    pars[0].type=TYPE_INT;
    pars[0].integer_value=fast_ma_period;
    //--- period of slow ma
    pars[1].type=TYPE_INT;
    pars[1].integer_value=slow_ma_period;
    //--- type of smoothing
    pars[2].type=TYPE_INT;
    pars[2].integer_value=ma_method;
    //--- type of volume
    pars[3].type=TYPE_INT;
    pars[3].integer_value=applied_volume;
    handle=IndicatorCreate(name,period,IND_CHAIKIN,4,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iChaikin indicator for the symbol %s/%s, error code %d",name,EnumToString(period),GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Chaikin Oscillator indicator is calculated for
short_name=StringFormat("iChaikin(%s/%s, %d, %d, %s, %s)",name,EnumToString(period)
    fast_ma_period,slow_ma_period,
    EnumToString(ma_method),EnumToString(applied_volume));
IndicatorSetString(INdicator_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
```c
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{
    //--- number of values copied from the iChaikin indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastErrorCode());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of values calculated in the indicator changed
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the iChaikinBuffer array is greater than the number of values in the iChaikin indicator buffer, then we don't copy everything
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    } else
    {
        //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate() for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the iChaikinBuffer array with values of the Chaikin Oscillator indicator
    if(!FillArrayFromBuffer(iChaikinBuffer,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s == Updated value in the indicator %s: %d",
                              TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
                              short_name,
                              values_to_copy);
    //--- display the service message on the chart
    Comment(comm);
    //--- memorize the number of values in the Chaikin Oscillator indicator
}
```
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);
}
//@function
//@input int ind_handle,
//@input int amount
//@return bool
//--- reset error code
ResetLastError();
//--- fill a part of the iChaikinBuffer array with values from the indicator buffer that has 0 index
if (CopyBuffer(ind_handle,0,0,amount,values)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iChaikin indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
return(true);
}@function
//@event void OnDeinit(const int reason)
{
    if (handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
iCustom

The function returns the handle of a specified custom indicator.

```c
int iCustom(
    string  symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    string  name,  // folder/custom_indicator_name
    ...  // list of indicator input parameters
);
```

**Parameters**

- **symbol**
  
  [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  
  [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

- **name**
  
  [in] Custom indicator name. If the name starts with the reverse slash `\`, the EX5 indicator file is searched for relative to the MQL5\Indicators indicator root directory. Thus, when calling `iCustom(Symbol(), Period(), "FirstIndicator"...)`, the indicator is downloaded as MQL5\Indicators\FirstIndicator.ex5. If the path contains no file, the error 4802 (**ERR_INDICATOR_CANNOT_CREATE**) occurs.

  If the path does not start with `\`, the indicator is searched and downloaded as follows:

  - First, the indicator EX5 file is searched for in the folder where the EX5 file of the calling program is located. For example, the CrossMA.EX5 EA is located in MQL5\Experts\WyExperts and contains the `iCustom` call (Symbol(), Period(), "SecondIndicator"...). In this case, the indicator is searched for in MQL5\Experts\WyExperts\SecondIndicator.ex5.

  - If the indicator is not found in the same directory, the search is performed relative to the MQL5\Indicators\SecondIndicator.ex5 file is performed. If the indicator is still not found, the function returns **INVALID_HANDLE** and the error 4802 (**ERR_INDICATOR_CANNOT_CREATE**) is triggered.

  If the path to the indicator is set in the subdirectory (for example, MyIndicators\ThirdIndicator), the search is first performed in the calling program folder (the EA is located in MQL5\Experts\WyExperts) in MQL5\Experts\WyExperts\MyIndicators\ThirdIndicator.ex5. If unsuccessful, the search for the MQL5\Indicators\MyIndicators\ThirdIndicator.ex5 file is performed. Make sure to use the double reverse slash `\\` as a separator in the path, for example `iCustom(Symbol(), Period(), "MyIndicators\ThirdIndicator"...)`

  [in] **input-parameters** of a custom indicator, separated by commas. Type and order of parameters must match. If there is no parameters specified, then **default values** will be used.

**Return Value**
Returns the handle of a specified technical indicator, in case of failure returns **INVALID HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Note**

A custom indicator must be compiled (with extension EX5) and located in the directory *MQL5/Indicators* of the client terminal or its subdirectory.

Indicators that require testing are defined automatically from the call of the **iCustom()** function, if the corresponding parameter is set through a **constant string**. For all other cases (use of the **IndicatorCreate()** function or use of a non-constant string in the parameter that sets the indicator name) the property **#property tester_indicator** is required:

```
#property tester_indicator "indicator_name.ex5"
```

If **the first call form** is used in the indicator, then at the custom indicator start you can additionally indicate data for calculation in its "Parameters" tab. If the "Apply to" parameter is not selected explicitly, the default calculation is based on the values of "Close" prices.

When you call a custom indicator from mql5-program, the Applied_Price parameter or a handle of another indicator should be passed last, after all input variables of the custom indicator.

**See also**

Program Properties, Timeseries and Indicators Access, **IndicatorCreate()**, **IndicatorRelease()**

**Example:**

```
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Label1
#property indicator_label1 "Label1"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrRed
```
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input int MA_Period=21;
input int MA_Shift=0;
input ENUM_MA_METHOD MA_Method=MODE_SMA;

//--- indicator buffers
double Label1Buffer[];

//--- Handle of the Custom Moving Average.mq5 custom indicator
int MA_handle;

//--- Custom indicator initialization function
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,Label1Buffer,INDICATOR_DATA);
    ResetLastError();
    MA_handle=iCustom(NULL,0,"Examples\Custom Moving Average",
        MA_Period,
        MA_Shift,
        MA_Method,
        PRICE_CLOSE // using the close prices
    );
    Print("MA_handle = ",MA_handle," error = ",GetLastError());

    //--- return value of OnInit
    return(INIT_SUCCEEDED);
}

//--- Custom indicator iteration function
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{

    //--- Copy the values of the indicator Custom Moving Average to our indicator buffer
    int copy=CopyBuffer(MA_handle,0,0,rates_total,Label1Buffer);
    Print("copy = ",copy," rates_total = ",rates_total);

    //--- If our attempt has failed - Report this
    if(copy<=0)
    
        Print("An attempt to get the values if Custom Moving Average has failed");

    //--- return value of prev_calculated for next call
    return(prev_calculated);
}
```c
return(rates_total);
}

//+---------------------------------------------------------------+
```
The function returns the handle of the Double Exponential Moving Average indicator. It has only one buffer.

```c
int iDEMA(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int ma_shift, // horizontal shift
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

**Parameters**

*symbol*
- [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

*period*
- [in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

*ma_period*
- [in] Averaging period (bars count) for calculations.

*ma_shift*
- [in] Shift of the indicator relative to the price chart.

*applied_price*
- [in] The price used. Can be any of the price constants ENUM_APPLIED_PRICE or a handle of another indicator.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE.

The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
```
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type' parameter."

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1

//--- the iDEMA plot
#property indicator_label1  "iDEMA"
#property indicator_type1  DRAW_LINE
#property indicator_color1  clrRed
#property indicator_style1  STYLE_SOLID
#property indicator_width1  1

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                     |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iDEMA, // use iDEMA
    Call_IndicatorCreate // use IndicatorCreate
};

input Creation             type=Call_iDEMA; // type of the function
input int                  ma_period=14; // period of moving average
input int                  ma_shift=0; // shift
input ENUM_APPLIED_PRICE   applied_price=PRICE_CLOSE; // type of price
input string               symbol=" "; // symbol
input ENUM_TIMEFRAMES      period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double                     iDEMABuffer[];
int                        handle;
//--- variable for storing
string                     name=symbol;
//--- name of the indicator on a chart
string                     short_name;
//--- we will keep the number of values in the Double Exponential Moving Average indicator
int                        bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iDEMABuffer,INDICATOR_DATA);
    //--- set shift
    PlotIndexSetInteger(0,PLOT_SHIFT,ma_shift);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iDEMA)
    handle=iDEMA(name,period,ma_period,ma_shift,applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[3];
    //--- period of moving average
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- shift
    pars[1].type=TYPE_INT;
    pars[1].integer_value=ma_shift;
    //--- type of price
    pars[2].type=TYPE_INT;
    pars[2].integer_value=applied_price;
    handle=IndicatorCreate(name,period,IND_DEMA,3,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iDEMA indicator for the symbol %s/%s, error code %d",
                name,
                EnumToString(period),
                GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Double Exponential Moving Average indicator is calculated for
short_name=StringFormat("iDEMA(%s/%s, %d, %d, %s)",name,EnumToString(period),
                          ma_period,ma_shift,EnumToString(applied_price));
IndicatorSetString(INDI_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                             |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
```c
const DateTime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- number of values copied from the iDEMA indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated = BarsCalculated(handle);
    if (calculated <= 0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastError());
        return (0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of val:
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if (prev_calculated == 0 || calculated != bars_calculated || rates_total > prev_calculated + 1)
    {
        //--- if the iDEMABuffer array is greater than the number of values in the iDEMA
        //--- otherwise, we copy less than the size of indicator buffers
        if (calculated > rates_total)
            values_to_copy = rates_total;
        else
            values_to_copy = calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s:
        //--- for calculation not more than one bar is added
        values_to_copy = (rates_total - prev_calculated) + 1;
    }
    //--- fill the iDEMABuffer array with values of the Double Exponential Moving Average
    //--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
    if (!FillArrayFromBuffer(iDEMABuffer, ma_shift, handle, values_to_copy))
        return (0);
    //--- form the message
    string comm = StringFormat("%s --> Updated value in the indicator %s: %d",
                               TimeToString(TimeCurrent(), TIME_DATE | TIME_SECONDS),
                               short_name,
                               values_to_copy);
    //--- display the service message on the chart
    Comment(comm);
    //--- memorize the number of values in the Double Exponential Moving Average indicator
    bars_calculated = calculated;
    //--- return the prev_calculated value for the next call
    return (rates_total);
}
```
Technical Indicators

```cpp
// | Filling indicator buffers from the iDEMA indicator |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &values[], // indicator buffer of Double Exponential
                          int shift,      // shift
                          int ind_handle, // handle of the iDEMA indicator
                          int amount     // number of copied values
                      )
{
  //--- reset error code
  ResetLastError();
  //--- fill a part of the iDEMABuffer array with values from the indicator buffer that
  if(CopyBuffer(ind_handle,0,-shift,amount,values)<0)
  {
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iDEMA indicator, error code %d",GetLastError);
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
  }
  //--- everything is fine
  return(true);
}
//+------------------------------------------------------------------+
// | Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
  if(handle!=INVALID_HANDLE)
    IndicatorRelease(handle);
  //--- clear the chart after deleting the indicator
  Comment("");  
}
```

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iDeMarker

The function returns the handle of the DeMarker indicator. It has only one buffer.

```c
int iDeMarker(
    string symbol,           // symbol name
    ENUM_TIMEFRAMES period,  // period
    int ma_period            // averaging period
);
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- **period**
  - [in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

- **ma_period**
  - [in] Averaging period (bars count) for calculations.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

**Example:**

```c
//--- the iDeMarker plot
```

---

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# Technical Indicators

```cpp
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- horizontal levels in the indicator window
#property indicator_level1 0.3
#property indicator_level2 0.7
//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation |  |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iDeMarker,    // use iDeMarker
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation type=Call_iDeMarker;    // type of the function
input int ma_period=14;    // period of moving average
input string symbol=" ";    // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT;    // timeframe
//--- indicator buffer
double iDeMarkerBuffer[];
//--- variable for storing the handle of the iDeMarker indicator
int handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the DeMarker indicator
int bars_calculated=0;
//+------------------------------------------------------------------+
//| Custom indicator initialization function |  |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iDeMarkerBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iDeMarker)
        handle=iDeMarker(name,period,ma_period);
```
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[1];
    //--- period of moving average
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    handle=IndicatorCreate(name,period,IND_DEMARKER,1,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iDeMarker indicator for the symbol %s/%s, error code %d",
                name,
                EnumToString(period),
                GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the DeMarker indicator is calculated for
short_name=StringFormat("iDeMarker(%s/%s, period=%d)",name,EnumToString(period),ma_period);
IndicatorSetString(INDICATOR_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

} // Custom indicator iteration function
+++------------------------------------------------------------------+
+++ Custom indicator iteration function
+++------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{
    //--- number of values copied from the iDeMarker indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
}
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    //--- if the iDeMarkerBuffer array is greater than the number of values in the indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
        values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate()
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}
//--- fill the iDeMarkerBuffer array with values of the DeMarker indicator
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
if(!FillArrayFromBuffer(iDeMarkerBuffer,handle,values_to_copy)) return(0);
//--- form the message
    string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
        short_name,
        values_to_copy);
//--- display the service message on the chart
    Comment(comm);
//--- memorize the number of values in the DeMarker indicator
    bars_calculated=calculated;
//--- return the prev_calculated value for the next call
    return(rates_total);
}
bool FillArrayFromBuffer(double &values[], int ind_handle, int amount)
{
    //--- reset error code
    ResetLastError();
    //--- fill a part of the iDeMarkerBuffer array with values from the indicator buffer
    if(CopyBuffer(ind_handle,0,0,amount,values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iDeMarker indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
    //--- everything is fine
return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                             |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
**iEnvelopes**

The function returns the handle of the Envelopes indicator.

```c
int iEnvelopes(
    string symbol,       // symbol name
    ENUM_TIMEFRAMES period,   // period
    int ma_period,       // period for the average line calculation
    int ma_shift,        // horizontal shift of the indicator
    ENUM_MA_METHOD ma_method,   // type of smoothing
    ENUM_APPLIED_PRICE applied_price,    // type of price or handle
    double deviation     // deviation of boundaries from the midline
);
```

**Parameters**

- **symbol**
  
  [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  
  [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

- **ma_period**
  
  [in] Averaging period for the main line.

- **ma_shift**
  
  [in] The shift of the indicator relative to the price chart.

- **ma_method**
  
  [in] Smoothing type. Can be one of the values of **ENUM_MA_METHOD**.

- **applied_price**
  
  [in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.

- **deviation**
  
  [in] The deviation from the main line (in percents).

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Note**

The buffer numbers: 0 - **UPPER_LINE**, 1 - **LOWER_LINE**.

**Example:**

```c
//+------------------------------------------------------------------+
```
//| Demo_iEnvelopes.mq5 | Copyright 2011, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link       "https://www.mql5.com"
#property version    "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iEnvelopes technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'"

#property indicator_chart_window
#property indicator_buffers 2
#property indicator_plots  2
//--- the Upper plot
#property indicator_label1  "Upper"
#property indicator_type1   DRAW_LINE
#property indicator_color1  clrBlue
#property indicator_style1  STYLE_SOLID
#property indicator_width1  1
//--- the Lower plot
#property indicator_label2  "Lower"
#property indicator_type2   DRAW_LINE
#property indicator_color2  clrRed
#property indicator_style2  STYLE_SOLID
#property indicator_width2  1

enum Creation
{
    Call_iEnvelopes,    // use iEnvelopes
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation         type=Call_iEnvelopes;   // type of the function
input int              ma_period=14;           // period of moving average
input int              ma_shift=0;            // shift
input ENUM_MA_METHOD   ma_method=MODE_SMA;    // type of smoothing
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input double           deviation=0.1;        // deviation of borders from the
input string           symbol=" ";           // symbol
input ENUM_TIMEFRAMES  period=PERIOD_CURRENT; // timeframe
//--- indicator buffer
double UpperBuffer[];
double LowerBuffer[];
//--- variable for storing the handle of the iEnvelopes indicator
**Technical Indicators**

```c
int handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Envelopes indicator
int bars_calculated=0;

//+------------------------------------------------------------------+
//| Custom indicator initiali\nization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,UpperBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,LowerBuffer,INDICATOR_DATA);
    //--- set shift of each line
    PlotIndexSetInteger(0,PLOT_SHIFT,ma_shift);
    PlotIndexSetInteger(1,PLOT_SHIFT,ma_shift);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iEnvelopes)
    {
        handle=iEnvelopes(name,period,ma_period,ma_shift,ma_method,applied_price,deviation);
    }
    else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[5];
        //--- period of moving average
        pars[0].type=TYPE_INT;
        pars[0].integer_value=ma_period;
        //--- shift
        pars[1].type=TYPE_INT;
        pars[1].integer_value=ma_shift;
        //--- type of smoothing
        pars[2].type=TYPE_INT;
        pars[2].integer_value=ma_method;
        //--- type of price
        pars[3].type=TYPE_INT;
        pars[3].integer_value=applied_price;
        //--- type of price
    }
}
```
pars[4].type=TYPE_DOUBLE;
pars[4].double_value=deviation;
handle=IndicatorCreate(name,period,IND_ENVELOPES,5,pars);

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iEnvelopes indicator for the symbol 
                 name, EnumToString(period),
                 GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Envelopes indicator is calculated for
short_name=StringFormat("iEnvelopes(%s/%s, %d, %d, %s, %s, %s),
                        name,EnumToString(period),
                        ma_period,ma_shift,EnumToString(ma_method),EnumToString(applied_price),deviation);
IndicatorSetString(INDICATOR_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//@------------------------------------------------------------------+
//@ Custom indicator iteration function                            |
//@------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{
    //--- number of values copied from the iEnvelopes indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }

    //--- if it is the first start of calculation of the indicator or if the number of val
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
//--- if the UpperBuffer array is greater than the number of values in the iEnvelopes indicator buffers
if(calculated>rates_total) values_to_copy=rates_total;
else values_to_copy=calculated;
}
else
{
//--- it means that it's not the first time of the indicator calculation, and so:
//--- for calculation not more than one bar is added
values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the UpperBuffer and LowerBuffer arrays with values from the Envelopes indicator buffers
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
if(!FillArraysFromBuffers(UpperBuffer,LowerBuffer,ma_shift,handle,values_to_copy))
//--- form the message
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);
//--- memorize the number of values in the Envelopes indicator buffers
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);
}

//* Filling indicator buffers from the iEnvelopes indicator *
_dirs-------------------------------*/
bool FillArraysFromBuffers(double &upper_values[],      // indicator buffer of the upper border
    double &lower_values[],      // indicator buffer of the lower border
    int shift,                     // shift
    int ind_handle,                // handle of the iEnvelopes indicator
    int amount)                   // number of copied values
{

//--- reset error code
ResetLastError();
//--- fill a part of the UpperBuffer array with values from the indicator buffer that
if(CopyBuffer(ind_handle,0,-shift,amount,upper_values)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iEnvelopes indicator, error code %d",<
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- fill a part of the LowerBuffer array with values from the indicator buffer that
if(CopyBuffer(ind_handle,1,-shift,amount,lower_values)<0)
{
//--- if the copying fails, tell the error code
PrintFormat("Failed to copy data from the iEnvelopes indicator, error code %d", );
//--- quit with zero result - it means that the indicator is considered as not calculated
return(false);
}
//--- everything is fine
return(true);

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
iForce

The function returns the handle of the Force Index indicator. It has only one buffer.

```c
int iForce(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    int ma_period,  // averaging period
    ENUM_MA_METHOD ma_method,  // smoothing type
    ENUM_APPLIED_VOLUME applied_volume);  // volume type for calculation
```

Parameters

symbol

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

period

[in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

ma_period

[in] Averaging period for the indicator calculations.

ma_method

[in] Smoothing type. Can be one of the values of ENUM_MA_METHOD.

applied_volume

[in] The volume used. Can be one of the values of ENUM_APPLIED_VOLUME.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

Example:

```
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link     "https://www.mql5.com"
#property version  "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iForce technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'
```
```c
//#property indicator_separate_window
//#property indicator_buffers 1
//#property indicator_plots 1
//--- drawing iForce
//#property indicator_label1 "iForce"
//#property indicator_type1 DRAW_LINE
//#property indicator_color1 clrLightSeaGreen
//#property indicator_style1 STYLE_SOLID
//#property indicator_width1 1

// --- enumeration of the methods of handle creation
enum Creation {
    Call_iForce,    // use iForce
    Call_IndicatorCreate  // use IndicatorCreate
};

// --- input parameters
input Creation             type=Call_iForce;  // type of the function
input int ma_period=13;    // period of averaging
input ENUM_MA_METHOD ma_method=MODE_SMA;    // type of smoothing
input ENUM_APPLRD_VOLUME applied_volume=VOLUME_TICK; // type of volume
input string symbol=" ";       // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

// --- indicator buffer
double iForceBuffer[];

// --- variable for storing the handle of the iForce indicator
int handle;

// --- variable for storing
string name=symbol;

// --- name of the indicator on a chart
string short_name;

// --- we will keep the number of values in the Force indicator
int bars_calculated=0;

// --- custom indicator initialization function
int OnInit()
{
    // --- assignment of array to indicator buffer
    SetIndexBuffer(0,iForceBuffer,INDICATOR_DATA);
    // --- determine the symbol the indicator is drawn for
    name=symbol;
    // --- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    // --- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
        return 0;
    //---
    return 1;
}
```
Technical Indicators

```csharp
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//----- create handle of the indicator
if(type==Call_iForce)
    handle=iForce(name, period, ma_period, ma_method, applied_volume);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[3];
    //--- period of moving average
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- type of smoothing
    pars[1].type=TYPE_INT;
    pars[1].integer_value=ma_method;
    //--- type of volume
    pars[2].type=TYPE_INT;
    pars[2].integer_value=applied_volume;
    //--- type of price
    handle=IndicatorCreate(name, period, IND_FORCE, 3, pars);
}

//----- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iForce indicator for the symbol %s/%s/", name,
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//----- show the symbol/timeframe the Force indicator is calculated for
    short_name=StringFormat("iForce(%s/%s, %d, %s, %s)",name,EnumToString(period),
        ma_period,EnumToString(ma_method),EnumToString(applied_volume),applied_volume);

    IndicatorSetString(INJECTOR_SHORTNAME,short_name);

//----- normal initialization of the indicator
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                             |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double shigh[]),
```
const double &slow[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
  //--- number of values copied from the iForce indicator
  int values_to_copy;
  //--- determine the number of values calculated in the indicator
  int calculated=BarsCalculated(handle);
  if(calculated<=0)
  {
    PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
    return(0);
  }
  //--- if it is the first start of calculation of the indicator or if the number of va:
  //---or if it is necessary to calculated the indicator for two or more bars (it means
  if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
  {
    //--- if the iForceBuffer array is greater than the number of values in the iFo;
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
      values_to_copy=calculated;
  }
  else
  {
    //--- it means that it's not the first time of the indicator calculation, and s:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
  }
  //--- fill the iForceBuffer array with values of the Force indicator
  //--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
  if(!FillArrayFromBuffer(iForceBuffer,handle,values_to_copy)) return(0);
  //--- form the message
  string comm=StringFormat("%s --> Updated value in the indicator %s: %d", TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS), short_name, values_to_copy);
  //--- display the service message on the chart
  Comment(comm);
  //--- memorize the number of values in the Force indicator
  bars_calculated=calculated;
  //--- return the prev_calculated value for the next call
  return(prev_calculated);
}
//+------------------------------------------------------------------+
//| Filling indicator buffers from the iForce indicator              |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &values[], // indicator buffer of Force Index values
```c
int ind_handle, // handle of the iForce indicator
int amount,    // number of copied values

{  
  //--- reset error code
  ResetLastError();
  //--- fill a part of the iForceBuffer array with values from the indicator buffer that
  if CopyBuffer(ind_handle,0,0,amount,values)<0)
  {  
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iForce indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
  }
  //--- everything is fine
  return(true);
}

void OnDeinit(const int reason)
{
  if(handle!=INVALID_HANDLE)
    IndicatorRelease(handle);
  //--- clear the chart after deleting the indicator
  Comment("");
}
```
iFractals

The function returns the handle of the Fractals indicator.

```c
int iFractals(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period  // period
);
```

**Parameters**

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

**period**

[in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

**Note**

The buffer numbers are the following: 0 - UPPER_LINE, 1 - LOWER_LINE.

**Example:**

```c
//+------------------------------------------------------------------+
//| Demo_iFractals.mq5                                             |
//| Copyright 2011, MetaQuotes Software Corp.                      |
//|                                                                 |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iFractals technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
#property indicator_chart_window
#property indicator_buffers 2
#property indicator_plots 2
//--- the FractalUp plot
```
#property indicator_label1 "FractalUp"
#property indicator_type1 DRAW_ARROW
#property indicator_color1 clrBlue
  //--- the FractalDown plot
#property indicator_label2 "FractalDown"
#property indicator_type2 DRAW_ARROW
#property indicator_color2 clrRed
  //+------------------------------------------------------------------+
  //| Enumeration of the methods of handle creation                    |
  //|------------------------------------------------------------------+
enum Creation
{
  Call_iFractals, // use iFractals
  Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation             type=Call_iFractals; // type of the function
input string               symbol = " "; // symbol
input ENUM_TIMEFRAMES       period=PERIOD_CURRENT; // timeframe
//--- indicator buffers
double FractalUpBuffer[];
double FractalDownBuffer[];
//--- variable for storing the handle of the iFractals indicator
int   handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Fractals indicator
int   bars_calculated=0;
//+------------------------------------------------------------------+
  //| Custom indicator initialization function                         |
  //|------------------------------------------------------------------+
int OnInit()
{
  //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,FractalUpBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,FractalDownBuffer,INDICATOR_DATA);
  //--- set codes using a symbol from the Wingdings charset for the PLOT_ARROW property
    PlotIndexSetInteger(0,PLOT_ARROW,217); // arrow up
    PlotIndexSetInteger(1,PLOT_ARROW,218); // arrow down
  //--- determine the symbol the indicator is drawn for
    name=symbol;
  //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
  //--- if it results in zero length of the 'name' string
    if (strlen(name)==0)
    {
      //---
    }
//--- take the symbol of the chart the indicator is attached to
name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iFractals)
    handle=iFractals(name,period);
else
    handle=IndicatorCreate(name,period,IND_FRACTALS);
//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iFractals indicator for the symbol \n\n    name,\n    EnumToString(period),\n    GetLastError();
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Fractals indicator is calculated for
short_name=StringFormat("iFractals(%s/%s)",name,EnumToString(period));
IndicatorSetString(INDIATOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iFractals indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError();
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va
--- or if it is necessary to calculate the indicator for two or more bars (it means

```c++
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    //--- if the FractalUpBuffer array is greater than the number of values in the :
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
        values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and so:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}
```

--- fill the FractalUpBuffer and FractalDownBuffer arrays with values from the Fractals
--- if FillArraysFromBuffers returns false, it means the information is not ready yet,
if(!FillArraysFromBuffers(FractalUpBuffer,FractalDownBuffer,handle,values_to_copy))
--- form the message
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);
--- display the service message on the chart
Comment(comm);
--- memorize the number of values in the Fractals indicator
bars_calculated=calculated;
--- return the prev_calculated value for the next call
return(prev_calculated);

--------------------------------------
//| Filling indicator buffers from the iFractals indicator |
//|------------------------------------------------------------------|
bool FillArraysFromBuffers(double &up_arrows[],
    double &down_arrows[],
    int ind_handle,
    int amount)
{
    //--- reset error code
    ResetLastError();
    //--- fill a part of the FractalUpBuffer array with values from the indicator buffer to
    if(CopyBuffer(ind_handle,0,0,amount,up_arrows)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iFractals indicator to the FractalUpBuffer");
        GetLastError();
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
//--- fill a part of the FractalDownBuffer array with values from the indicator buffer
if (CopyBuffer(ind_handle,1,0,amount,down_arrows)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iFractals indicator to the FractalDown
    GetLastError()");
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
return(true);
}

// Indicator deinitialization function
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if (handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
**Technical Indicators**

**iFrAMA**

The function returns the handle of the Fractal Adaptive Moving Average indicator. It has only one buffer.

```cpp
int iFrAMA(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int ma_shift, // horizontal shift on the chart
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- **period**
  - [in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

- **ma_period**
  - [in] Period (bars count) for the indicator calculations.

- **ma_shift**
  - [in] Shift of the indicator in the price chart.

- **applied_price**
  - [in] The price used. Can be any of the price constants ENUM_APPLIED_PRICE or a handle of another indicator.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE.

The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Demo_iFrAMA.mq5 | Copyright 2011, MetaQuotes Software Corp. | https://www.mql5.com |
//+------------------------------------------------------------------+
```

© 2000-2021, MetaQuotes Ltd
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1

//--- drawing iFrAMA
#property indicator_label1 "iFrAMA"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                      |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iFrAMA,       // use iFrAMA
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation         type=Call_iFrAMA;   // type of the function
input int              ma_period=14;       // period of averaging
input int              ma_shift=0;         // shift
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE;  // type of price
input string           symbol=" ";       // symbol
input ENUM_TIMEFRAMES  period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iFrAMABuffer[];

//--- variable for storing the handle of the iFrAMA indicator
int handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Fractal Adaptive Moving Average indicator
int bars_calculated=0;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                        |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iFrAMABuffer,INDICATOR_DATA);
    //--- set shift
    PlotIndexSetInteger(0,PLOT_SHIFT,ma_shift);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
```c
StringTrimRight(name);
StringTrimLeft(name);
//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}
//--- create handle of the indicator
if(type==Call_iFrAMA)
    handle=iFrAMA(name, period, ma_period, ma_shift, applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[3];
    //--- period of moving average
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- shift
    pars[1].type=TYPE_INT;
    pars[1].integer_value=ma_shift;
    //--- type of price
    pars[2].type=TYPE_INT;
    pars[2].integer_value=applied_price;
    //--- type of price
    handle=IndicatorCreate(name, period, IND_FRAMA, 3, pars);
}
//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iFrAMA indicator for the symbol %s/%s, error code %d",
        name,
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}
//--- show the symbol/timeframe the iFrAMA indicator is calculated for
short_name=StringFormat("iFrAMA(%s/%s, %d, %d, %d)",name,EnumToString(period),
    ma_period,ma_shift,EnumToString(applied_price));
IndicatorSetString(INDI_NAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
```
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- number of values copied from the iFrAMA indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned \%d, error code \%d",calculated,GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va:
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the iFrAMABuffer array is greater than the number of values in the iFr/
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s:
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the iFrAMABuffer array with values of the Fractal Adaptive Moving Average:
    //--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
    if(!FillArrayFromBuffer(iFrAMABuffer,ma_shift,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s ==> Updated value in the indicator %s: \%d",
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
        short_name,
        values_to_copy);
    //--- display the service message on the chart
    Comment(comm);
    //--- memorize the number of values in the Fractal Adaptive Moving Average indicator
    bars_calculated=calculated;
    //--- return the prev_calculated value for the next call
    return(rates_total);
}
bool FillArrayFromBuffer(double &values[], int shift, int ind_handle, int amount) {
    //--- reset error code
    ResetLastError();
    //--- fill a part of the iFrAMABuffer array with values from the indicator buffer that has 0 index
    if(CopyBuffer(ind_handle,0,-shift,amount,values)<0) {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iFrAMA indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
    //--- everything is fine
    return(true);
}

void OnDeinit(const int reason) {
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("\n");
}
iGator

The function returns the handle of the Gator indicator. The Oscillator shows the difference between the blue and red lines of Alligator (upper histogram) and difference between red and green lines (lower histogram).

```c
int iGator(
    string symbol,          // symbol name
    ENUM_TIMEFRAMES period, // period
    int jaw_period,         // period for the calculation of the jaws
    int jaw_shift,          // jaws horizontal shift
    int teeth_period,       // period for the calculation of the teeth
    int teeth_shift,        // teeth horizontal shift
    int lips_period,        // period for the calculation of the lips
    int lips_shift,         // lips horizontal shift
    ENUM_MA_METHOD ma_method, // type of smoothing
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

**Parameters**

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**

[in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**jaw_period**


**jaw_shift**

[in] The shift of the blue line relative to the price chart. It isn't directly connected with the visual shift of the indicator histogram.

**teeth_period**


**teeth_shift**

[in] The shift of the red line relative to the price chart. It isn't directly connected with the visual shift of the indicator histogram.

**lips_period**

[in] Averaging period for the green line (Alligator's lips).

**lips_shift**

[in] The shift of the green line relative to the price charts. It isn't directly connected with the visual shift of the indicator histogram.

**ma_method**

[in] Smoothing type. Can be one of the values of **ENUM_MA_METHOD**.
applied_price

[in] The price used. Can be any of the price constants `ENUM_APPLIED_PRICE` or a handle of another indicator.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

Note

Buffer numbers: 0 - UPPER_HISTOGRAM, 1 - color buffer of the upper histogram, 2 - LOWER_HISTOGRAM, 3 - color buffer of the lower histogram.

Example:

```mql5
//+------------------------------------------------------------------+
//| Demo_iGator.mq5 |
//| Copyright 2011, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iGator technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'"
#property description "All other parameters are as in a standard Gator Oscillator."

#property indicator_separate_window
#property indicator_buffers 4
#property indicator_plots 2
//--- drawing GatorUp
#property indicator_label1 "GatorUp"
#property indicator_type1 DRAW_COLOR_HISTOGRAM
#property indicator_color1 clrGreen, clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- drawing GatorDown
#property indicator_label2 "GatorDown"
#property indicator_type2 DRAW_COLOR_HISTOGRAM
#property indicator_color2 clrGreen, clrRed
#property indicator_style2 STYLE_SOLID
#property indicator_width2 1

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation |
//+------------------------------------------------------------------+
enum Creation
```cpp
{
    Call_iGator, // use iGator
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation type=Call_iGator; // type of the function
input string symbol=" "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe
input int jaw_period=13; // period of the Jaw line
input int jaw_shift=8; // shift of the Jaw line
input int teeth_period=8; // period of the Teeth line
input int teeth_shift=5; // shift of the Teeth line
input int lips_period=5; // period of the Lips line
input int lips_shift=3; // shift of the Lips line
input ENUM_MA_METHOD MA_method=MODE_SMMA; // method of averaging of the Alligator
input ENUM_APPLIED_PRICE applied_price=PRICE_MEDIAN; // type of price used for calculation of Alligator
//--- indicator buffers
double GatorUpBuffer[];
double GatorUpColors[];
double GatorDownBuffer[];
double GatorDownColors[];
//--- variable for storing the handle of the iGator indicator
int handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- shift values for the upper and lower histograms
int shift;
//--- we will keep the number of values in the Gator Oscillator indicator
int bars_calculated=0;
//------------------------------------------------------------------------------
// Custom indicator initialization function
//------------------------------------------------------------------------------
int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,GatorUpBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,GatorUpColors,INDICATOR_COLOR_INDEX);
    SetIndexBuffer(2,GatorDownBuffer,INDICATOR_DATA);
    SetIndexBuffer(3,GatorDownColors,INDICATOR_COLOR_INDEX);
    /*
    All the shifts specified in the parameters refer to the Alligator indicator on the 
    chart. That's why they don't move the Gator indicator itself, but they move the Alligator
    lines, which values are used for calculation of the Gator Oscillator!
    */
    //--- let's calculate the shift for the upper and lower histograms, that is equal to 
    shift=MathMin(jaw_shift,teeth_shift);
    PlotIndexSetInteger(0,PLOT_SHIFT,shift);
}````
//--- despite the indicator contains two histograms, the same shift is used - this is the implementation of the iGator indicator
PlotIndexSetInteger(1, PLOT_SHIFT, shift);

//--- determine the symbol the indicator is drawn for
name=symbol;

//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iGator)
    handle=iGator(name, period, jaw_period, jaw_shift, teeth_period, teeth_shift, lips_period, lips_shift, MA_method, applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[8];
    //--- periods and shifts of the Alligator lines
    pars[0].type=TYPE_INT;
    pars[0].integer_value=jaw_period;
    pars[1].type=TYPE_INT;
    pars[1].integer_value=jaw_shift;
    pars[2].type=TYPE_INT;
    pars[2].integer_value=teeth_period;
    pars[3].type=TYPE_INT;
    pars[3].integer_value=teeth_shift;
    pars[4].type=TYPE_INT;
    pars[4].integer_value=lips_period;
    pars[5].type=TYPE_INT;
    pars[5].integer_value=lips_shift;
    //--- type of smoothing
    pars[6].type=TYPE_INT;
    pars[6].integer_value=MA_method;
    //--- type of price
    pars[7].type=TYPE_INT;
    pars[7].integer_value=applied_price;
    //--- create handle
    handle=IndicatorCreate(name, period, IND_GATOR, 8, pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iGator indicator for the symbol %s/");
}
name,
    EnumToString(period),
    GetLastException();
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Gator Oscillator indicator is calculated for
short_name=StringFormat("iGator(%s/%s, %d, %d, %d, %d, %d)", name, EnumToString(jaw_period, jaw_shift, teeth_period, teeth_shift, lips_period, lips_shift);
    IndicatorSetString(INDIATOR_SHORTNAME, short_name);
    //--- normal initialization of the indicator
    return(INIT_SUCCEEDED);
} //+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[]
)
{
    //--- number of values copied from the iGator indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastException(); return(0);
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and so:
        //--- for calculation not more than one bar is added
    }
values_to_copy=(rates_total-prev_calculated)+1;
}

if (!FillArraysFromBuffers(GatorUpBuffer,GatorUpColors,GatorDownBuffer,GatorDownColors,shift,handle,values_to_copy)) return(0);

string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

Comment(comm);

bars_calculated=calculated;

return(rates_total);

bool FillArraysFromBuffers(double &ups_buffer[],
    double &up_color_buffer[],
    double &downs_buffer[],
    double &downs_color_buffer[],
    int u_shift,
    int ind_handle,
    int amount)
{

    //--- reset error code
    ResetLastError();

    if (CopyBuffer(ind_handle,0,-u_shift,amount,ups_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat(“Failed to copy data from the iGator indicator, error code %d”,GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- fill a part of the GatorUpColors array with values from the indicator buffer that has index 1
    if (CopyBuffer(ind_handle,1,-u_shift,amount,up_color_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat(“Failed to copy data from the iGator indicator, error code %d”,GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
```cpp
//--- fill a part of the GatorDownBuffer array with values from the indicator buffer
if (CopyBuffer(ind_handle, 2, -u_shift, amount, downs_buffer) < 0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iGator indicator, error code %d", GetLastError);
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- fill a part of the GatorDownColors array with values from the indicator buffer
if (CopyBuffer(ind_handle, 3, -u_shift, amount, downs_color_buffer) < 0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iGator indicator, error code %d", GetLastError);
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- everything is fine
return(true);
```

```
**ilchimoku**

The function returns the handle of the Ichimoku Kinko Hyo indicator.

```c
int ilchimoku(string symbol, // symbol name
               ENUM_TIMEFRAMES period, // period
               int tenkan_sen, // period of Tenkan-sen
               int kijun_sen, // period of Kijun-sen
               int senkou_span_b // period of Senkou Span B
);
```

**Parameters**

- **symbol**
  
  [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  
  [in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

- **tenkan_sen**
  

- **kijun_sen**
  

- **senkou_span_b**
  
  [in] Averaging period for Senkou Span B.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

**Note**

The buffer numbers: 0 - TENKANSEN_LINE, 1 - KIJUNSEN_LINE, 2 - SENKOUSPANA_LINE, 3 - SENKOUSPANB_LINE, 4 - CHIKOUSPAN_LINE.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

//property copyright "Copyright 2011, MetaQuotes Software Corp."
//property link "https://www.mql5.com"
//property version "1.00"
//property description "The indicator demonstrates how to obtain data"
```
Technical Indicators

#property description "of indicator buffers for the iIchimoku technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'"
#property description "All other parameters just like in the standard Ichimoku Kinko I

#property indicator_chart_window
#property indicator_buffers 5
#property indicator_plots 4
//--- the Tenkan_sen plot
#property indicator_label1  "Tenkan_sen"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- the Kijun_sen plot
#property indicator_label2  "Kijun_sen"
#property indicator_type2 DRAW_LINE
#property indicator_color2 clrBlue
#property indicator_style2 STYLE_SOLID
#property indicator_width2 1
//--- the Senkou_Span plot
#property indicator_label3  "Senkou Span A;Senkou Span B" // two fields will be shown in
#property indicator_type3 DRAW_FILLING
#property indicator_color3 clrSandyBrown, clrThistle
#property indicator_style3 STYLE_SOLID
#property indicator_width3 1
//--- the Chinkou_Span plot
#property indicator_label4  "Chinkou_Span"
#property indicator_type4 DRAW_LINE
#property indicator_color4 clrGreen
#property indicator_style4 STYLE_SOLID
#property indicator_width4 1

//--- input parameters
input Creation             type=Call_iIchimoku; // type of the function
input int                  tenkan_sen=9;       // period of Tenkan-sen
input int                  kijun_sen=26;      // period of Kijun-sen
input int                  senkou_span_b=52;  // period of Senkou Span B
input string               symbol=" ";        // symbol
input ENUM_TIMEFRAMES      period=PERIOD_CURRENT; // timeframe
//--- indicator buffer
double Tenkan_sen_Buffer[];
double Kijun_sen_Buffer[];
double Senkou_Span_A_Buffer[];
double Senkou_Span_B_Buffer[];
double Chinkou_Span_Buffer[];

//--- variable for storing the handle of the Ichimoku indicator
int handle;

//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Ichimoku Kinko Hyo indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,Tenkan_sen_Buffer,INDICATOR_DATA);
    SetIndexBuffer(1,Kijun_sen_Buffer,INDICATOR_DATA);
    SetIndexBuffer(2,Senkou_Span_A_Buffer,INDICATOR_DATA);
    SetIndexBuffer(3,Senkou_Span_B_Buffer,INDICATOR_DATA);
    SetIndexBuffer(4,Chinkou_Span_Buffer,INDICATOR_DATA);
    //--- set the shift for the Senkou Span channel of kijun_sen bars in the future direction
    PlotIndexSetInteger(2, PLOT_SHIFT, kijun_sen);

    //--- setting a shift for the Chikou Span line is not required, since the Chinkou data
    //--- is already stored with a shift in Ichimoku

    //--- determine the symbol the indicator is drawn for
    name=symbol;

    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);

    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }

    //--- create handle of the indicator
    if(type==Call_iIchimoku)
    {
        handle=iIchimoku(name,period,tenkan_sen,kijun_sen,Senkou_Span_B);
    }
    else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[3];
        //--- periods and shifts of the Alligator lines
        pars[0].type=TYPE_INT;
        pars[0].integer_value=tenkan_sen;
    }
}
pars[1].type=TYPE_INT;
pars[1].integer_value=kjun_sen;
pars[2].type=TYPE_INT;
pars[2].integer_value=senkou_span_b;
  //--- create handle
handle=IndicatorCreate(name,period,IND_ICHI,KOKO,3,pars);
}
  //--- if the handle is not created
if(handle==INVALID_HANDLE)
{
  //--- tell about the failure and output the error code
  PrintFormat("Failed to create handle of the iIchimoku indicator for the symbol \nname, EnumToString(period), GetLastError()");
  //--- the indicator is stopped early
  return(INIT_FAILED);
}
  //--- show the symbol/timeframe the Ichimoku Kinko Hyo indicator is calculated for
short_name=StringFormat("iIchimoku(%s/%s, %d, %d,%d)",name,EnumToString(period),
tenkan_sen,kjun_sen,senkou_span_b);
  IndicatorSetString(INDI_CATO_SHORTNAME,short_name);
  //--- normal initialization of the indicator
  return(INIT_SUCCEEDED);
}
  //+------------------------------------------------------------------+
  //| Custom indicator iteration function                              |
  //+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &shigh[],
    const double &slow[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
  //--- number of values copied from the iIchimoku indicator
    int values_to_copy;
  //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
      PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
      return(0);
    }
  //--- if it is the first start of calculation of the indicator or if the number of val...
//--- or if it is necessary to calculate the indicator for two or more bars (it means
//--- if the Tenkan_sen_Buffer array is greater than the number of values in the
//--- otherwise, we copy less than the size of indicator buffers
//--- it means that it's not the first time of the indicator calculation, and so:
//--- for calculation not more than one bar is added

if (prev_calculated == 0 || calculated != bars_calculated || rates_total > prev_calculated + 1) {
    //--- fill the arrays with values of the Ichimoku Kinko Hyo indicator
    //--- if FillArraysFromBuffer returns false, it means the information is not ready yet
    if (!FillArraysFromBuffers(Tenkan_sen_Buffer, Kijun_sen_Buffer, Senkou_Span_A_Buffer,
                               Senkou_Span_B_Buffer, Chinkou_Span_Buffer,
                               kijun_sen, handle, values_to_copy)) return 0;

    //--- form the message
    string comm = StringFormat("%s == Updated value in the indicator %s: %d",
                                TimeToString(TimeCurrent(), TIME_DATE | TIME_SECONDS),
                                short_name, values_to_copy);

    //--- display the service message on the chart
    Comment(comm);

    //--- memorize the number of values in the Ichimoku Kinko Hyo indicator
    bars_calculated = calculated;

    //--- return the prev_calculated value for the next call
    return (rates_total);
}

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iIchimoku indicator           |
//+------------------------------------------------------------------+
bool FillArraysFromBuffers(double tenkan_sen_buffer[],
                            // indicator buffer of the
                            double kijun_sen_buffer[],
                            // indicator buffer of the
                            double senkou_span_A_buffer[],
                            // indicator buffer of the
                            double senkou_span_B_buffer[],
                            // indicator buffer of the
                            double chinkou_span_buffer[],
                            // indicator buffer of the
                            int senkou_span_shift,   // shift of the Senkou Span
                            int ind_handle,          // handle of the iIchimoku
                            int amount)              // number of copied values
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the Tenkan_sen_Buffer array with values from the indicator buffer
    if (CopyBuffer(ind_handle, 0, 0, tenkan_sen_buffer) < 0) {
        //--- if the copying fails, tell the error code
}
printFormat("1. Failed to copy data from the iIchimoku indicator, error code %d", GetLastError());
//--- quit with zero result - it means that the indicator is considered as not calculated
return(false);

//--- fill a part of the Kijun_Sen_Buffer array with values from the indicator buffer
if(CopyBuffer(ind_handle,1,0,amount,kijun_sen_buffer)<0)
{
    //--- if the copying fails, tell the error code
    printFormat("2. Failed to copy data from the iIchimoku indicator, error code %d", GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- fill a part of the Chinkou_Span_Buffer array with values from the indicator buffer
//--- if senkou_span_shift>0, the line is shifted in the future direction by senkou_span_shift
if(CopyBuffer(ind_handle,2,-senkou_span_shift,amount,senkou_span_A_buffer)<0)
{
    //--- if the copying fails, tell the error code
    printFormat("3. Failed to copy data from the iIchimoku indicator, error code %d", GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- fill a part of the Senkou_Span_A_Buffer array with values from the indicator buffer
//--- if senkou_span_shift>0, the line is shifted in the future direction by senkou_span_shift
if(CopyBuffer(ind_handle,3,-senkou_span_shift,amount,senkou_span_B_buffer)<0)
{
    //--- if the copying fails, tell the error code
    printFormat("4. Failed to copy data from the iIchimoku indicator, error code %d", GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- fill a part of the Senkou_Span_B_Buffer array with values from the indicator buffer
//--- when copying Chinkou Span, we don’t need to consider the shift, since the Chinkou Span is already stored with a shift in iIchimoku
if(CopyBuffer(ind_handle,4,0,amount,chinkou_span_buffer)<0)
{
    //--- if the copying fails, tell the error code
    printFormat("5. Failed to copy data from the iIchimoku indicator, error code %d", GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- everything is fine
return(true);

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
//--- clear the chart after deleting the indicator
    Comment(" ");
}
iBWMFI

The function returns the handle of the Market Facilitation Index indicator. It has only one buffer.

```cpp
int iBWMFI(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    ENUM_APPLIED_VOLUME applied_volume  // volume type for calculation
);
```

Parameters

symbol

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

period

[in] The value of the period can be one of the ENUM_Timeframes values, 0 means the current timeframe.

applied_volume

[in] The volume used. Can be one of the constants of ENUM_Applied_volume.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

Example:

```cpp
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iBWMFI technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'"

#property indicator_separate_window
#property indicator_buffers 2
#property indicator_plots 1
//--- the iBWMFI plot
#property indicator_label1 "iBWMFI"
#property indicator_type1 DRAW_COLOR_HISTOGRAM
#property indicator_color1 clrLime, clrSaddleBrown, clrBlue, clrPink
```
```csharp
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                   |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iBWMFI,  // use iBWMFI
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation             type=Call_iBWMFI;  // type of function
input ENUM_APPLIED_VOLUME applied_volume=VOLUME_TICK; // type of volume
input string              symbol=" ";  // symbol
input ENUM_TIMEFRAMES     period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iBWMFIBuffer[];
double iBWMFIColors[];

//--- variable for storing the handle of the iBWMFI indicator
int    handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Market Facilitation Index by Bill Will.
int    bars_calculated=0;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                        |
//+------------------------------------------------------------------+

int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,iBWMFIBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,iBWMFIColors,INDICATOR_COLOR_INDEX);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iBWMFI)
    {
        handle=iBWMFI(name,period,applied_volume);
    }
    else
    {
```
```c
{
  //--- fill the structure with parameters of the indicator
  MqlParam pars[1];
  //--- type of volume
  pars[0].type=TYPE_INT;
  pars[0].integer_value=applied_volume;
  handle=IndicatorCreate(name, period, IND_BWMFI, 1, pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
  //--- tell about the failure and output the error code
  PrintFormat("Failed to create handle of the iBWMFI indicator for the symbol %s/%s, error code %d",
              name, EnumToString(period), GetLastError());
  //--- the indicator is stopped early
  return(INIT_FAILED);
}

//--- show the symbol/timeframe the Market Facilitation Index by Bill Williams indicator is calculated for
short_name=StringFormat("iBWMFI(%s/%s, %s)", name, EnumToString(period),
                         EnumToString(applied_volume));
IndicatorSetString(INJECTOR_SHORTNAME, short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                const double &close[],
                const long &tick_volume[],
                const long &volume[],
                const int &spread[])
{
  //--- number of values copied from the iBWMFI indicator
  int values_to_copy;
  //--- determine the number of values calculated in the indicator
  int calculated=BarsCalculated(handle);
  if(calculated<=0)
  {
    PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastError);
    return(0);
  }
  //--- number of values copied from the iBWMFI indicator
  return(values_to_copy);
```
//--- if it is the first start of calculation of the indicator or if the number of values in the indicator changed
//--- or if it is necessary to calculated the indicator for two or more bars (it means something has changed in the price history)
if (prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    //--- if the iBMFIBuffer array is greater than the number of values in the iBMFI indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and something has changed in the price history
    values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the arrays with values of the indicator Market Facilitation Index by Bill Williams
//--- if FillArraysFromBuffer returns false, it means the information is not ready yet
if(!FillArraysFromBuffers(iBMFIBuffer,iBMFIColors,handle,values_to_copy)) return

//--- form the message
string comm=StringFormat("%s == Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Market Facilitation Index by Bill Williams
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iBMFI indicator              |
//+------------------------------------------------------------------+
bool FillArraysFromBuffers(double &values[],
    // indicator buffer for the histogram
    double &colors[],
    // indicator buffer of the histogram colors
    int ind_handle,
    // handle of the iBMFI indicator
    int amount
    // number of copied values
)
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iBMFIBuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,0,amount,values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iBMFI indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
}
//--- fill a part of the iBWMFIColors array with values from the indicator buffer that
if (CopyBuffer(ind_handle, 1, 0, amount, colors) < 0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iBWMFI indicator, error code %d", GetLastError);
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
return(true);

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if (handle != INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(" ");
}
iMomentum

The function returns the handle of the Momentum indicator. It has only one buffer.

```c
int iMomentum(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    int mom_period,  // averaging period
    ENUM_APPLIED_PRICE applied_price  // type of price or handle
);
```

Parameters

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**

[in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**mom_period**

[in] Averaging period (bars count) for the calculation of the price change.

**applied_price**

[in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

Example:

```c
//+------------------------------------------------------------------+
//|                        Demo_iMomentum.mq5                        |
//| Copyright 2011, MetaQuotes Software Corp. | https://www.mql5.com |
//+------------------------------------------------------------------+

//property copyright "Copyright 2011, MetaQuotes Software Corp."
//property link "https://www.mql5.com"
//property version "1.00"
//property description "The indicator demonstrates how to obtain data"
//property description "of indicator buffers for the iMomentum technical indicator."
//property description "A symbol and timeframe used for calculation of the indicator,"
//property description "are set by the symbol and period parameters."
//property description "The method of creation of the handle is set through the 'type'"
//property description "All the other parameters are similar to the standard Momentum."

//property indicator_separate_window
```
```mql5

#property indicator_buffers 1
#property indicator_plots 1
//--- plot iMomentum
#property indicator_label1 "iMomentum"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrDodgerBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

enum Creation{
    Call_iMomentum, // use iMomentum
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iMomentum; // type of the function
input int mom_period=14; // period of Momentum
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string symbol=" "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iMomentumBuffer[];

//--- variable for storing the handle of the iMomentum indicator
int handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Momentum indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iMomentumBuffer,INDICATOR_DATA);

    //--- determine the symbol the indicator is drawn for
    name=_Symbol;

    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);

    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
}
```

if (type == Call_iMomentum)
    handle = iMomentum(name, period, mom_period, applied_price);
else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[2];
        //--- period
        pars[0].type = TYPE_INT;
        pars[0].integer_value = mom_period;
        //--- type of price
        pars[1].type = TYPE_INT;
        pars[1].integer_value = applied_price;
        handle = IndicatorCreate(name, period, IND_MOMENTUM, 2, pars);
    }

    //--- if the handle is not created
    if (handle == INVALID_HANDLE)
    {
        //--- tell about the failure and output the error code
        PrintFormat("Failed to create handle of the iMomentum indicator for the symbol \nname,\nEnumToString(period),\nGetLastError()");
        //--- the indicator is stopped early
        return (INIT_FAILED);
    }

    //--- show the symbol/timeframe the Momentum indicator is calculated for
    short_name = StringFormat("iMomentum(%s/%s, %d, %s)", name, EnumToString(period),
mom_period, EnumToString(applied_price));
    IndicatorSetString(INTEGRATOR_SHORTNAME, short_name);
    //--- normal initialization of the indicator
    return (INIT_SUCCEEDED);
}
```c
int values_to_copy;
//--- determine the number of values calculated in the indicator
int calculated=BarsCalculated(handle);
if(calculated<=0)
{
    PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastError);
    return(0);
}
//--- if it is the first start of calculation of the indicator or if the number of va.
//--- or if it is necessary to calculated the indicator for two or more bars (it means
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    //--- if the iMomentumBuffer array is greater than the number of values in the :
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
        values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and s:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}
//--- fill the iMomentumBuffer array with values of the Momentum indicator
//--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
if(!FillArrayFromBuffer(iMomentumBuffer,handle,values_to_copy)) return(0);
//--- form the message
string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);
//--- display the service message on the chart
Comment(comm);
//--- memorize the number of values in the Momentum indicator
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);
```
if(CopyBuffer(ind_handle,0,0,amount,values)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iMomentum indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
return(true);

//--- clear the chart after deleting the indicator
Comment("");
The function returns the handle of the Money Flow Index indicator.

```csharp
int iMFI(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    ENUM_APPLIED_VOLUME applied_volume // volume type for calculation
);
```

**Parameters**

**symbol**
- [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**
- [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**ma_period**
- [in] Averaging period (bars count) for the calculation.

**applied_volume**
- [in] The volume used. Can be any of the **ENUM_APPLIED_VOLUME** values.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Example:**

```csharp
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#endif
```
#property indicator_plots 1
//--- the iMFI plot
#property indicator_label1 "iMFI"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrDodgerBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- horizontal levels in the indicator window
#property indicator_level1 20
#property indicator_level2 80

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                    |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iMFI, // use iMFI
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation             type=Call_iMFI;   // type of the function
input int                   ma_period=14;    // period
input ENUM_APPLIED_VOLUME applied_volume=VOLUME_TICK; // type of volume
input string                symbol=" ";   // symbol
input ENUM_TIMEFRAMES       period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double         iMFIBuffer[];

//--- variable for storing the handle of the iMFI indicator
int            handle;

//--- variable for storing
string         name=symbol;

//--- name of the indicator on a chart
string         short_name;

//--- we will keep the number of values in the Money Flow Index indicator
int            bars_calculated=0;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                        |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iMFIBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
}
//--- take the symbol of the chart the indicator is attached to
name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iMFI)
    handle=iMFI(name,period,ma_period,applied_volume);
else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[2];
        //--- period
        pars[0].type=TYPE_INT;
        pars[0].integer_value=ma_period;
        //--- type of volume
        pars[1].type=TYPE_INT;
        pars[1].integer_value=applied_volume;
        handle=IndicatorCreate(name,period,IND_MFI,2,pars);
    }

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iMFI indicator for the symbol %s/%s, 
    name, 
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Money Flow Index indicator is calculated for
short_name=StringFormat("iMFI(%s/%s, %d, %s)",name,EnumToString(period),
    ma_period, EnumToString(applied_volume));
IndicatorSetString(INDIATOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}  

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{  
//--- number of values copied from the iMFI indicator
    int values_to_copy;
//--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        Printf("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }
//--- if it is the first start of calculation of the indicator or if the number of val.
//---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
    {
        //--- if the iMFIBuffer array is greater than the number of values in the iMFI :
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s:
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
//--- fill the iMFIBuffer array with values of the Money Flow Index indicator
    if(!FillArrayFromBuffer(iMFIBuffer,handle,values_to_copy)) return(0);
//--- form the message
    string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
        short_name,
        values_to_copy);
//--- display the service message on the chart
    Comment(comm);
//--- memorize the number of values in the Money Flow Index indicator
    bars_calculated=calculated;
//--- return the prev_calculated value for the next call
    return(rates_total);
}

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iMFI indicator                |
//+------------------------------------------------------------------+

bool FillArrayFromBuffer(double &values[], int ind_handle, int amount)  
{  
    // indicator buffer of Money Flow Index v
    // handle of the iMFI indicator
    // number of copied values
    
    //--- reset error code
}
ResetLastError();
//--- fill a part of the iMFIBuffer array with values from the indicator buffer that has 0 index
if(CopyBuffer(ind_handle,0,0,amount,values)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iMFI indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    // quit with zero result - it means that the indicator is considered as not calculated
    if(handle!=INVALID_HANDLE)
    {
        IndicatorRelease(handle);
        // clear the chart after deleting the indicator
        Comment("");
    }
}
The function returns the handle of the Moving Average indicator. It has only one buffer.

```c
int iMA(
    string    symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    int       ma_period,  // averaging period
    int       ma_shift,  // horizontal shift
    ENUM_MA_METHOD ma_method,  // smoothing type
    ENUM_APPLIED_PRICE applied_price  // type of price or handle
);
```

**Parameters**

- `symbol`:
  - **[in]** The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- `period`:
  - **[in]** The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

- `ma_period`:
  - **[in]** Averaging period for the calculation of the moving average.

- `ma_shift`:
  - **[in]** Shift of the indicator relative to the price chart.

- `ma_method`:
  - **[in]** Smoothing type. Can be one of the `ENUM_MA_METHOD` values.

- `applied_price`:
  - **[in]** The price used. Can be any of the price constants `ENUM_APPLIED_PRICE` or a handle of another indicator.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
```
The indicator demonstrates how to obtain data of indicator buffers for the iMA technical indicator. A symbol and timeframe used for calculation of the indicator are set by the symbol and period parameters. The method of creation of the handle is set through the 'type' parameter (function type). All other parameters like in the standard Moving Average.

```mql5
//--- input parameters
input Creation         type=Call_iMA;       // type of the function
input int              ma_period=10;        // period of ma
input int              ma_shift=0;         // shift
input ENUM_MA_METHOD   ma_method=MODE_SMA;  // type of smoothing
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string           symbol="";           // symbol
input ENUM_TIMEFRAMES  period=PERIOD_CURRENT; // timeframe

//--- variable for storing the handle of the iMA indicator
int     handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Moving Average indicator
int     bars_calculated=0;

int OnInit()
{
    double iMABuffer[];
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iMABuffer,INDICATOR_DATA);

```
//--- set shift
PlotIndexSetInteger(0, PLOT_SHIFT, ma_shift);

//--- determine the symbol the indicator is drawn for
name=symbol;

//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iMA)
    handle=iMA(name, period, ma_period, ma_shift, ma_method, applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[4];
    //--- period
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- shift
    pars[1].type=TYPE_INT;
    pars[1].integer_value=ma_shift;
    //--- type of smoothing
    pars[2].type=TYPE_INT;
    pars[2].integer_value=ma_method;
    //--- type of price
    pars[3].type=TYPE_INT;
    pars[3].integer_value=applied_price;
    handle=IndicatorCreate(name, period, IND_MA, 4, pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    Printf("Failed to create handle of the iMA indicator for the symbol %s/%s,
            name, EnumToString(period),
            GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Moving Average indicator is calculated for
short_name=StringFormat("iMA(%s/%s, %d, %d, %s, %s)", name, EnumToString(period),
        ma_period, ma_shift, EnumToString(ma_method), EnumToString(applied_price));

IndicatorSetString(INDICATION_SHORTNAME, short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//--- Custom indicator iteration function
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iMA indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of values calculated in the indicator changed or if it is necessary to calculate the indicator for two or more bars (it means something has changed in the price history)
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
    {
        //--- if the iMABuffer array is greater than the number of values in the iMA indicator, then we don't copy everything
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else values_to_copy=calculated;
    }
    else
    {
    //--- It means that it's not the first time of the indicator calculation, and since the last call of OnCalculate() for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the iMABuffer array with values of the Moving Average indicator
    //--- if FillArrayFromBuffer returns false, it means the information is not ready yet
    if(!FillArrayFromBuffer(iMABuffer,ma_shift,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s == Updated value in the indicator %s: %d",TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),short_name,values_to_copy);
//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Moving Average indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);
}

//+------------------------------------------------------------------+
//| Filling indicator buffers from the MA indicator                  |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &values[], int shift, int ind_handle, int amount)
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iMABuffer array with values from the indicator buffer that has 0 index
    if(CopyBuffer(ind_handle,0,-shift,amount,values)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iMA indicator, error code %d",GetLastError);
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }

    //--- everything is fine
    return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);

    //--- clear the chart after deleting the indicator
    Comment(""");
}
iOsMA

The function returns the handle of the Moving Average of Oscillator indicator. The OsMA oscillator shows the difference between values of MACD and its signal line. It has only one buffer.

```c
int iOsMA(
    string symbol,   // symbol name
    ENUM_TIMEFRAMES period,   // period
    int fast_ema_period,   // period for Fast Moving Average
    int slow_ema_period,   // period for Slow Moving Average
    int signal_period,   // averaging period for their difference
    ENUM_APPLIED_PRICE applied_price   // type of price or handle
);
```

Parameters

symbol

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

period

[in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

fast_ema_period

[in] Period for Fast Moving Average calculation.

slow_ema_period

[in] Period for Slow Moving Average calculation.

signal_period


applied_price

[in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

Note

In some systems this oscillator is also known as MACD histogram.

Example:

```
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
The indicator demonstrates how to obtain data of indicator buffers for the iOsMA technical indicator.

A symbol and timeframe used for calculation of the indicator, are set by the symbol and period parameters.

The method of creation of the handle is set through the 'type' All the other parameters are similar to the standard Moving Average.

--- input parameters

input Creation type=Call_iOsMA; // type of the function
input int fast_ema_period=12; // period of fast ma
input int slow_ema_period=26; // period of slow ma
input int signal_period=9; // period of averaging of different
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string symbol=""; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

--- indicator buffer

double iOsMABuffer[];

--- variable for storing the handle of the iAMA indicator
int handle;

--- variable for storing
string name=symbol;
--- name of the indicator on a chart
string short_name;
--- we will keep the number of values in the Moving Average indicator
int bars_calculated=0;
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0, iOsMABuffer, INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name = symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if (strlen(name) == 0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name = _Symbol;
    }
    //--- create handle of the indicator
    if (type == Call_iOsMA)
    {
        handle = iOsMA(name, period, fast_ema_period, slow_ema_period, signal_period, applied_j
    }
    else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[4];
        //--- period of fast ma
        pars[0].type = TYPE_INT;
        pars[0].integer_value = fast_ema_period;
        //--- period of slow ma
        pars[1].type = TYPE_INT;
        pars[1].integer_value = slow_ema_period;
        //--- period of averaging of difference between the fast and the slow moving average
        pars[2].type = TYPE_INT;
        pars[2].integer_value = signal_period;
        //--- type of price
        pars[3].type = TYPE_INT;
        pars[3].integer_value = applied_price;
        handle = IndicatorCreate(name, period, IND_OSMA, 4, pars);
    }
    //--- if the handle is not created
    if (handle == INVALID_HANDLE)
    {
        //--- tell about the failure and output the error code
        printf("Failed to create a handle of iOsMA for the pair %s/%s, error code: %d\n", name, 
            EnumToString(period), 
            GetLastError());
        //--- the indicator is stopped early
        return(INIT_FAILED);
    }
    //--- show the symbol/timeframe the Moving Average of Oscillator indicator is calculated
    short_name = StringFormat("iOsMA(%s/%s,%d,%d,%d,%s)", name, EnumToString(period), 

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```cpp
fast_ema_period,slow_ema_period,signal_period,EnumToString

IndicatorSetString(INDEX_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
}

//--- Custom indicator iteration function
int OnCalculate(const int rates_total,
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
//--- number of values copied from the iOsMA indicator
int values_to_copy;
//--- determine the number of values calculated in the indicator
int calculated=BarsCalculated(handle);
if(calculated<=0)
{
    PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
    return(0);
}
//--- if it is the first start of calculation of the indicator or if the number of values in the iOsMA indicator changed
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
{
    //--- if the iOsMABuffer array is greater than the number of values in the iOsMA
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
        values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and so:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}
//--- fill the arrays with values of the iOsMA indicator
if(!FillArrayFromBuffer(iOsMABuffer,handle,values_to_copy)) return(0);
//--- form the message
string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent()),TIME_DATE|TIME_SECONDS),
```

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short_name,
values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Moving Average of Oscillator indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);
}

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iOsMA indicator               |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &ama_buffer[], // indicator buffer of OsMA values
int ind_handle, // handle of the iOsMA indicator
int amount // number of copied values
)
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iOsMABuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,0,amount,ama_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iOsMA indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not cal
        return(false);
    }

    //--- everything is fine
    return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);

    //--- clear the chart after deleting the indicator
    Comment("");
}
iMACD

The function returns the handle of the Moving Averages Convergence/Divergence indicator. In systems where OsMA is called MACD Histogram, this indicator is shown as two lines. In the client terminal the Moving Averages Convergence/Divergence looks like a histogram.

```c
int iMACD( 
    string symbol,          // symbol name
    ENUM_TIMEFRAMES period, // period
    int fast_ema_period,    // period for Fast average calculation
    int slow_ema_period,    // period for Slow average calculation
    int signal_period,      // period for their difference averaging
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

Parameters

symbol

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

period

[in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

fast_ema_period

[in] Period for Fast Moving Average calculation.

slow_ema_period

[in] Period for Slow Moving Average calculation.

signal_period


applied_price

[in] The price used. Can be any of the price constants ENUM_APPLIED_PRICE or a handle of another indicator.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE.

The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

Note

The buffer numbers are the following: 0 - MAIN_LINE, 1 - SIGNAL_LINE.

Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//+------------------------------------------------------------------+
```
Technical Indicators

```mql4
//|------------------------------------------------------------------+
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2011, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"
property description "The indicator demonstrates how to obtain data"
property description "of indicator buffers for the iMACD technical indicator."
property description "A symbol and timeframe used for calculation of the indicator,"
property description "are set by the symbol and period parameters."
property description "The method of creation of the handle is set through the 'type'"
property description "All other parameters like in the standard MACD."

#property indicator_separate_window
#property indicator_buffers 2
#property indicator_plots  2
//--- the MACD plot
#property indicator_label1  "MACD"
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_color1 clrSilver
#property indicator_style1  STYLE_SOLID
#property indicator_width1  1
//--- the Signal plot
#property indicator_label2  "Signal"
#property indicator_type2  DRAW_LINE
#property indicator_color2 clrRed
#property indicator_style2  STYLE_DOT
#property indicator_width2  1
//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                     |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iMACD,        // use iMACD
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation             type=Call_iMACD;       // type of the function
input int                fast_ema_period=12;  // period of fast ma
input int                slow_ema_period=26;  // period of slow ma
input int                signal_period=9;     // period of averaging of difference
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string             symbol=" ";            // symbol
input ENUM_TIMEFRAMES    period=PERIOD_CURRENT;  // timeframe
//--- indicator buffers
double MACDBuffer[];
double SignalBuffer[];
//--- variable for storing the handle of the iMACD indicator
int handle;
//--- variable for storing
```
```cpp
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Moving Averages Convergence/Divergence
int bars_calculated=0;

int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,MACDBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,SignalBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iMACD)
    {
        handle=iMACD(name,period,fast_ema_period,slow_ema_period,signal_period,applied_price);
    }
    else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[4];
        //--- period of fast ma
        pars[0].type=TYPE_INT;
        pars[0].integer_value=fast_ema_period;
        //--- period of slow ma
        pars[1].type=TYPE_INT;
        pars[1].integer_value=slow_ema_period;
        //--- period of averaging of difference between the fast and the slow moving average
        pars[2].type=TYPE_INT;
        pars[2].integer_value=signal_period;
        //--- type of price
        pars[3].type=TYPE_INT;
        pars[3].integer_value=applied_price;
        handle=IndicatorCreate(name,period,IND_MACD,4,pars);
    }
    //--- if the handle is not created
    if(handle==INVALID_HANDLE)
    {
        //--- tell about the failure and output the error code
    }
```

printf("Failed to create handle of the iMACD indicator for the symbol %s/%s:
  name,  
    EnumToString(period),
    GetLastError());

//--- the indicator is stopped early
return(INIT_FAILED);
}

//--- show the symbol/timeframe the Moving Average Convergence/Divergence indicator is calculated for
short_name=StringFormat("iMACD(%s/%s,%d,%d,%d,%s)",name,EnumToString(period),
    fast_ema_period,slow_ema_period,signal_period,EnumToString

    IndicatorSetString(INDIATOR_SHORTNAME,short_name);

    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iMACD indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        printf("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }

    //--- if it is the first start of calculation of the indicator or if the number of va:
    //--- or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the MACDBuffer array is greater than the number of values in the iMACD
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s:
//--- for calculation not more than one bar is added
double values_to_copy=(rates_total-prev_calculated)+1;
}
//--- fill the arrays with values of the iMACD indicator
if(!FillArraysFromBuffers(MACDBuffer,SignalBuffer,handle,values_to_copy)) return(0);
//--- form the message
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
  TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
  short_name,
  values_to_copy);
//--- display the service message on the chart
Comment(comm);
//--- memorize the number of values in the Moving Averages indicator Convergence/Divergence
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iMACD indicator               |
//+------------------------------------------------------------------+
bool FillArraysFromBuffers(double &macd_buffer[], // indicator buffer of MACD values
double &signal_buffer[], // indicator buffer of the signal
int ind_handle[], // handle of the iMACD indicator
int amount // number of copied values
)
{
//--- reset error code
ResetLastError();
//--- fill a part of the MACDBuffer array with values from the indicator buffer that
if(CopyBuffer(ind_handle[0],0,0,amount,macd_buffer)<0)
{
  //--- if the copying fails, tell the error code
  PrintFormat("Failed to copy data from the iMACD indicator, error code %d",GetLastError());
  //--- quit with zero result - it means that the indicator is considered as not calculated
  return(false);
}
//--- fill a part of the SignalBuffer array with values from the indicator buffer that
if(CopyBuffer(ind_handle[1],0,0,amount,signal_buffer)<0)
{
  //--- if the copying fails, tell the error code
  PrintFormat("Failed to copy data from the iMACD indicator, error code %d",GetLastError());
  //--- quit with zero result - it means that the indicator is considered as not calculated
  return(false);
}
//--- everything is fine
return(true);
void OnDeinit(const int reason)
{
    if (handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
iOBV

The function returns the handle of the On Balance Volume indicator. It has only one buffer.

```c
int iOBV(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    ENUM_APPLIED_VOLUME applied_volume  // volume type for calculation
);
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  - [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

- **applied_volume**
  - [in] The volume used. Can be any of the **ENUM_APPLIED_VOLUME** values.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//| Demo_iOBV.mq5 |                        Copyright 2011, MetaQuotes Software Corp. |
//| Copyright 2011, MetaQuotes Software Corp. | https://www.mql5.com |
//+------------------------------------------------------------------+
```

```c
//---  iOBV
```

```c
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version  "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iOBV technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'
```

```c
#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
```

```c
#property indicator_label1 "iOBV"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrLightSeaGreen
```
enum Creation
{
    Call_iOBV, // use iOBV
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iOBV; // type of the function
input ENUM_APPLIED_VOLUME applied_volume=VOLUME_TICK; // type of volume
input string symbol=" "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffers
double iOBVBuffer[];

//--- variable for storing the handle of the iOBV indicator
int handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the On Balance Volume indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iOBVBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iOBV)
    {
        handle=iOBV(name,period,applied_volume);
    }
    else
    {
        //--- fill the structure with parameters of the indicator
    }
}
MqlParam pars[1];
    //--- type of volume
    pars[0].type=TYPE_INT;
    pars[0].integer_value=applied_volume;
    handle=IndicatorCreate(name,period,IND_OBV,1,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iOBV indicator for the symbol %s/%s, name, 
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the On Balance Volume indicator is calculated for
short_name=StringFormat("iOBV(%s/%s, %s)",name,EnumToString(period),
        EnumToString(applied_volume));
IndicatorSetString(INDBOvh,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total, 
    const int prev_calculated, 
    const datetime &time[], 
    const double &open[], 
    const double &high[], 
    const double &low[], 
    const double &close[], 
    const long &tick_volume[], 
    const long &volume[], 
    const int &spread[])
{
    //--- number of values copied from the iOBV indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va.
    //---or if it is necessary to calculated the indicator for two or more bars (it means
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    //--- if the iOBVBuffer array is greater than the number of values in the iOBV:
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
    {
        values_to_copy=calculated;
    }
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and so:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the arrays with values of the iOBV indicator
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
//--- and we return 0
if(!(FillArrayFromBuffer(iOBVBuffer,handle,values_to_copy)) return(0);

//--- form the message
string comm=StringFormat("%s => Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name, values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the On Balance Volume indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iOBV indicator                |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &obv_buffer[],
    int ind_handle,                              // handle of the iOBV indicator
    int amount)                                 // number of copied values
{

    //--- reset error code
    ResetLastError();

    //--- fill a part of the iOBVBuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,0,amount,obv_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iOBV indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not a
        return(false);
    }

    //--- everything is fine
    return(true);
}
```cpp
void OnDeinit(const int reason)
{
    if (handle != INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");  
}
```
iSAR

The function returns the handle of the Parabolic Stop and Reverse system indicator. It has only one buffer.

```cpp
int iSAR(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    double step,  // price increment step - acceleration factor
    double maximum  // maximum value of step
);
```

Parameters

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

**period**

[in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

**step**

[in] The step of price increment, usually 0.02.

**maximum**

[in] The maximum step, usually 0.2.

Return Value

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

Example:

```cpp
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
```
```cpp
//--- drawing iSAR
#property indicator_buffers 1
#property indicator_plots 1
#property indicator_label1 "iSAR"
#property indicator_type1 DRAW_ARROW
#property indicator_color1 clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- enumeration of the methods of handle creation
enum Creation
{
    Call_iSAR, // use iSAR
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iSAR; // type of the function
input double step=0.02; // step - the acceleration factor for trailing of stops
input double maximum=0.2; // maximum value of step
input string symbol = " "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffers
double iSARBuffer[];
int handle;

//--- variable for storing the handle of the iSAR indicator
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Parabolic SAR indicator
int bars_calculated=0;

//--- custom indicator initialization function
int OnInit()
{
    SetIndexBuffer(0,iSARBuffer,INDICATOR_DATA);
    PlotIndexSetInteger(0,PLOT_ARROW,159);
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
```

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//--- take the symbol of the chart the indicator is attached to
name=_Symbol;

//--- create handle of the indicator
if(type==Call_iSAR)
    handle=iSAR(name,period,step,maximum);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[2];
    //--- step value
    pars[0].type=TYPE_DOUBLE;
    pars[0].double_value=step;
    //--- limit of the step value that can be used for calculations
    pars[1].type=TYPE_DOUBLE;
    pars[1].double_value=maximum;
    handle=IndicatorCreate(name,period,IND_SAR,2,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iSAR indicator for the symbol %s/%s, error code %d",
        name,
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Parabolic SAR indicator is calculated for
short_name=StringFormat("iSAR(%s/%s, %g, %g)",name,EnumToString(period),
    step,maximum);
IndicatorSetString(INDICATOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

/*==================================================================
| Custom indicator iteration function                              |
/*==================================================================

int OnCalculate(const int rates_total,
        const int prev_calculated,
        const datetime &time[],
        const double &open[],
        const double &high[],
        const double &low[],
        const double &close[],
        const long &tick_volume[],
        const long &volume[],
        const int &spread[])

{ //--- number of values copied from the iSAR indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of values changed
    //---or if it is necessary to calculated the indicator for two or more bars (it means something has changed in the price history)
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
    {
        //--- if the iSAR Buffer array is greater than the number of values in the iSAR indicator
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate()
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the arrays with values of the iSAR indicator
    //--- fill the arrays with values of the iSAR indicator
    if(!FillArrayFromBuffer(iSARBuffer,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s == Updated value in the indicator %s: %d",
                             TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
                             short_name,
                             values_to_copy);
    //--- display the service message on the chart
    Comment(comm);
    //--- memorize the number of values in the Parabolic SAR indicator
    bars_calculated=calculated;
    //--- return the prev_calculated value for the next call
    return(rates_total);
}

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iSAR indicator                |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &sar_buffer[], // indicator buffer of Parabolic SAR indicator
                        int ind_handle,   // handle of the iSAR indicator
                        int amount        // number of copied values
)
{
    //--- reset error code
ResetLastError();

//--- fill a part of the iSARBuffer array with values from the indicator buffer that has 0 index
if (CopyBuffer(ind_handle, 0, 0, amount, sar_buffer) < 0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iSAR indicator, error code %d", GetLastError);
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}

//--- everything is fine
return(true);

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if (handle != INVALID_HANDLE)
    {
        IndicatorRelease(handle);
        //--- clear the chart after deleting the indicator
        Comment("");
    }
}
iRSI

The function returns the handle of the Relative Strength Index indicator. It has only one buffer.

```c
int iRSI(  
  string symbol, // symbol name  
  ENUM_TIMEFRAMES period, // period  
  int ma_period, // averaging period  
  ENUM_APPLIED_PRICE applied_price // type of price or handle)
```

**Parameters**

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**

[in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**ma_period**

[in] Averaging period for the RSI calculation.

**applied_price**

[in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |  
//|                                             https://www.mql5.com |  
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iRSI technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'"
#property description "All the other parameters are similar to the standard Relative:
```
#property indicator_buffers 1
#property indicator_plots 1
//--- drawing iRSI
#property indicator_label1  "iRSI"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrDodgerBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- limits for displaying of values in the indicator window
#property indicator_maximum 100
#property indicator_minimum 0
//--- horizontal levels in the indicator window
#property indicator_level1 70.0
#property indicator_level2 30.0

enum Creation
{
    Call_iRSI,       // use iRSI
    Call_IndicatorCreate  // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iRSI;       // type of the function
input int ma_period=14;             // period of averaging
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE;      // type of price
input string symbol=" ";                  // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT;   // timeframe

//--- indicator buffer
double iRSIBuffer[];

//--- variable for storing the handle of the iRSI indicator
int handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Relative Strength Index indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iRSIBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iRSI)
{
    handle=iRSI(name,period,ma_period,applied_price);
}
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[2];
    //--- period of moving average
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- limit of the step value that can be used for calculations
    pars[1].type=TYPE_INT;
    pars[1].integer_value=applied_price;
    handle=IndicatorCreate(name,period,IND_RSI,2,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iRSI indicator for the symbol %s/%s, error code %d",
               name,
               EnumToString(period),
               GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Relative Strength Index indicator is calculated for
short_name=StringFormat("iRSI(%s/%s, %d, %d)",name,EnumToString(period),
                         ma_period,applied_price);

IndicatorSetString(INTEGER_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function |                          |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                const datetime &time[],
                const double &open[],
                const double &high[],
                const double &low[],
                ...
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- number of values copied from the iRSI indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of values in the iRSI indicator changed
    //--- or if it is necessary to calculated the indicator for two or more bars (it means something has changed in the price history)
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
    {
        //--- if the iRSIBuffer array is greater than the number of values in the iRSI indicator
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate()
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the array with values of the iRSI indicator
    //--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
    if(!FillArrayFromBuffer(iRSIBuffer,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s ==> Updated value in the indicator %s: %d", 
                            TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
                            short_name,
                            values_to_copy);
    //--- display the service message on the chart
    Comment(comm);
    //--- memorize the number of values in the Relative Strength Index indicator
    bars_calculated=calculated;
    //--- return the prev_calculated value for the next call
    return(rates_total);
}

bool FillArrayFromBuffer(double &rsi_buffer[], // indicator buffer of Relative Strength Index
                         int ind_handle,      // handle of the iRSI indicator
```c
int amount; // number of copied values

//--- reset error code
ResetLastError();

//--- fill a part of the iRSIBuffer array with values from the indicator buffer that has 0 index
if (CopyBuffer(ind_handle, 0, 0, amount, rsi_buffer) < 0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iRSI indicator, error code %d", GetLastError);
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return (false);
}

//--- everything is fine
return (true);
```

```c
//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if (handle != INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");  
}
iRVI

The function returns the handle of the Relative Vigor Index indicator.

```c
int iRVI(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    int ma_period  // averaging period
);
```

### Parameters

**symbol**
- [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

**period**
- [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

**ma_period**
- [in] Averaging period for the RVI calculation.

### Return Value

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

### Note

The buffer numbers are the following: 0 - MAIN_LINE, 1 - SIGNAL_LINE.

### Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iRVI technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'"
#property description "All the other parameters are similar to the standard Relative "

#property indicator_separate_window
#property indicator_buffers 2
```csharp
//--- input parameters
input Creation             type=Call_iRVI;         // type of the function
input int                 ma_period=10;           // period for calculations
input string              symbol=" ";           // symbol
input ENUM_TIMEFRAMES     period=PERIOD_CURRENT;  // timeframe

//--- indicator buffers
double                    RVIBuffer[];        //--- variable for storing the handle of the iRVI indicator
double                    SignalBuffer[];
int                       handle;             //--- variable for storing
string                    name=symbol;        //--- name of the indicator on a chart
string                    short_name;

//--- we will keep the number of values in the Relative Vigor Index indicator
int                       bars_calculated=0;

//--- assignment of arrays to indicator buffers
SetIndexBuffer(0, RVIBuffer, INDICATOR_DATA);
SetIndexBuffer(1, SignalBuffer, INDICATOR_DATA);

//--- determine the symbol the indicator is drawn for
name=symbol;

//--- delete spaces to the right and to the left
StringTrimRight(name);
```
StringTrimLeft(name);

if(StringLen(name)==0)
{
    name=_Symbol;
}

if(type==Call_iRVi)
    handle=iRVi(name,period,ma_period);
else
    handle=IndicatorCreate(name,period,IND_RVI,1,pars);

if(handle==INVALID_HANDLE)
{
    PrintFormat("Failed to create handle of the iRVi indicator for the symbol %s/%s, error code %d",
                name,EnumToString(period),GetLastError());
    return(INIT_FAILED);
}

short_name=StringFormat("iRVi(%s/%s, %d, %d)",name,EnumToString(period),ma_period);
IndicatorSetString(INDIATOR_SHORTNAME,short_name);
return(INIT_SUCCEEDED);

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])

{  
//--- number of values copied from the iRV indicator
  int values_to_copy;
//--- determine the number of values calculated in the indicator
  int calculated=BarsCalculated(handle);
  if(calculated<=0)
  {
    PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
    return(0);
  }
//--- if it is the first start of calculation of the indicator or if the number of val.
//---or if it is necessary to calculated the indicator for two or more bars (it means
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
  {
//--- if the RVIBuffer array is greater than the number of values in the iRV in
//--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
else
    values_to_copy=calculated;
  }
else
  {
//--- it means that it's not the first time of the indicator calculation, and s:
//--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
  }
//--- fill the arrays with values of the Relative Vigor Index indicator
  //--- fill the arrays with values of the iRV indicator
  //--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
  if(!FillArrayFromBuffer(RVIBuffer,SignalBuffer,handle,values_to_copy)) return(0);
//--- form the message
  string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);
//--- display the service message on the chart
  Comment(comm);
//--- memorize the number of values in the Relative Vigor Index indicator
  bars_calculated=calculated;
//--- return the prev_calculated value for the next call
  return(rates_total);
}

bool FillArrayFromBuffer(double &rvori_buffer[],  // indicator buffer of Relative Vigor Index
  double &signal_buffer[],  // indicator buffer of the signal
  int ind_handle,  // handle of the iRV indicator
  int amount  // number of copied values
  }

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//--- reset error code
ResetLastError();
//--- fill a part of the iRVIBuffer array with values from the indicator buffer that has 0 index
if(CopyBuffer(ind_handle,0,0,amount,rvi_buffer)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iRVI indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- fill a part of the SignalBuffer array with values from the indicator buffer that has index 1
if(CopyBuffer(ind_handle,1,0,amount,signal_buffer)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iRVI indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
return(true);

void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
    IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
iStdDev

The function returns the handle of the Standard Deviation indicator. It has only one buffer.

```c
int iStdDev(
    string symbol, // symbol name
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int ma_shift, // horizontal shift
    ENUM_MA_METHOD ma_method, // smoothing type
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

### Parameters

**symbol**

[in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

**period**

[in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

**ma_period**

[in] Averaging period for the indicator calculations.

**ma_shift**

[in] Shift of the indicator relative to the price chart.

**ma_method**

[in] Type of averaging. Can be any of the ENUM_MA_METHOD values.

**applied_price**

[in] The price used. Can be any of the price constants ENUM_APPLIED_PRICE or a handle of another indicator.

### Return Value

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

### Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
```
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iStdDev technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'
#property description "All the other parameters are similar to the normal Standard Dev

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1

//--- the iStdDev plot
#property indicator_label1  "iStdDev"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrMediumSeaGreen
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                    |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iStdDev,       // use iStdDev
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation type=Call_iStdDev; // type of the function
input int ma_period=20;       // period of averaging
input int ma_shift=0;         // shift
input ENUM_MA_METHOD ma_method=MODE_SMA; // type of smoothing
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string symbol=" ";     // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe
//--- indicator buffer
double iStdDevBuffer[];
//--- variable for storing the handle of the iStdDev indicator
int handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Standard Deviation indicator
int bars_calculated=0;
//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iStdDevBuffer,INDICATOR_DATA);
```c
//--- set shift
PlotIndexSetInteger(0, PLOT_SHIFT, ma_shift);

//--- determine the symbol the indicator is drawn for
name=symbol;

//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iStdDev)
    handle=iStdDev(name, period, ma_period, ma_shift, ma_method, applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[4];
    //--- period
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- shift
    pars[1].type=TYPE_INT;
    pars[1].integer_value=ma_shift;
    //--- type of smoothing
    pars[2].type=TYPE_INT;
    pars[2].integer_value=ma_method;
    //--- type of price
    pars[3].type=TYPE_INT;
    pars[3].integer_value=applied_price;
    handle=IndicatorCreate(name, period, INDESTDEV, 4, pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iStdDev indicator for the symbol %s, name, EnumToString(period), GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Standard Deviation indicator is calculated for
short_name=StringFormat("iStdDev(%s/%s, %d, %d, %s, %s)", name, EnumToString(period),
                        ma_period, ma_shift, EnumToString(ma_method), EnumToString(applied_price));
IndicatorSetString(INDEX_SHORTNAME, short_name);
```
```c
//--- normal initialization of the indicator
   return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                             |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iStdDev indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va.
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the iStdDevBuffer array is greater than the number of values in the iSt
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s:
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the array with values of the Standard Deviation indicator
    //--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
    if(!FillArrayFromBuffer(iStdDevBuffer,ma_shift,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s == Updated value in the indicator %s: %d",
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
        short_name,
        values_to_copy);
```
Technical Indicators

```c
//--- display the service message on the chart
Comment(comm);
//--- memorize the number of values in the Standard Deviation indicator
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iStd Dev indicator             |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &std_buffer[], // indicator buffer of the Standard Dev
                          int std_shift,       // shift of the Standard Deviation line
                          int ind_handle,     // handle of the iStdDev indicator
                          int amount)         // number of copied values
{
    //--- reset error code
    ResetLastError();
    //--- fill a part of the iStdDevBuffer array with values from the indicator buffer that has 0 index
    if(CopyBuffer(ind_handle,0,-std_shift,amount,std_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iStdDev indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
    //--- everything is fine
    return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
```
### iStochastic

The function returns the handle of the Stochastic Oscillator indicator.

```c
int iStochastic(
    string symbol,      // symbol name
    ENUM_TIMEFRAMES period, // period
    int Kperiod,        // K-period (number of bars for calculations)
    int Dperiod,        // D-period (period of first smoothing)
    int slowing,        // final smoothing
    ENUM_MA_METHOD ma_method, // type of smoothing
    ENUM_STO_PRICE price_field // stochastic calculation method
);```

#### Parameters

- **symbol**
  
  [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  
  [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

- **Kperiod**
  
  [in] Averaging period (bars count) for the %K line calculation.

- **Dperiod**
  
  [in] Averaging period (bars count) for the %D line calculation.

- **slowing**
  
  [in] Slowing value.

- **ma_method**
  
  [in] Type of averaging. Can be any of the **ENUM_MA_METHOD** values.

- **price_field**
  
  [in] Parameter of price selection for calculations. Can be one of the **ENUM_STO_PRICE** values.

#### Return Value

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

#### Note

The buffer numbers: 0 - **MAIN_LINE**, 1 - **SIGNAL_LINE**.

#### Example:

```c
//+------------------------------------------------------------------+
//|
Demo_iStochastic.mq5
```
The indicator demonstrates how to obtain data of indicator buffers for the iStochastic technical indicator.

A symbol and timeframe used for calculation of the indicator, are set by the symbol and period parameters.

The method of creation of the handle is set through the 'type' property. All the other parameters are similar to the standard Stochastic Indicator.

---

The Stochastic plot

- Property: indicator_label1 - "Stochastic"
- Property: indicator_type1 - DRAW_LINE
- Property: indicator_color1 - clrLightSeaGreen
- Property: indicator_style1 - STYLE_SOLID
- Property: indicator_width1 - 1

The Signal plot

- Property: indicator_label2 - "Signal"
- Property: indicator_type2 - DRAW_LINE
- Property: indicator_color2 - clrRed
- Property: indicator_style2 - STYLE_SOLID
- Property: indicator_width2 - 1

---

- Property: indicator_minimum - 0
- Property: indicator_maximum - 100

---

/// Enumeration of the methods of handle creation
enum Creation
{
    Call_iStochastic, // use iStochastic
    Call_IndicatorCreate // use IndicatorCreate
};
```csharp
input string symbol=" "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffers
double StochasticBuffer[];
double SignalBuffer[];

//--- variable for storing the handle of the iStochastic indicator
int handle;

//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Stochastic Oscillator indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of arrays to indicator buffers
    SetIndexBuffer(0,StochasticBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,SignalBuffer,INDICATOR_DATA);

    //--- determine the symbol the indicator is drawn for
    name=symbol;

    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);

    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }

    //--- create handle of the indicator
    if(type==Call_iStochastic)
    
        handle=iStochastic(name,period,Kperiod,Dperiod,slowing,ma_method,price_field);
    else
    {
        //--- fill the structure with parameters of the indicator
        MqlParam pars[5];

        //--- the K period for calculations
        pars[0].type=TYPE_INT;
        pars[0].integer_value=Kperiod;

        //--- the D period for primary smoothing
        pars[1].type=TYPE_INT;
        pars[1].integer_value=Dperiod;

        //--- the K period for final smoothing
        pars[2].type=TYPE_INT;
        pars[2].integer_value=slowing;

        //--- type of smoothing
    }
}
```
pars[3].type=TYPE_INT;
pars[3].integer_value=ma_method;
//--- method of calculation of the Stochastic
pars[4].type=TYPE_INT;
pars[4].integer_value=price_field;
handle=IndicatorCreate(name, period, IND_STOCHASTIC, 5, pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iStochastic indicator for the symbol %s/%s, error code %d",
        name,
        EnumToString(period),
        GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Stochastic Oscillator indicator is calculated for
short_name=StringFormat("iStochastic(%s/%s, %d, %d, %d, %s, %s)", name, EnumToString
    Period, Dperiod, slowing, EnumToString(ma_method), EnumToStri
IndicatorSetString(INDICATOR_SHORTNAME, short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//-- Custom indicator iteration function
|--
//-- +------------------------------------------------------------------+
//-- | Custom indicator iteration function
//-- +------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iStochastic indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculatedx<0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va
```c
// If it is necessary to calculate the indicator for two or more bars (it means
if (prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    // If the StochasticBuffer array is greater than the number of values in the
    // otherwise, we copy less than the size of indicator buffers
    if (calculated>rates_total) values_to_copy=rates_total;
    else values_to_copy=calculated;
}
else
{
    // It means that it's not the first time of the indicator calculation, and s:
    // for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}
// Fill the arrays with values of the iStochastic indicator
// If FillArraysFromBuffer returns false, it means the information is nor ready yet
if (!FillArraysFromBuffers(StochasticBuffer,SignalBuffer,handle,values_to_copy)) return

// Form the message
string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
                          TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
                          short_name,
                          values_to_copy);

// Display the service message on the chart
Comment(comm);
// Memorize the number of values in the Stochastic Oscillator indicator
bars_calculated=calculated;

// Return the prev_calculated value for the next call
return (rates_total);

bool FillArraysFromBuffers(double &main_buffer[], // Indicator buffer of Stochastic
        double &signal_buffer[], // Indicator buffer of the signal
        int ind_handle, // Handle of the iStochastic indicator
        int amount) // Number of copied values
{
    // Reset error code
    ResetLastError();
    // Fill a part of the StochasticBuffer array with values from the indicator buffer
    if (CopyBuffer(ind_handle,MAIN_LINE,0,amount,main_buffer)<0)
    {
        // If the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iStochastic indicator, error code %d",
                   GetLastError);
        // Quit with zero result - it means that the indicator is considered as not calculated
        return (false);
    }
    // Fill a part of the SignalBuffer array with values from the indicator buffer that
```
if(CopyBuffer(ind_handle,SIGNAL_LINE,0,amount,signal_buffer)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iStochastic indicator, error code %d",
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
    return(true);
}

void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(" ");
}
iTEMA

The function returns the handle of the Triple Exponential Moving Average indicator. It has only one buffer.

```c
int iTEMA(
    string symbol,   // symbol name
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int ma_shift, // horizontal shift of indicator
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  - [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

- **ma_period**
  - [in] Averaging period (bars count) for calculation.

- **ma_shift**
  - [in] Shift of indicator relative to the price chart.

- **applied_price**
  - [in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link     "https://www.mql5.com"
#property version  "1.00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iTEMA technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
```
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type' parameter.
#property description "All the other parameters are similar to the standard Triple Exponential Moving Average indicator."
```c
//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);
//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}
//--- create handle of the indicator
if(type==Call_iTEMA)
    handle=ITEMA(name,period,ma_period,ma_shift,applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[3];
    //--- period
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- shift
    pars[1].type=TYPE_INT;
    pars[1].integer_value=ma_shift;
    //--- type of price
    pars[2].type=TYPE_INT;
    pars[2].integer_value=applied_price;
    handle=IndicatorCreate(name,period,IND_TEMA,3,pars);
}
//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    DateFormat("Failed to create handle of the iTEMA indicator for the symbol %s/%s, error code %d",
            name,
            EnumToString(period),
            GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}
//--- show the symbol/timeframe the Triple Exponential Moving Average indicator is calculated for
short_name=StringFormat("iTEMA(%s/%s, %d, %d, %s)",name,EnumToString(period),
                        ma_period,ma_shift,EnumToString(applied_price));
IndicatorSetString(INDIicator_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
```
const int prev_calculated,
const datetime &time[],
const double &open[],
const double &high[],
const double &low[],
const double &close[],
const long &tick_volume[],
const long &volume[],
const int &spread[])
{
    //--- number of values copied from the iTEMA indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError);
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of values in the iTEMA indicator changed
    //--- or if it is necessary to calculated the indicator for two or more bars (it means something has changed in the price history)
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
    {
        //--- if the iTEMABuffer array is greater than the number of values in the iTEMA indicator for symbol/period, then we don't copy everything
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate()
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the array with values from the Triple Exponential Moving Average indicator
    //--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
    if(!FillArrayFromBuffer(iTEMABuffer,ma_shift,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
        short_name,
        values_to_copy);
    //--- display the service message on the chart
    Comment(comm);
    //--- memorize the number of values in the Triple Exponential Moving Average indicator
    bars_calculated=calculated;
    //--- return the prev_calculated value for the next call
    return(rates_total);
}
bool FillArrayFromBuffer(double &tema_buffer[], // indicator buffer of Triple Exponent
                        int t_shift, // shift of the line
                        int ind_handle, // handle of the ITEMA indicator
                        int amount // number of copied values
) {
    //--- reset error code
    ResetLastError();
    //--- fill a part of the ITEMABuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,-t_shift,amount,tema_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the ITEMA indicator, error code %d",GetLastError);
        //--- quit with zero result - it means that the indicator is considered as not calculated
        return(false);
    }
    //--- everything is fine
    return(true);
}

void OnDeinit(const int reason) {
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(" ");
}
**iTriX**

The function returns the handle of the Triple Exponential Moving Averages Oscillator indicator. It has only one buffer.

```c
int iTriX(
    string symbol,   // symbol name
    ENUM_TIMEFRAMES period,   // period
    int ma_period,   // averaging period
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

**Parameters**

*symbol*
- `[in]` The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

*period*
- `[in]` The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

*ma_period*
- `[in]` Averaging period (bars count) for calculations.

*applied_price*
- `[in]` The price used. Can be any of the price constants `ENUM_APPLIED_PRICE` or a handle of another indicator.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
//
// Demo_iTriX.mq5

#include <indicators.h>

int iTriX(
    string symbol,   // symbol name
    ENUM_TIMEFRAMES period,   // period
    int ma_period,   // averaging period
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```
Technical Indicators

```mql5
#property indicator_buffers 1
#property indicator_plots 1
//--- the iTriX plot
#property indicator_label1 "iTriX"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                     |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iTriX,       // use iTriX
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iTriX;               // type of the function
input int ma_period=14;                      // period
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string symbol=" ";                     // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT;  // timeframe

//--- indicator buffer
double iTriXBuffer[];

//--- variable for storing the handle of the iTriX indicator
int handle;

//--- variable for storing
string name=symbol;

//--- name of the indicator on a chart
string short_name;

//--- we will keep the number of values in the Triple Exponential Moving Averages Osc:
int bars_calculated=0;

//+------------------------------------------------------------------+
//| Custom indicator initialization function                        |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0, iTriXBuffer, INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
}
```

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if (type==Call_iTriX)
    handle=iTriX(name, period, ma_period, applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[2];
    //--- period
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    //--- type of price
    pars[1].type=TYPE_INT;
    pars[1].integer_value=applied_price;
    handle=IndicatorCreate(name, period, IND_TRIX, 2, pars);
}

//--- if the handle is not created
if (handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iTriX indicator for the symbol %s/%s, error code %d",
        name,
        EnumToString(period),
        GetLastErr());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Triple Exponential Moving Averages Oscillator is calculated for
short_name=StringFormat("iTriX(%s/%s, %d, %s)", name, EnumToString(period), ma_period, EnumToString(applied_price));
IndicatorSetString(INDI_CTR_NAME, short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iTriX indicator
}
int values_to_copy;
//--- determine the number of values calculated in the indicator
int calculated=BarsCalculated(handle);
if(calculated<=0)
{
    PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastError());
}
//--- if it is the first start of calculation of the indicator or if the number of va.
//--- or if it is necessary to calculated the indicator for two or more bars (it means
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    //--- if the iTriXBuffer array is greater than the number of values in the iTri
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else
        values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and s:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}
//--- fill the array with values from the Triple Exponential Moving Averages Oscillato:
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
if(!FillArrayFromBuffer(iTriXBuffer,handle,values_to_copy)) return(0);
//--- form the message
string comm=StringFormat("%s ==> Updated value in the indicator %s: %d", 
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS), 
    short_name, 
    values_to_copy);
//--- display the service message on the chart
Comment(comm);
//--- memorize the number of values in the Triple Exponential Moving Averages Oscillat
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);

bool FillArrayFromBuffer(double &trix_buffer[], // indicator buffer of values of Tri.
int ind_handle, // handle of the iTriX indicator
int amount // number of copied values
)
{
    //--- reset error code
    ResetLastError();
    //--- fill a part of the iTriXBuffer array with values from the indicator buffer that
if(CopyBuffer(ind_handle,0,0,amount,trix_buffer)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iTriX indicator, error code %d",GetLastError());
    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
    return(true);
}
//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("\n");
}
### iWPR

The function returns the handle of the Larry Williams' Percent Range indicator. It has only one buffer.

```c
int iWPR(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    int calc_period  // averaging period
);  
```

#### Parameters

- `symbol`  
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The `NULL` value means the current symbol.

- `period`  
  - [in] The value of the period can be one of the `ENUM_TIMEFRAMES` values, 0 means the current timeframe.

- `calc_period`  
  - [in] Period (bars count) for the indicator calculation.

#### Return Value

Returns the handle of a specified technical indicator, in case of failure returns `INVALID_HANDLE`. The computer memory can be freed from an indicator that is no more utilized, using the `IndicatorRelease()` function, to which the indicator handle is passed.

#### Example:

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#define iWPR(mq5) 

//--- the iWPR plot
#define iWPR(mq5) 
```

- `#property indicator_separate_window`  
- `#property indicator_buffers` 1  
- `#property indicator_plots` 1  
- `#property indicator_label1` "iWPR"  
- `#property indicator_type1` DRAW_LINE  
- `#property indicator_color1` clrCyan

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//--- set limit of the indicator values
#property indicator_minimum -100
#property indicator_maximum 0
//--- horizontal levels in the indicator window
#property indicator_level1 -20.0
#property indicator_level2 -80.0

enum Creation
{
    Call_iWPR,     // use iWPR
    Call_IndicatorCreate // use IndicatorCreate
};

input Creation             type=Call_iWPR;     // type of the function
input int                 calc_period=14;    // period
input string              symbol=" ";       // symbol
input ENUM_TIMEFRAMES     period=PERIOD_CURRENT; // timeframe

//--- indicator buffer
double iWPRBuffer[];

int handle;

//--- variable for storing the handle of the iWPR indicator
int bars_calculated=0;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iWPRBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
        
```
//--- create handle of the indicator
if(type==Call_iWPR)
    handle=iWPR(name, period, calc_period);
else
    
    //--- fill the structure with parameters of the indicator
    MqlParam pars[1];
    //--- period
    pars[0].type=TYPE_INT;
    pars[0].integer_value=calc_period;
    handle=IndicatorCreate(name, period, IND_WPR, 1, pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iWPR indicator for the symbol %s/%s, error code %d",
        name, EnumToString(period), GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Williams' Percent Range indicator is calculated for
short_name=StringFormat("iWPR(%s/%s, %d)",name,EnumToString(period),calc_period);
IndicatorSetString(INJECTOR_SHORTNAME,short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function                             |
//+------------------------------------------------------------------+

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread)
{
    //--- number of values copied from the iWPR indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
    
    

```
//--- if it is the first start of calculation of the indicator or if the number of values in the iWPR Buffer array is greater than the number of values in the indicator buffer that has 0 index
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
{
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate() for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the array with values of the Williams' Percent Range indicator
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
if(!FillArrayFromBuffer(iWPRBuffer,handle,values_to_copy)) return(0);

//--- form the message
string comm=StringFormat("%s -> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Larry Williams' Percent Range indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iWPR indicator                |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &wpr_buffer[], // indicator buffer of Williams' Percent Range Indicator
    int ind_handle, // handle of the iWPR indicator
    int amount // number of copied values
)
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iWPRBuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,0,amount,wpr_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iWPR indicator, error code %d",GetLastError());
        return 0;
    }
}

//--- if it is the first start of calculation of the indicator or if the number of values in the iWPR Buffer array is greater than the number of values in the indicator buffer that has 0 index
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
{
    //--- otherwise, we copy less than the size of indicator buffers
    if(calculated>rates_total) values_to_copy=rates_total;
    else values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and since the last call of OnCalculate() for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the array with values of the Williams' Percent Range indicator
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
if(!FillArrayFromBuffer(iWPRBuffer,handle,values_to_copy)) return(0);

//--- form the message
string comm=StringFormat("%s --> Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);

//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Larry Williams' Percent Range indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iWPR indicator                |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &wpr_buffer[], // indicator buffer of Williams' Percent Range Indicator
    int ind_handle, // handle of the iWPR indicator
    int amount // number of copied values
)
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iWPRBuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,0,amount,wpr_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iWPR indicator, error code %d",GetLastError());
        return 0;
    }
}
return(false);
}

//--- everything is fine
return(true);

void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);

    //--- clear the chart after deleting the indicator
    Comment("");
}
The function returns the handle of the Variable Index Dynamic Average indicator. It has only one buffer.

```c
int iVIDyA(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period, // period
    int cmo_period, // period for Chande Momentum
    int ema_period, // EMA smoothing period
    int ma_shift, // horizontal shift on the price chart
    ENUM_APPLIED_PRICE applied_price // type of price or handle
);
```

**Parameters**

- **symbol**
  
  [in] The symbol name of the security, the data of which should be used to calculate the indicator. The **NULL** value means the current symbol.

- **period**
  
  [in] The value of the period can be one of the **ENUM_TIMEFRAMES** values, 0 means the current timeframe.

- **cmo_period**
  
  [in] Period (bars count) for the Chande Momentum Oscillator calculation.

- **ema_period**
  
  [in] EMA period (bars count) for smoothing factor calculation.

- **ma_shift**
  
  [in] Shift of the indicator relative to the price chart.

- **applied_price**
  
  [in] The price used. Can be any of the price constants **ENUM_APPLIED_PRICE** or a handle of another indicator.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns **INVALID_HANDLE**. The computer memory can be freed from an indicator that is no more utilized, using the **IndicatorRelease()** function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link      "https://www.mql5.com"
#property version   "1.00"
```
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iVIDyA technical indicator."
#property description "A symbol and timeframe used for calculation of the indicator,"
#property description "are set by the symbol and period parameters."
#property description "The method of creation of the handle is set through the 'type'"
#property description "other parameters like in the standard Variable Index Dynamic.

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//--- the iVIDyA plot
#property indicator_label  "iVIDyA"
#property indicator_type  DRAW_LINE
#property indicator_color  clrBlue
#property indicator_style  STYLE_SOLID
#property indicator_width  1
//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                    |
//+------------------------------------------------------------------+
enum Creation
{
    Call_iVIDyA,          // use iVIDyA
    Call_IndicatorCreate // use IndicatorCreate
};
//--- input parameters
input Creation             type=Call_iVIDyA;       // type of the function
input int cmo_period=15;   // the Chande Momentum period
input int ema_period=12;   // period of the factor of smoothing
input int ma_shift=0;      // shift
input ENUM_APPLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string symbol=" "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT;       // timeframe
//--- indicator buffer
double iVIDyABuffer[];
//--- variable for storing the handle of the iVIDyA indicator
int handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the Variable Index Dynamic Average indicator
int bars_calculated=0;
//+------------------------------------------------------------------+
//| Custom indicator initialization function                        |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iVIDyABuffer,INDICATOR_DATA);
//--- set shift
PlotIndexSetInteger(0,PLOT_SHIFT,ma_shift);

//--- determine the symbol the indicator is drawn for
name=symbol;

//--- delete spaces to the right and to the left
StringTrimRight(name);
StringTrimLeft(name);

//--- if it results in zero length of the 'name' string
if(StringLen(name)==0)
{
    //--- take the symbol of the chart the indicator is attached to
    name=_Symbol;
}

//--- create handle of the indicator
if(type==Call_iVIDyA)
    handle=iVIDyA(name,period,cmo_period,ema_period,ma_shift,applied_price);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[4];
    //--- the Chande Momentum period
    pars[0].type=TYPE_INT;
    pars[0].integer_value=cmo_period;
    //--- period of the factor of smoothing
    pars[1].type=TYPE_INT;
    pars[1].integer_value=ema_period;
    //--- shift
    pars[2].type=TYPE_INT;
    pars[2].integer_value=ma_shift;
    //--- type of price
    pars[3].type=TYPE_INT;
    pars[3].integer_value=applied_price;
    handle=IndicatorCreate(name,period,IND VIDYA,4,pars);
}

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iVIDyA indicator for the symbol %s/%s/period %d, cmo_period %d, ema_period %d, ma_shift %d, applied_price %d",name,EnumToString(period),EnumToString(cmo_period),EnumToString(ema_period),EnumToString(ma_shift),EnumToString(applied_price));
    GetLastErr
    or();

    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Variable Index Dynamic Average indicator is calculated for
short_name=StringFormat("iVIDyA(%s/%s, %d, %d, %d, %s)",name,EnumToString(period),cmo_period,ema_period,ma_shift,EnumToString(applied_price));
IndicatorSetString(INDI CATOR SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

// Custom indicator iteration function
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime *time[],
    const double *open[],
    const double *high[],
    const double *low[],
    const double *close[],
    const long *tick_volume[],
    const long *volume[],
    const int *spread[])
{
    //--- number of values copied from the iVIDyA indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d",calculated,GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of va.
    //---or if it is necessary to calculated the indicator for two or more bars (it means
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the iVIDyABuffer array is greater than the number of values in the iVID
        //--- otherwise, we copy less than the size of indicator buffers
        if(calculated>rates_total) values_to_copy=rates_total;
        else
            values_to_copy=calculated;
    }
    else
    {
        //--- it means that it's not the first time of the indicator calculation, and s:
        //--- for calculation not more than one bar is added
        values_to_copy=(rates_total-prev_calculated)+1;
    }
    //--- fill the array with values from the Variable Index Dynamic Average indicator
    //--- if FillArrayFromBuffer returns false, it means the information is nor ready yet,
    if(!FillArrayFromBuffer(iVIDyABuffer,ma_shift,handle,values_to_copy)) return(0);
    //--- form the message
    string comm=StringFormat("%s ==> Updated value in the indicator %s: %d",
        TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
        short_name,
        values_to_copy);
//--- display the service message on the chart
Comment(comm);

//--- memorize the number of values in the Variable Index Dynamic Average indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
return(rates_total);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iVIDyA indicator              |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &vidya_buffer[], // indicator buffer of Variable Index
            int v_shift, // shift of the line
            int ind_handle, // handle of the iVIDyA indicator
            int amount // number of copied values
            )
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iVIDyABuffer array with values from the indicator buffer that
    if(CopyBuffer(ind_handle,0,-v_shift,amount,vidya_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iVIDyA indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not a
        return(false);
    }
    //--- everything is fine
    return(true);
}

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);

    //--- clear the chart after deleting the indicator
    Comment("");
}
iVolumes

The function returns the handle of the Volumes indicator. It has an only one buffer.

```c
int iVolumes(
    string symbol,  // symbol name
    ENUM_TIMEFRAMES period,  // period
    ENUM_APPLIED_VOLUME applied_volume  // volume type for calculation
)
```

**Parameters**

- **symbol**
  - [in] The symbol name of the security, the data of which should be used to calculate the indicator. The NULL value means the current symbol.

- **period**
  - [in] The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

- **applied_volume**
  - [in] The volume used. Can be any of the ENUM_APPLIED_VOLUME values.

**Return Value**

Returns the handle of a specified technical indicator, in case of failure returns INVALID_HANDLE. The computer memory can be freed from an indicator that is no more utilized, using the IndicatorRelease() function, to which the indicator handle is passed.

**Example:**

```c
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

//#property copyright "Copyright 2011, MetaQuotes Software Corp."
//#property link "https://www.mql5.com"
//#property version "1.00"
//#property description "The indicator demonstrates how to obtain data"
//#property description "of indicator buffers for the iVolumes technical indicator."
//#property description "A symbol and timeframe used for calculation of the indicator,"
//#property description "are set by the symbol and period parameters."
//#property description "The method of creation of the handle is set through the 'type'

//--- the iVolumes plot
//#property indicator_label1 "iVolumes"
//#property indicator_type1 DRAW_COLOR_HISTOGRAM
//#property indicator_color1 clrGreen, clrRed
```
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                    |
//|------------------------------------------------------------------|
enum Creation
{
    Call_iVolumes, // use iVolumes
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation type=Call_iVolumes; // type of the function
input ENUM_APPLIED_VOLUME applied_volume=VOLUME_TICK; // type of volume
input string symbol=" "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

//--- indicator buffers
double iVolumesBuffer[];
double iVolumesColors[];

//--- variable for storing the handle of the iVolumes indicator
int handle;
//--- variable for storing
string name=symbol;
//--- name of the indicator on a chart
string short_name;
//--- we will keep the number of values in the iVolumes indicator
int bars_calculated=0;

// Custom indicator initialization function

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iVolumesBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,iVolumesColors,INDICATOR_COLOR_INDEX);
    //--- determine the symbol the indicator is drawn for
    name=symbol;
    //--- delete spaces to the right and to the left
    StringTrimRight(name);
    StringTrimLeft(name);
    //--- if it results in zero length of the 'name' string
    if(StringLen(name)==0)
    {
        //--- take the symbol of the chart the indicator is attached to
        name=_Symbol;
    }
    //--- create handle of the indicator
    if(type==Call_iVolumes)
        handle=iVolumes(name,period,applied_volume);
    else
//--- fill the structure with parameters of the indicator
MqlParam pars[1];
//---- type of price
pars[0].type=TYPE_INT;
pars[0].integer_value=applied_volume;
handle=IndicatorCreate(name, period, IND_VOLUMES, 1, pars);

//--- if the handle is not created
if(handle==INVALID_HANDLE)
{
    //--- tell about the failure and output the error code
    PrintFormat("Failed to create handle of the iVolumes indicator for the symbol %s/%s, error code %d", name, EnumToString(period), GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Volumes indicator is calculated for
short_name=StringFormat("iVolumes(%s/%s, %s)", name, EnumToString(period), EnumToString(applied_volume));
IndicatorSetString(INDCONSTR_SHORTNAME, short_name);

//--- normal initialization of the indicator
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Custom indicator iteration function |                          |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
    const double &low[],
    const double &close[],
    const long &tick_volume[],
    const long &volume[],
    const int &spread[])
{
    //--- number of values copied from the iVolumes indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<0)
    {
        PrintFormat("BarsCalculated() returned %d, error code %d", calculated, GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of val
//--- or if it is necessary to calculated the indicator for two or more bars (it means
if (prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
{
    //--- if the iVolumesBuffer array is greater than the number of values in the iV
    //--- otherwise, we copy less than the size of indicator buffers
    if (calculated>rates_total) values_to_copy=rates_total;
    else
        values_to_copy=calculated;
}
else
{
    //--- it means that it's not the first time of the indicator calculation, and s:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}
//--- fill the arrays with values of the iVolumes indicator
//--- if FillArraysFromBuffer returns false, it means the information is nor ready yet
if (!FillArraysFromBuffers(iVolumesBuffer, iVolumesColors, handle, values_to_copy))
    return false;
//--- form the message
string comm=StringFormat("%s: Updated value in the indicator %s: %d",
    TimeToString(TimeCurrent(),TIME_DATE|TIME_SECONDS),
    short_name,
    values_to_copy);
//--- display the service message on the chart
Comment(comm);
//--- memorize the number of values in the Volumes indicator
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);

bool FillArraysFromBuffers(double &volume_buffer[],
    double &color_buffer[],
    int ind_handle[],
    int amount)
{
    //--- reset error code
    ResetLastError();
    //--- fill a part of the iVolumesBuffer array with values from the indicator buffer th
    if (CopyBuffer(ind_handle, 0, 0, amount, volume_buffer)<0)
    {
        //--- if the copying fails, tell the error code
        PrintFormat("Failed to copy data from the iVolumes indicator, error code %d",Get
        //--- quit with zero result - it means that the indicator is considered as not c
        return(false);
    }
    //--- fill a part of the iVolumesColors array with values from the indicator buffer th
if(CopyBuffer(ind_handle,1,0,amount,color_buffer)<0)
{
    //--- if the copying fails, tell the error code
    PrintFormat("Failed to copy data from the iVolumes indicator, error code %d",GetLastError());

    //--- quit with zero result - it means that the indicator is considered as not calculated
    return(false);
}
//--- everything is fine
    return(true);

//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);

    //--- clear the chart after deleting the indicator
    Comment("");
}
Working with Optimization Results

Functions for organizing custom processing of the optimization results in the strategy tester. They can be called during optimization in testing agents, as well as locally in Expert Advisors and scripts.

When you run an Expert Advisor in the strategy tester, you can create your own data array based on the simple types or simple structures (they do not contain strings, class objects or objects of dynamic arrays). This data set can be saved using the FrameAdd() function in a special structure called a frame. During the optimization of an Expert Advisor, each agent can send a series of frames to the terminal. All the received frames are written in the *.MQD file named as the Expert Advisor in the terminal\directory\MQL5\Files\Tester folder. They are written in the order they are received from the agents. Receipt of a frame in the client terminal from a testing agent generates the TesterPass event.

Frames can be stored in the computer memory and in a file with the specified name. The MQL5 language sets no limitations on the number of frames.

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See also

Testing Statistics, Properties of a Running MQL5 Program
FrameFirst

Moves a pointer of frame reading to the beginning and resets a set filter.

```c
bool FrameFirst();
```

Return Value

Returns true if successful, otherwise false. To get information about the error, call the `GetLastError()` function.
FrameFilter

Sets the frame reading filter and moves the pointer to the beginning.

```cpp
bool FrameFilter(
    const string name, // Public name/label
    long id           // Public ID
);
```

Return Value

Returns true if successful, otherwise false. To get information about the error, call the GetLastSError() function.

Note

If an empty string is passed as the first parameter, the filter will work only with a numeric parameter, i.e. only frames with the specified id will be viewed. If the value of the second parameter is ULONG_MAX, only a text filter works.

Call of FrameFilter("", ULONG_MAX) is equivalent to calling FrameFirst(), i.e. equal to not using any filter.
FrameNext

Reads a frame and moves the pointer to the next one. There are two variants of the function.

1. Calling to receive one numeric value

```cpp
bool FrameNext(
    ulong& pass, // The number of a pass in the optimization, during which the frame was added
    string& name, // Public name/label
    long& id, // Public ID
    double& value // Value
);
```

2. Calling to receive all the data of a frame

```cpp
bool FrameNext(
    ulong& pass, // The number of a pass in the optimization, during which the frame was added
    string& name, // Public name/label
    long& id, // Public ID
    double& value, // Value
    void& data[] // Array of any type
);
```

**Parameters**

*pass*

[out] The number of a pass during optimization in the strategy tester.

*name*

[out] The name of the identifier.

*id*

[out] The value of the identifier.

*value*

[out] A single numeric value.

*data*

[out] An array of any type.

**Return Value**

Returns true if successful, otherwise false. To get information about the error, call the `GetLastError()` function.

**Note**

In the second version of the call, you must correctly handle the received data in the `data[]` array.
FrameInputs

Receives input parameters, on which the frame with the specified pass number is formed.

```cpp
bool FrameInputs(
    ulong pass,  // The number of a pass in the optimization
    string& parameters[],  // An array of strings of form "parameterN=valueN"
    uint& parameters_count  // The total number of parameters
);
```

Parameters

- **pass**
  - [in] The number of a pass during optimization in the strategy tester.

- **parameters**
  - [out] A string array with the description of names and parameter values

- **parameters_count**
  - [out] The number of elements in the array `parameters[]`.

Return Value

Returns true if successful, otherwise false. To get information about the error, call the `GetLastError()` function.

Note

Having obtained the number of strings `parameters_count` in the `parameters[]` array, you can organize a loop to go through all records. This will help you find the values of input parameters of an Expert Advisor for the specified pass number.
FrameAdd

Adds a frame with data. There are two variants of the function.

1. Adding data from a file

```cpp
bool FrameAdd(
    const string name, // Public name/label
    long id, // Public ID
    double value, // Value
    const string filename // Name of a data file
);
```

2. Adding data from an array of any type

```cpp
bool FrameAdd(
    const string name, // Public name/label
    long id, // Public ID
    double value, // Value
    const void* data[] // Array of any type
);
```

**Parameters**

- `name`  
  
  [in] Public frame label. It can be used for a filter in the `FrameFilter()` function.

- `id`  
  
  [in] A public identifier of the frame. It can be used for a filter in the `FrameFilter()` function.

- `value`  
  
  [in] A numeric value to write into the frame. It is used to transmit a single pass result like in the `OnTester()` function.

- `filename`  
  
  [in] The name of the file that contains data to add to the frame. The file must be locate in the folder MQL5/Files.

- `data`  
  

**Return Value**

Returns true if successful, otherwise false. To get information about the error, call the `GetLastError()` function.
ParameterGetRange

Receives data on the values range and the change step for an input variable when optimizing an Expert Advisor in the Strategy Tester. There are 2 variants of the function.

1. Receiving data for the integer type input parameter

```cpp
bool ParameterGetRange(
    const string name,       // parameter (input variable) name
    bool& enable,            // parameter optimization enabled
    long& value,             // parameter value
    long& start,             // initial value
    long& step,              // change step
    long& stop,              // final value
);
```

2. Receiving data for the real type input parameter

```cpp
bool ParameterGetRange(
    const string name,       // parameter (input variable) name
    bool& enable,            // parameter optimization enabled
    double& value,           // parameter value
    double& start,           // initial value
    double& step,            // change step
    double& stop,            // final value
);
```

Parameters

- **name**
  - [in] input variable ID. These variables are external parameters of an application. Their values can be specified when launching on a chart or during a single test.

- **enable**
  - [out] Flag that this parameter can be used to enumerate the values during the optimization in the Strategy Tester.

- **value**
  - [out] Parameter value.

- **start**
  - [out] Initial parameter value during the optimization.

- **step**
  - [out] Parameter change step when enumerating its values.

- **stop**
  - [out] Final parameter value during the optimization.

Return Value
Returns true if successful, otherwise false. For information about the error, use the `GetLastError()` function.

**Note**

The function can be called only from `OnTesterInit()`, `OnTesterPass()` and `OnTesterDeinit()` handlers. It has been introduced to receive Expert Advisor input parameters' values and variation ranges during the optimization in the Strategy Tester.

When called in `OnTesterInit()`, the obtained data can be used to redefine the rules for enumeration of any `input variable` using `ParameterSetRange()` function. Therefore, new Start, Stop and Step values can be set and the input parameter can even be completely excluded from optimization regardless of the Strategy Tester settings. This allows you to manage the area of the input parameters during the optimization by excluding some parameters from the optimization depending on the Expert Advisor’s key parameters’ values.

**Example:**

```mql5
#property description "Expert Advisor for ParameterGetRange() function demonstration.

//--- input parameters
input int Input1 = 1;
input double Input2 = 2.0;
input bool Input3 = false;
input ENUM_DAY_OF_WEEK Input4 = SUNDAY;

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- Expert Advisor is designed for operation only in the Strategy Tester
    if (!MQL5InfoInteger(MQL5_OPTIMIZATION))
    {
        MessageBox("Should be launched in the optimization mode of the Strategy Tester!");
    //--- finish the Expert Advisor operation in advance and remove from the chart
        return(INIT_FAILED);
    }
    //--- successful completion of initialization
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| TesterInit function                                              |
//+------------------------------------------------------------------+
void OnTesterInit()
{
    //--- example for long type input parameter
    string name="Input1";
    bool enable;
    long par1, par1_start, par1_step, par1_stop;
    ParameterGetRange(name, enable, par1, par1_start, par1_step, par1_stop);
```
Working with Optimization Results

```c
Print("First parameter");
PrintFormat("%s=%d enable=%s from %d to %d with step=%d",
    name,par1,(string)enable,par1_start,par1_stop,par1_step);

//--- example for double type input parameter
name="Input2";
double par2,par2_start,par2_step,par2_stop;
ParameterGetRange(name,enable,par2,par2_start,par2_step,par2_stop);
Print("Second parameter");
PrintFormat("%s=%f enable=%s from %f to %f with step=%f",
    name,par2,(string)enable,par2_start,par2_stop,par2_step);

//--- example for bool type input parameter
name="Input3";
long par3,par3_start,par3_step,par3_stop;
ParameterGetRange(name,enable,par3,par3_start,par3_step,par3_stop);
Print("Third parameter");
PrintFormat("%s=%d enable=%s from %d to %d",
    name,(string)par3,(string)enable,par3_start,par3_stop);

//--- example for enumeration type input parameter
name="Input4";
long par4,par4_start,par4_step,par4_stop;
ParameterGetRange(name,enable,par4,par4_start,par4_step,par4_stop);
Print("Fourth parameter");
PrintFormat("%s=%s enable=%s from %s to %s",
    name,EnumToString((ENUM_DAY_OF_WEEK)par4),(string)enable,
    EnumToString((ENUM_DAY_OF_WEEK)par4_start),
    EnumToString((ENUM_DAY_OF_WEEK)par4_stop));
```

//+------------------------------------------------------------------+
//| TesterDeinit function                                            |
//+------------------------------------------------------------------+

```c
void OnTesterDeinit()
{
    //--- this message will be shown after optimization is complete
    Print(__FUNCTION__," Optimization completed");
}
```
ParameterSetRange

Specifies the use of input variable when optimizing an Expert Advisor in the Strategy Tester: value, change step, initial and final values. There are 2 variants of the function.

1. Specifying the values for the integer type input parameter

```cpp
bool ParameterSetRange(
    const string name, // parameter (input variable) name
    bool enable, // parameter optimization enabled
    long value, // parameter value
    long start, // initial value
    long step, // change step
    long stop // final value
);```

2. Specifying the values for the real type input parameter

```cpp
bool ParameterSetRange(
    const string name, // parameter (input variable) name
    bool enable, // parameter optimization enabled
    double value, // parameter value
    double start, // initial value
    double step, // change step
    double stop // final value
);```

Parameters

**name**
[in] input or input variable ID. These variables are external parameters of an application. Their values can be specified when launching the program.

**enable**
[in] Enable this parameter to enumerate the values during the optimization in the Strategy Tester.

**value**
[in] Parameter value.

**start**
[in] Initial parameter value during the optimization.

**step**
[in] Parameter change step when enumerating its values.

**stop**
[in] Final parameter value during the optimization.

Return Value
Returns true if successful, otherwise false. For information about the error, use the `GetLastError()` function.

**Note**

The function can be called only from `OnTesterInit()` handler when launching optimization from the Strategy Tester. It is designed for specifying the parameter's range and change step. The parameter can be completely excluded from optimization regardless of the Strategy Tester settings. It also allows using the variables declared with `sinput` modifier in the optimization process.

Parameter `SetRange()` function allows you to manage an Expert Advisor optimization in the Strategy Tester depending on its key parameters' values by including or excluding required input parameters from the optimization and setting the required range and the change step.
Event Functions

This group contains functions for working with custom events and timer events. Besides this group, there are special functions for handling predefined events.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>EventSetMillisecondTimer</td>
<td>Launches event generator of the high-resolution timer with a period less than 1 second for the current chart</td>
</tr>
<tr>
<td>EventSetTimer</td>
<td>Starts the timer event generator with the specified periodicity for the current chart</td>
</tr>
<tr>
<td>EventKillTimer</td>
<td>Stops the generation of events by the timer in the current chart</td>
</tr>
<tr>
<td>EventChartCustom</td>
<td>Generates a custom event for the specified chart</td>
</tr>
</tbody>
</table>

See also

Types of Chart Events
EventSetMillisecondTimer

The function indicates to the client terminal that timer events should be generated at intervals less than one second for this Expert Advisor or indicator.

```
bool EventSetMillisecondTimer(
    int milliseconds // number of milliseconds
);
```

Parameters

milliseconds

[in] Number of milliseconds defining the frequency of timer events.

Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, GetLastErrorCode() function should be called.

Note

This feature is designed for the cases when high-resolution timer is required. In other words, timer events should be received more frequently than once per second. If a conventional timer with the period of more than one second is enough for you, use EventSetTimer().

In general, when the timer period is reduced, the testing time is increased, as the handler of timer events is called more often. When working in real-time mode, timer events are generated no more than 1 time in 10-16 milliseconds due to hardware limitations.

Usually, this function should be called from OnInit() function or in class constructor. To handle events coming from the timer, an Expert Advisor or an indicator should have OnTimer() function.

Each Expert Advisor and each indicator work with its own timer receiving events solely from this timer. During mql5 application shutdown, the timer is forcibly destroyed in case it has been created but has not been disabled by EventKillTimer() function.

Only one timer can be launched for each program. Each mql5 application and chart have their own queue of events where all newly arrived events are placed. If the queue already contains Timer event or this event is in the processing stage, then the new Timer event is not added to mql5 application queue.
EventSetTimer

The function indicates to the client terminal, that for this indicator or Expert Advisor, events from the timer must be generated with the specified periodicity.

```c
bool EventSetTimer(int seconds); // number of seconds
```

**Parameters**

seconds

[in] Number of seconds that determine the frequency of the timer event occurrence.

**Return Value**

In case of success returns true, otherwise false. In order to get an error code, the `GetLastError()` function should be called.

**Note**

Normally, this function must be called from the `OnInit()` function or from a class constructor. In order to handle events coming from the timer, the Expert Advisor must have the `OnTimer()` function.

Every Expert Advisor, as well as every indicator works with its own timer and receives events only from it. As soon as a mql5 program stops operating, the timer is destroyed forcibly if it was created but hasn't been disabled by the `EventKillTimer()` function.

For each program no more than one timer can be run. Each mql5 program and each chart has its own queue of events, in which all the newly received events are placed. If the Timer event is present in the queue or is being processed, the new Timer event will not be placed in the queue of the mql5 program.
EventKillTimer

Specifies the client terminal that is necessary to stop the generation of events from Timer.

```c
void EventKillTimer();
```

Return Value

No return value.

Note

Typically, this function must be called from a function OnDeinit(), if the EventSetTimer() function has been called from OnInit(). This function can also be called from the class destructor, if the EventSetTimer() function has been called in the constructor of this class.

Every Expert Advisor, as well as every indicator works with its own timer and receives events only from it. As soon as a mql5 program stops operating, the timer is destroyed forcibly if it was created but hasn't been disabled by the EventKillTimer() function.
EventChartCustom

The function generates a custom event for the specified chart.

```csharp
bool EventChartCustom(
    long chart_id, // identifier of the event receiving chart
    ushort custom_event_id, // event identifier
    long lparam, // parameter of type long
    double dparam, // parameter of type double
    string sparam // string parameter of the event
);
```

### Parameters

- **chart_id**
  
  [in] Chart identifier. 0 means the current chart.

- **custom_event_id**
  
  [in] ID of the user events. This identifier is automatically added to the value CHARTEVENT_CUSTOM and converted to the integer type.

- **lparam**
  
  [in] Event parameter of the long type passed to the `OnChartEvent` function.

- **dparam**
  
  [in] Event parameter of the double type passed to the `OnChartEvent` function.

- **sparam**
  
  [in] Event parameter of the string type passed to the `OnChartEvent` function. If the string is longer than 63 characters, it is truncated.

### Return Value

Returns true if a custom event has been successfully placed in the events queue of the chart that receives the events. In case of failure, it returns false. Use `GetLastError()` to get an error code.

### Note

An Expert Advisor or indicator attached to the specified chart handles the event using the function `OnChartEvent(int event_id, long& lparam, double& dparam, string& sparam)`.

For each type of event, the input parameters of the `OnChartEvent()` function have definite values that are required for the processing of this event. The events and values passed through this parameters are listed in the below table.

<table>
<thead>
<tr>
<th>Event</th>
<th>Value of the id parameter</th>
<th>Value of the lparam parameter</th>
<th>Value of the dparam parameter</th>
<th>Value of the sparam parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event of a keystroke</td>
<td>CHARTEVENT_KEYDOWN</td>
<td>code of a pressed key</td>
<td>Repeat count (the number of times the keystroke is)</td>
<td>The string value of a bit mask describing the</td>
</tr>
<tr>
<td>Event</td>
<td>Value of the id parameter</td>
<td>Value of the lparam parameter</td>
<td>Value of the dparam parameter</td>
<td>Value of the sparam parameter</td>
</tr>
<tr>
<td>--------------------------------------------</td>
<td>---------------------------</td>
<td>--------------------------------</td>
<td>-------------------------------</td>
<td>-------------------------------</td>
</tr>
<tr>
<td>Mouse event (if property <code>CHART_EVENT_MOUSE_MOVE=true</code> is set for the chart)</td>
<td>CHARTEVENT_MOUSEMOVE</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>The string value of a bit mask describing the status of mouse buttons</td>
</tr>
<tr>
<td>Event of graphical object creation (if <code>CHART_EVENT_OBJECT_CREATE=true</code> is set for the chart)</td>
<td>CHARTEVENT_OBJECT_CREATE</td>
<td>–</td>
<td>–</td>
<td>Name of the created graphical object</td>
</tr>
<tr>
<td>Event of change of an object property via the properties dialog</td>
<td>CHARTEVENT_OBJECT_CHANGE</td>
<td>–</td>
<td>–</td>
<td>Name of the modified graphical object</td>
</tr>
<tr>
<td>Event of graphical object deletion (if <code>CHART_EVENT_OBJECT_DELETE=true</code> is set for the chart)</td>
<td>CHARTEVENT_OBJECT_DELETE</td>
<td>–</td>
<td>–</td>
<td>Name of the deleted graphical object</td>
</tr>
<tr>
<td>Event of a mouse click on the chart</td>
<td>CHARTEVENT_CLICK</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>–</td>
</tr>
<tr>
<td>Event of a mouse click in a graphical object belonging to the chart</td>
<td>CHARTEVENT_OBJECT_CLICK</td>
<td>the X coordinate</td>
<td>the Y coordinate</td>
<td>Name of the graphical object, on which the event occurred</td>
</tr>
<tr>
<td>Event of a graphical object dragging using the mouse</td>
<td>CHARTEVENT_OBJECT_DRAG</td>
<td>–</td>
<td>–</td>
<td>Name of the moved graphical object</td>
</tr>
<tr>
<td>Event of the finished text</td>
<td>CHARTEVENT_OBJECT_ENDEDIT</td>
<td>–</td>
<td>–</td>
<td>Name of the LabelEdit</td>
</tr>
</tbody>
</table>
Working with Events

<table>
<thead>
<tr>
<th>Event</th>
<th>Value of the id parameter</th>
<th>Value of the lparam parameter</th>
<th>Value of the dparam parameter</th>
<th>Value of the sparam parameter</th>
</tr>
</thead>
<tbody>
<tr>
<td>editing in the entry box of the LabelEdit graphical object</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Event of changes on a chart</td>
<td>CHARTEVENT_CHART_CHANGE</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>ID of the user event under the N number</td>
<td>CHARTEVENT_CUSTOM+N</td>
<td>Value set by the EventChartCustom() function</td>
<td>Value set by the EventChartCustom() function</td>
<td>Value set by the EventChartCustom() function</td>
</tr>
</tbody>
</table>

Example:

```c
//+------------------------------------------------------------------+
//|                                            ButtonClickExpert.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "2009, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"

string buttonID="Button";
string labelID="Info";
int broadcastEventID=5000;

//-- Expert initialization function

int OnInit()
{
    //--- Create a button to send custom events
    ObjectCreate(0,buttonID,OBJ_BUTTON,0,100,100);
    ObjectSetInteger(0,buttonID,OBJPROP_COLOR,clrWhite);
    ObjectSetInteger(0,buttonID,OBJPROP_BGCOLOR,clrGray);
    ObjectSetInteger(0,buttonID,OBJPROP_XDISTANCE,100);
    ObjectSetInteger(0,buttonID,OBJPROP_YDISTANCE,100);
    ObjectSetInteger(0,buttonID,OBJPROP_XSIZE,200);
    ObjectSetInteger(0,buttonID,OBJPROP_YSIZE,50);
    ObjectSetString(0,buttonID,OBJPROP_FONT,"Arial");
    ObjectSetString(0,buttonID,OBJPROP_TXT,"Button");
    ObjectSetInteger(0,buttonID,OBJPROP_FONTSIZE,10);
    ObjectSetInteger(0,buttonID,OBJPROP_SELECTABLE,0);

    //--- Create a label for displaying information
    ObjectCreate(0,labelID,OBJ_LABEL,0,100,100);
}
```

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```cpp
ObjectSetInteger(0,labelID,OBJPROP_COLOR,clrRed);
ObjectSetInteger(0,labelID,OBJPROP_XDISTANCE,100);
ObjectSetInteger(0,labelID,OBJPROP_YDISTANCE,50);
ObjectSetString(0,labelID,OBJPROP_FONT,"Trebuchet MS");
ObjectSetString(0,labelID,OBJPROP_TEXT,"No information");
ObjectSetInteger(0,labelID,OBJPROP_FONTSIZE,20);
ObjectSetInteger(0,labelID,OBJPROP_SELECTABLE,0);

//---
return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //---
    ObjectDelete(0,buttonID);
    ObjectDelete(0,labelID);
}
//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    //---
}
//+------------------------------------------------------------------+
void OnChartEvent(const int id,
        const long &lparam,
        const double &dparam,
        const string &sparam)
{
    //--- Check the event by pressing a mouse button
    if(id==CHARTEVENT_OBJECT_CLICK)
    {
        string clickedChartObject=sparam;
        //--- If you click on the object with the name buttonID
        if(clickedChartObject==buttonID)
        {
            //--- State of the button - pressed or not
            bool selected=ObjectGetInteger(0,buttonID,OBJPROP_STATE);
            //--- log a debug message
            Print("Button pressed = ",selected);
            int customEventID; // Number of the custom event to send
            string message; // Message to be sent in the event
            //--- If the button is pressed
            if(selected)
```
'{
message="Button pressed"
}
else // Button is not pressed
{
message="Button in not pressed"
}
//--- Send a custom event "our" chart
EventChartCustom(0,customEventID-CHARTEVENT_CUSTOM,0,0,message);
//--- Send a message to all open charts
BroadcastEvent(ChartID(),0,"Broadcast Message");
//--- Debug message
Print("Sent an event with ID = ",customEventID);
ChartRedraw(); // Forced redraw all chart objects
}

//--- Check the event belongs to the user events
if(id>CHARTEVENT_CUSTOM)
{
if(id==broadcastEventID)
{
Print("Got broadcast message from a chart with id = "+lparam);
}
else
{
//--- We read a text message in the event
string info=sparam;
Print("Handle the user event with the ID = ",id);
//--- Display a message in a label
ObjectSetString(0,labelID,OBJPROP_TEXT,sparam);
ChartRedraw(); // Forced redraw all chart objects
}
}
}
if(currChart==-1) break;  // Reached the end of the charts list
i++; // Do not forget to increase the counter
}

See also

Events of the client terminal, Event handler functions
Working with OpenCL

OpenCL programs are used for performing computations on video cards that support OpenCL 1.1 or higher. Modern video cards contain hundreds of small specialized processors that can simultaneously perform simple mathematical operations with incoming data streams. The OpenCL language organizes parallel computing and provides greater speed for a certain class of tasks.

In some graphic cards working with the `double` type numbers is disabled by default. This can lead to compilation error 5105. To enable support for the double type numbers, please add the following directive to your OpenCL program: `#pragma OPENCL EXTENSION cl_khr_fp64 : enable`. However if a graphic card doesn’t support double, enabling this directive won’t be of help.

It is recommended to write the source code for OpenCL in separate CL files, which can later be included in the MQL5 program using the resource variables.

Functions for running programs in OpenCL:

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
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<td>CLHandleType</td>
<td>Returns the type of an OpenCL handle as a value of the ENUM_OPENCL_HANDLE_TYPE enumeration</td>
</tr>
<tr>
<td>CLGetInfInteger</td>
<td>Returns the value of an integer property for an OpenCL object or device</td>
</tr>
<tr>
<td>CLContextCreate</td>
<td>Creates an OpenCL context</td>
</tr>
<tr>
<td>CLContextFree</td>
<td>Removes an OpenCL context</td>
</tr>
<tr>
<td>CLGetDeviceInfo</td>
<td>Receives device property from OpenCL driver</td>
</tr>
<tr>
<td>CLProgramCreate</td>
<td>Creates an OpenCL program from a source code</td>
</tr>
<tr>
<td>CLProgramFree</td>
<td>Removes an OpenCL program</td>
</tr>
<tr>
<td>CLKernelCreate</td>
<td>Creates an OpenCL start function</td>
</tr>
<tr>
<td>CLKernelFree</td>
<td>Removes an OpenCL start function</td>
</tr>
<tr>
<td>CLSetKernelArg</td>
<td>Sets a parameter for the OpenCL function</td>
</tr>
<tr>
<td>CLSetKernelArgMem</td>
<td>Sets an OpenCL buffer as a parameter of the OpenCL function</td>
</tr>
<tr>
<td>CLSetKernelArgMemLocal</td>
<td>Sets the local buffer as an argument of the kernel function</td>
</tr>
<tr>
<td>CLBufferCreate</td>
<td>Creates an OpenCL buffer</td>
</tr>
<tr>
<td>CLBufferFree</td>
<td>Deletes an OpenCL buffer</td>
</tr>
<tr>
<td>CLBufferWrite</td>
<td>Writes an array into an OpenCL buffer</td>
</tr>
<tr>
<td>CLBufferRead</td>
<td>Reads an OpenCL buffer into an array</td>
</tr>
<tr>
<td>CLEexecute</td>
<td>Runs an OpenCL program</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>CLEExecutionStatus</td>
<td>Returns the OpenCL program execution status</td>
</tr>
</tbody>
</table>

See also

[OpenCL](#), [Resources](#)
CLHandleType

Returns the type of an OpenCL handle as a value of the ENUM_OPENCL_HANDLE_TYPE enumeration.

```
ENUM_OPENCL_HANDLE_TYPE CLHandleType(  
    int handle            // Handle of an OpenCL object  
);  
```

**Parameters**

`handle`

[in] A handle to an OpenCL object: a context, a kernel or an OpenCL program.

**Return Value**

The type of the OpenCL handle as a value of the ENUM_OPENCL_HANDLE_TYPE enumeration.

**ENUM_OPENCL_HANDLE_TYPE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OPENCL_INVALID</td>
<td>Incorrect handle</td>
</tr>
<tr>
<td>OPENCL_CONTEXT</td>
<td>A handle of the OpenCL context</td>
</tr>
<tr>
<td>OPENCL_PROGRAM</td>
<td>A handle of the OpenCL program</td>
</tr>
<tr>
<td>OPENCL_KERNEL</td>
<td>A handle of the OpenCL kernel</td>
</tr>
<tr>
<td>OPENCL_BUFFER</td>
<td>A handle of the OpenCL buffer</td>
</tr>
</tbody>
</table>
CLGetInfoInteger

Returns the value of an integer property for an OpenCL object or device.

```c
long CLGetInfoInteger(
    int handle, // The handle of the OpenCL object or the number of the OpenCL device.
    ENUM_OPENCL_PROPERTY_INTEGER prop // Requested property
);
```

### Parameters

**handle**

[in] A handle to the OpenCL object or number of the OpenCL device. Numbering of OpenCL devices starts with zero.

**prop**

[in] The type of a requested property from the `ENUM_OPENCL_PROPERTY_INTEGER` enumeration, the value of which you want to obtain.

### Return Value

The value of the property if successful or -1 in case of an error. For information about the error, use the `GetLastError()` function.

#### `ENUM_OPENCL_PROPERTY_INTEGER`

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CL_DEVICE_COUNT</td>
<td>The number of devices with OpenCL support. This property does not require specification of the first parameter, i.e. you can pass a zero value for the <code>handle</code> parameter.</td>
<td>int</td>
</tr>
<tr>
<td>CL_DEVICE_TYPE</td>
<td>Type of device</td>
<td>ENUM_CL_DEVICE_TYPE</td>
</tr>
<tr>
<td>CL_DEVICE_VENDOR_ID</td>
<td>Unique vendor identifier</td>
<td>uint</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_COMPUTE_UNITS</td>
<td>Number of parallel calculated tasks in OpenCL device. One working group solves one computational task. The lowest value is 1</td>
<td>uint</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_CLOCK_FREQUENCY</td>
<td>Highest set frequency of the device in MHz.</td>
<td>uint</td>
</tr>
<tr>
<td>CL_DEVICE_GLOBAL_MEM_SIZE</td>
<td>Size of the global memory of the device in bytes</td>
<td>ulong</td>
</tr>
<tr>
<td>CL_DEVICE_LOCAL_MEM_SIZE</td>
<td>Size of the processed data (scene) local memory in bytes</td>
<td>uint</td>
</tr>
</tbody>
</table>
The ENUM_CL_DEVICE_TYPE enumeration contains possible types of devices supporting OpenCL. You can receive the type of device by its number or the handle of the OpenCL object by calling CLGetInfoInteger(handle_or_deviceN, CL_DEVICE_TYPE).

**ENUM_CL_DEVICE_TYPE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CL_DEVICE_ACCELERATOR</td>
<td>Dedicated OpenCL accelerators (for example, the IBM CELL Blade). These devices communicate with the host processor using a peripheral interconnect such as PCIe.</td>
<td></td>
</tr>
<tr>
<td>CL_DEVICE_CPU</td>
<td>An OpenCL device that is the host processor. The host processor runs the OpenCL implementations and is a single or multi-core CPU.</td>
<td></td>
</tr>
<tr>
<td>CL_DEVICE_GPU</td>
<td>An OpenCL device that is a GPU.</td>
<td></td>
</tr>
<tr>
<td>CL_DEVICE_DEFAULT</td>
<td>The default OpenCL device in the system. The default device cannot be a CL_DEVICE_TYPE_CUSTOM device.</td>
<td></td>
</tr>
<tr>
<td>CL_DEVICE_CUSTOM</td>
<td>Dedicated accelerators that do not support programs written in OpenCL C.</td>
<td></td>
</tr>
</tbody>
</table>

Example:
void OnStart()
{
    int cl_ctx;
    //--- initialize OpenCL context
    if((cl_ctx=CLContextCreate(CL_USE_GPU_ONLY))==INVALID_HANDLE)
    {
        Print("OpenCL not found");
        return;
    }
    //--- Display general information about OpenCL device
    Print("OpenCL type: ",EnumToString((ENUM_CL_DEVICE_TYPE)CLGetInfoInteger(cl_ctx,CL_)
    Print("OpenCL vendor ID: ",CLGetInfoInteger(cl_ctx,CL_DEVICE_VENDOR_ID));
    Print("OpenCL units: ",CLGetInfoInteger(cl_ctx,CL_DEVICE_MAX_COMPUTE_UNITS));
    Print("OpenCL freq: ",CLGetInfoInteger(cl_ctx,CL_DEVICE_MAX_CLOCK_FREQUENCY)," MHz");
    Print("OpenCL global mem: ",CLGetInfoInteger(cl_ctx,CL_DEVICE_GLOBAL_MEM_SIZE)," by")
    Print("OpenCL local mem: ",CLGetInfoInteger(cl_ctx,CL_DEVICE_LOCAL_MEM_SIZE)," byte");
    //--- free OpenCL context
    CLContextFree(cl_ctx);
}
CLGetInfoString

Returns string value of a property for OpenCL object or device.

```cpp
bool CLGetInfoString(
    int handle,          // OpenCL object handle or OpenCL device number
    ENUM_OPENCL_PROPERTY_STRING prop,  // requested property
    string& value        // referenced string
);
```

**Parameters**

- **handle**
  
  [in] OpenCL object handle or OpenCL device number. The numbering of OpenCL devices starts with zero.

- **prop**
  
  [in] Type of requested property from `ENUM_OPENCL_PROPERTY_STRING` enumeration, the value of which should be obtained.

- **value**
  
  [out] String for receiving the property value.

**Return Value**

true if successful, otherwise false. For information about the error, use the `GetLastError()` function.

**ENUM_OPENCL_PROPERTY_STRING**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CL_PLATFORM_PROFILE</td>
<td>CL_PLATFORM_PROFILE - OpenCL Profile. Profile name may be one of the following values:</td>
</tr>
<tr>
<td></td>
<td>• FULL_PROFILE - implementation supports OpenCL (functionality is defined as the part of the kernel specification without requiring additional extensions for OpenCL support);</td>
</tr>
<tr>
<td></td>
<td>• EMBEDDED_PROFILE - implementation supports OpenCL as a supplement. Amended profile is defined as a subset for each OpenCL version.</td>
</tr>
<tr>
<td>CL_PLATFORM_VERSION</td>
<td>OpenCL version</td>
</tr>
<tr>
<td>CL_PLATFORM_VENDOR</td>
<td>Platform vendor name</td>
</tr>
<tr>
<td>CL_PLATFORM_EXTENSIONS</td>
<td>List of extensions supported by the platform. Extension names should be supported by all devices related to this platform</td>
</tr>
<tr>
<td>CL_DEVICE_NAME</td>
<td>Device name</td>
</tr>
<tr>
<td>CL_DEVICE_VENDOR</td>
<td>Vendor name</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CL_DRIVER_VERSION</td>
<td>OpenCL driver version in major_number.minor_number format</td>
</tr>
<tr>
<td>CL_DEVICE_PROFILE</td>
<td>OpenCL device profile. Profile name may be one of the following values:</td>
</tr>
<tr>
<td></td>
<td>• FULL_PROFILE - implementation supports OpenCL (functionality is defined as the part of the kernel specification without requiring additional extensions for OpenCL support);</td>
</tr>
<tr>
<td></td>
<td>• EMBEDDED_PROFILE - implementation supports OpenCL as a supplement. Amended profile is defined as a subset for each OpenCL version.</td>
</tr>
<tr>
<td>CL_DEVICE_VERSION</td>
<td>OpenCL version in &quot;OpenCL&lt;space&gt;&lt;major_version.minor_version&gt;&lt;space&gt;&lt;vendor-specific information&gt;&quot; format</td>
</tr>
<tr>
<td>CL_DEVICE_EXTENSIONS</td>
<td>List of extensions supported by the device. The list may contain extensions supported by the vendor, as well as one or more approved names:</td>
</tr>
<tr>
<td></td>
<td>cl_khr_int64_base_atomics</td>
</tr>
<tr>
<td></td>
<td>cl_khr_int64_extended_atomics</td>
</tr>
<tr>
<td></td>
<td>cl_khr_fp16</td>
</tr>
<tr>
<td></td>
<td>cl_khr_gl_sharing</td>
</tr>
<tr>
<td></td>
<td>cl_khr_gl_event</td>
</tr>
<tr>
<td></td>
<td>cl_khr_d3d10_sharing</td>
</tr>
<tr>
<td></td>
<td>cl_khr_dx9_media_sharing</td>
</tr>
<tr>
<td></td>
<td>cl_khr_d3d11_sharing</td>
</tr>
<tr>
<td>CL_DEVICE_BUILT_IN_KERNELS</td>
<td>The list of supported kernels separated by &quot;;&quot;.</td>
</tr>
<tr>
<td>CL_DEVICE_OPENCL_C_VERSION</td>
<td>The maximum version supported by the compiler for this device. Version format:</td>
</tr>
<tr>
<td></td>
<td>&quot;OpenCL&lt;space&gt;C&lt;space&gt;&lt;major_version.minor_version&gt;&lt;space&gt;&lt;vendor-specific information&gt;&quot;</td>
</tr>
</tbody>
</table>

Example:

```cpp
void OnStart()
{
    int cl_ctx;
    string str;
    //--- initialize OpenCL context
    if((cl_ctx=CLContextCreate(CL_USE_GPU_ONLY))==INVALID_HANDLE)
    {
        Print("OpenCL not found");
        return;
    }
    //--- Display information about the platform
```
if (CLGetInfoString(cl_ctx, CL_PLATFORM_NAME, str))
    Print("OpenCL platform name: ",str);
if (CLGetInfoString(cl_ctx, CL_PLATFORM_VENDOR, str))
    Print("OpenCL platform vendor: ",str);
if (CLGetInfoString(cl_ctx, CL_PLATFORM_VERSION, str))
    Print("OpenCL platform ver: ",str);
if (CLGetInfoString(cl_ctx, CL_PLATFORM_PROFILE, str))
    Print("OpenCL platform profile: ",str);
if (CLGetInfoString(cl_ctx, CL_PLATFORM_EXTENSIONS, str))
    Print("OpenCL platform ext: ",str);

    //--- Display general information about the device
if (CLGetInfoString(cl_ctx, CL_DEVICE_NAME, str))
    Print("OpenCL device name: ",str);
if (CLGetInfoString(cl_ctx, CL_DEVICE_PROFILE, str))
    Print("OpenCL device profile: ",str);
if (CLGetInfoString(cl_ctx, CL_DEVICE_BUILT_IN_KERNELS, str))
    Print("OpenCL device kernels: ",str);
if (CLGetInfoString(cl_ctx, CL_DEVICE_EXTENSIONS, str))
    Print("OpenCL device ext: ",str);
if (CLGetInfoString(cl_ctx, CL_DEVICE_VENDOR, str))
    Print("OpenCL device vendor: ",str);
if (CLGetInfoString(cl_ctx, CL_DEVICE_VERSION, str))
    Print("OpenCL device ver: ",str);
if (CLGetInfoString(cl_ctx, CL_DEVICE_OPENCL_C_VERSION, str))
    Print("OpenCL open c ver: ",str);

    //--- Display general information about the OpenCL device
    Print("OpenCL type: ",EnumToString((ENUM_CL_DEVICE_TYPE)CLGetInfoInteger(cl_ctx, CL
    Print("OpenCL vendor ID: ",CLGetInfoInteger(cl_ctx, CL_DEVICE_VENDOR_ID));
    Print("OpenCL units: ",CLGetInfoInteger(cl_ctx, CL_DEVICE_MAX_COMPUTE_UNITS));
    Print("OpenCL freq: ",CLGetInfoInteger(cl_ctx, CL_DEVICE_MAX_CLOCK_FREQUENCY));
    Print("OpenCL global mem: ",CLGetInfoInteger(cl_ctx, CL_DEVICE_GLOBAL_MEM_SIZE));
    Print("OpenCL local mem: ",CLGetInfoInteger(cl_ctx, CL_DEVICE_LOCAL_MEM_SIZE));

    //--- free OpenCL context
CLContextFree(cl_ctx);
CLContextCreate

Creates an OpenCL context and returns its handle.

```c
int CLContextCreate(
    int device  // Serial number of the OpenCL device or macro
);
```

Parameter

device

[in] The ordinal number of the OpenCL-device in the system. Instead of a specific number, you can specify one of the following values:

- CL_USE_ANY - any available device with OpenCL support is allowed;
- CL_USE_CPU_ONLY - only OpenCL emulation on CPU is allowed;
- CL_USE_GPU_ONLY - OpenCL emulation is prohibited and only specialized devices with OpenCL support (video cards) can be used.

Return Value

A handle to the OpenCL context if successful, otherwise -1. For information about the error, use the GetLastError() function.
**CLContextFree**

Removes an OpenCL context.

```c
void CLContextFree(
    int context  // Handle to an OpenCL context
);```

**Parameters**

- `context`
  
  [in] Handle of the OpenCL context.

**Return Value**

None. In the case of an internal error the value of `_LastError` changes. For information about the error, use the `GetLastError()` function.
**CLGetDeviceInfo**

The function receives device property from OpenCL driver.

```c
bool CLGetDeviceInfo(
    int handle,  // OpenCL device handle
    int property_id,  // requested property ID
    uchar& data[],  // array for receiving data
    uint& size  // shift in the array elements, default value is 0
);
```

**Parameters**

- **handle**
  - [in] OpenCL device index or OpenCL handle created by `CLContextCreate()` function.

- **property_id**
  - [in] ID of the OpenCL device property that should be received. The values can be one of the predetermined ones listed in the table below.

- **data[]**
  - [out] The array for receiving data on the requested property.

- **size**
  - [out] Size of the received data in the array `data[]`.

**Return Value**

- `true` if successful, otherwise `false`. For information about the error, use the `GetLastErrorCode()` function.

**Note**

For one-dimensional arrays, the number of the element, from which data reading for OpenCL buffer starts, is calculated considering `AS_HERM` flag.

**The list of available IDs of OpenCL device properties**

Exact description of the property and its functions can be found at the official OpenCL web site.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CL_DEVICE_TYPE</td>
<td>0x1000</td>
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<tr>
<td>CL_DEVICE_VENDOR_ID</td>
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<td>CL_DEVICE_MAX_COMPUTE_UNITS</td>
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<td>CL_DEVICE_MAX_WORK_GROUP_SIZE</td>
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<tr>
<td>CL_DEVICE_MAX_WORK_ITEM_SIZES</td>
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<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_CHAR</td>
<td>0x1006</td>
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<td>Identifier</td>
<td>Value</td>
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<td>------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_SHORT</td>
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<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_INT</td>
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<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_LONG</td>
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<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_DOUBLE</td>
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<td>CL_DEVICE_MAX_CLOCK_FREQUENCY</td>
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<tr>
<td>CL_DEVICE_ADDRESS_BITS</td>
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<td>CL_DEVICE_MAX_SAMPLERS</td>
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<td>CLDEVICE_MEM_BASE_ADDR_ALIGN</td>
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<td>CL_DEVICE_SINGLE_FP_CONFIG</td>
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<tr>
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<tr>
<td>Identifier</td>
<td>Value</td>
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<tr>
<td>--------------------------------------------------------------</td>
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<td>CL_DEVICE_LOCAL_MEM_SIZE</td>
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<td>CL_DEVICE_ERROR_CORRECTION_SUPPORT</td>
<td>0x1024</td>
</tr>
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<td>CL_DEVICE_PROFILING_TIMER_RESOLUTION</td>
<td>0x1025</td>
</tr>
<tr>
<td>CL_DEVICE_ENDIAN_LITTLE</td>
<td>0x1026</td>
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<tr>
<td>CL_DEVICE_AVAILABLE</td>
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<tr>
<td>CL_DEVICE_COMPILER_AVAILABLE</td>
<td>0x1028</td>
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<td>CL_DEVICE_EXECUTION_CAPABILITIES</td>
<td>0x1029</td>
</tr>
<tr>
<td>CL_DEVICE_QUEUE_PROPERTIES</td>
<td>0x102A</td>
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<tr>
<td>CL_DEVICE_NAME</td>
<td>0x102B</td>
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<td>CL_DEVICE_VENDOR</td>
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<tr>
<td>CL_DRIVER_VERSION</td>
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<td>CL_DEVICE_PROFILE</td>
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<td>CL_DEVICE_VERSION</td>
<td>0x102F</td>
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<td>CL_DEVICE_EXTENSIONS</td>
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<td>CL_DEVICE_PLATFORM</td>
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<td>CL_DEVICE_DOUBLE_FP_CONFIG</td>
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<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_HALF</td>
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<td>CL_DEVICE_HOST_UNIFIED_MEMORY</td>
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<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_CHAR</td>
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<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_LONG</td>
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<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_FLOAT</td>
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</tr>
<tr>
<td>CL_DEVICE_IMAGE_MAX_ARRAY_SIZE</td>
<td>0x1041</td>
</tr>
</tbody>
</table>
### Example:

```cpp
void OnStart()
{
    //---
    int dCount = CLGetInfoInteger(0, CL_DEVICE_COUNT);
    for(int i = 0; i<dCount; i++)
    {
        int clCtx = CLContextCreate(i);
        if(clCtx == -1)
            Print("ERROR in CLContextCreate");
        string device;
        CLGetInfoString(clCtx, CL_DEVICE_NAME, device);
        Print(i, ": ", device);
        uchar data[1024];
        uint size;
        CLGetDeviceInfo(clCtx, CL_DEVICE_VENDR, data, size);
        Print("size = ", size);
        string str = CharArrayToString(data);
        Print(str);
    }
    //--- example of entries in Experts journal
    //  2013.07.24 10:50:48     opencl (EURUSD,H1)      size = 32
    //  2013.07.24 10:50:48     opencl (EURUSD,H1)      Tahiti
    //  2013.07.24 10:50:48     opencl (EURUSD,H1)      Intel(R) Corporation
    //  2013.07.24 10:50:48     opencl (EURUSD,H1)      size = 21
    //  2013.07.24 10:50:48     opencl (EURUSD,H1)      1: Intel(R) Core(TM) i7-37"
// 2013.07.24 10:50:48 openc1 (EURUSD,H1) size = 19
// 2013.07.24 10:50:48 openc1 (EURUSD,H1) 0: GeForce GTX 580
CLProgramCreate

Creates an OpenCL program from a source code.

```c
int CLProgramCreate(
    int  context, // Handle to an OpenCL context
    const string  source   // Source code
);
```

An overloaded function version creates an OpenCL program and writes compiler messages into the passed string.

```c
int CLProgramCreate(
    int  context, // Handle to an OpenCL context
    const string  source, // Source code
    string &build_log  // A string for receiving the compilation log
);
```

Parameters

- **context**  
  [in] Handle of the OpenCL context.

- **source**  
  [in] String with the source code of the OpenCL program.

- **&build_log**  
  [in] A string for receiving the OpenCL compiler messages.

Return Value

A handle to an OpenCL object if successful. In case of error -1 is returned. For information about the error, use the `GetLastError()` function.

Note

At the moment, the following error codes are used:

- **ERR_OPENCL_INVALID_HANDLE** - invalid handle to the context OpenCL.
- **ERR_INVALID_PARAMETER** - invalid string parameter.
- **ERR_NOT_ENOUGH_MEMORY** - not enough memory to complete operation.
- **ERR_OPENCL_PROGRAM_CREATE** - internal error of OpenCL or compilation error.

In some graphic cards working with the `double` type numbers is disabled by default. This can lead to compilation error 5105. To enable support for the double type numbers, please add the following directive to your OpenCL program: `#pragma OPENCL EXTENSION cl_khr_fp64 : enable`. However if a graphic card doesn’t support double, enabling this directive won’t be of help.

Example:

```c
//+------------------------------------------------------------------+
//| OpenCL kernel                                                     |
//+------------------------------------------------------------------+
const string
```
Working with OpenCL

//--- by default some GPU doesn't support doubles
//--- cl_khr_fp64 directive is used to enable work with doubles

#pragma OPENCL EXTENSION cl_khr_fp64 : enable

//--- OpenCL kernel function

__kernel void Test_GPU(__global double *data, int N, int total_arrays)
{
    uint kernel_index = get_global_id(0);
    if (kernel_index > total_arrays) return;
    uint local_start_offset = kernel_index * N;
    for (int i = 0; i < N; i++)
    {
        data[i + local_start_offset] *= 2.0;
    }
}

bool Test_CPU(double &data[], const int N, const int id, const int total_arrays)
{
    //--- check array size
    if (ArraySize(data) == 0) return(false);
    //--- check array index
    if (id > total_arrays) return(false);
    //--- calculate local offset for array with index id
    int local_start_offset = id * N;
    //--- multiply elements by 2
    for (int i = 0; i < N; i++)
    {
        data[i + local_start_offset] *= 2.0;
    }
    return true;
}

#define ARRAY_SIZE 100 // size of the array
#define TOTAL ARRAYS 5 // total arrays

//--- OpenCL handles
int cl_ctx; // OpenCL context handle
int cl_prg; // OpenCL program handle
int cl_krn; // OpenCL kernel handle
int cl_mem; // OpenCL buffer handle

double DataArray1[]; // data array for CPU calculation
double DataArray2[]; // data array for GPU calculation

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
int OnStart()
{
    //--- initialize OpenCL objects
    //--- create OpenCL context
    if((cl_ctx=CLContextCreate())==INVALID_HANDLE)
    {
        Print("OpenCL not found. Error=",GetLastError());
        return(1);
    }
    //--- create OpenCL program
    if((cl_prg=CLProgramCreate(cl_ctx,cl_src))==INVALID_HANDLE)
    {
        CLContextFree(cl_ctx);
        Print("OpenCL program create failed. Error=",GetLastError());
        return(1);
    }
    //--- create OpenCL kernel
    if((cl_krn=CLKernelCreate(cl_prg,"Test_GPU"))==INVALID_HANDLE)
    {
        CLProgramFree(cl_prg);
        CLContextFree(cl_ctx);
        Print("OpenCL kernel create failed. Error=",GetLastError());
        return(1);
    }
    //--- create OpenCL buffer
    if((cl_mem=CLBufferCreate(cl_ctx,ARRAY_SIZE*TOTAL ARRAYS*sizeof(double),CL_MEM_READ_WRITE)) == INVALID_HANDLE)
    {
        CLKernelFree(cl_krn);
        CLProgramFree(cl_prg);
        CLContextFree(cl_ctx);
        Print("OpenCL buffer create failed. Error=",GetLastError());
        return(1);
    }
    //--- set OpenCL kernel constant parameters
    CLSetKernelArgMem(cl_krn,0,cl_mem);
    CLSetKernelArg(cl_krn,1,ARRAY_SIZE);
    CLSetKernelArg(cl_krn,2,TOTAL ARRAYS);
    //--- prepare data arrays
    ArrayResize(DataArray1,ARRAY_SIZE*TOTAL ARRAYS);
    ArrayResize(DataArray2,ARRAY_SIZE*TOTAL ARRAYS);
    //--- fill arrays with data
    for(int j=0; j<TOTAL ARRAYS; j++)
    {
        //--- calculate local start offset for jth array
        uint local_offset=j*ARRAY_SIZE;
        //--- prepare array with index j
        for(int i=0; i<ARRAY_SIZE; i++)
        {
            //--- fill arrays with function MathCos(i+j);
DataArray1[i+local_offset]=MathCos(i+j);
DataArray2[i+local_offset]=MathCos(i+j);
}
}
//--- test CPU calculation
for (int j=0; j<TOTAL ARRAYS; j++)
{
    //--- calculation of the array with index j
    Test_CPU(DataArray1,ARRAY_SIZE,j,TOTAL ARRAYS);
}
//--- prepare CLExecute params
uint offset[]={};
//--- global work size
uint work[]={TOTAL ARRAYS};
//--- write data to OpenCL buffer
CLBufferWrite(cl_mem,DataArray2);
//--- execute OpenCL kernel
CLEXecute(cl_krn,1,offset,work);
//--- read data from OpenCL buffer
CLBufferRead(cl_mem,DataArray2);
//--- total error
double total_error=0;
//--- compare results and calculate error
for (int j=0; j<TOTAL ARRAYS; j++)
{
    //--- calculate local offset for jth array
    uint local_offset=j*ARRAY_SIZE;
    //--- compare the results
    for (int i=0; i<ARRAY_SIZE; i++)
    {
        double v1=DataArray1[i+local_offset];
        double v2=DataArray2[i+local_offset];
        double delta=MathAbs(v2-v1);
        total_error+=delta;
    //--- show first and last arrays
        if ((j==0) || (j==TOTAL ARRAYS-1))
            printf("array %d of %d, element [%d]:  %f, %f, [error]=%f",j+1,TOTAL_
    }

    printf("Total error: %f",total_error);
//--- delete OpenCL objects
    //--- free OpenCL buffer
    CLBufferFree(cl_mem);
    //--- free OpenCL kernel
    CKernelFree(cl_krn);
    //--- free OpenCL program
    CProgramFree(cl_prg);
    //--- free OpenCL context
    CContextFree(cl_ctx);
```c
//---
return (0);
}
```
**CLProgramFree**

Removes an OpenCL program.

```c
void CLProgramFree(
    int program // Handle to an OpenCL object
);
```

**Parameters**

- `program`

  [in] Handle of the OpenCL object.

**Return Value**

None. In the case of an internal error the value of `LastError` changes. For information about the error, use the `GetLastError()` function.
CLKernelCreate

Creates the OpenCL program kernel and returns its handle.

```c
int CLKernelCreate(
    int program, // Handle to an OpenCL object
    const string kernel_name // Kernel name
);
```

Parameters

**program**

[in] Handle to an object of the OpenCL program.

**kernel_name**

[in] The name of the kernel function in the appropriate OpenCL program, in which execution begins.

Return Value

A handle to an OpenCL object if successful. In case of error -1 is returned. For information about the error, use the `GetLastError()` function.

Note

At the moment, the following error codes are used:

- ERR_OPENCL_INVALID_HANDLE - invalid handle to OpenCL program.
- ERR_INVALID_PARAMETER - invalid string parameter.
- ERR_OPENCL_TOO_LONG_KERNEL_NAME - kernel name contains more than 127 characters.
- ERR_OPENCL_KERNEL_CREATE - internal error occurred while creating an OpenCL object.
CLKernelFree

Removes an OpenCL start function.

```c
void CLKernelFree(
    int kernel // Handle to the kernel of an OpenCL program
);
```

Parameters

- `kernel_name`
  - `[in]` Handle of the kernel object.

Return Value

None. In the case of an internal error the value of `_LastError` changes. For information about the error, use the `GetLastError()` function.
CLSetKernelArg

Sets a parameter for the OpenCL function.

```cpp
bool CLSetKernelArg(
    int kernel,       // Handle to the kernel of an OpenCL program
    uint arg_index,   // The number of the argument of the OpenCL function
    void* arg_value   // Source code
);
```

Parameters

- **kernel**
  - [in] Handle to a kernel of the OpenCL program.

- **arg_index**
  - [in] The number of the function argument, numbering starts with zero.

- **arg_value**
  - [in] The value of the function argument.

Return Value

Returns true if successful, otherwise returns false. For information about the error, use the GetLastErrors() function.

Note

At the moment, the following error codes are used:

- ERR_INVALID_PARAMETER,
- ERR_OPENCL_INVALID_HANDLE - invalid handle to the OpenCL kernel
- ERR_OPENCL_SET_KERNEL_PARAMETER - internal error of OpenCL.
CLSetKernelArgMem

Sets an OpenCL buffer as a parameter of the OpenCL function.

```c
bool CLSetKernelArgMem(
    int    kernel,  // Handle to the kernel of an OpenCL program
    uint   arg_index, // The number of the argument of the OpenCL function
    int    cl_mem_handle // Handle to OpenCL buffer
);
```

**Parameters**

- `kernel`
  
  [in] Handle to a kernel of the OpenCL program.

- `arg_index`
  
  [in] The number of the function argument, numbering starts with zero.

- `cl_mem_handle`
  
  [in] A handle to an OpenCL buffer.

**Return Value**

Returns true if successful, otherwise returns false. For information about the error, use the `GetLastError()` function.
CLSetKernelArgMemLocal

Sets the local buffer as an argument of the kernel function.

```cpp
bool CLSetKernelArgMemLocal(
    int kernel, // handle to a kernel of an OpenCL program
    uint arg_index, // number of the OpenCL function argument
    ulong local_mem_size // buffer size
);
```

**Parameters**

- **kernel**
  
  [in] Handle to a kernel of the OpenCL program.

- **arg_index**
  
  [in] The number of the function argument, numbering starts with zero.

- **local_mem_size**
  

**Return Value**

Returns true if successful, otherwise returns false. For information about the error, use the `GetLastError()` function.
**CLBufferCreate**

Creates an OpenCL buffer and returns its handle.

```c
int CLBufferCreate(
    int context,       // Handle to an OpenCL context
    uint size,         // Buffer size
    uint flags         // Flags combination which specify properties of OpenCL buffer
);
```

**Parameters**

- **context**
  - [in] A handle to context OpenCL.

- **size**
  - [in] Buffer size in bytes.

- **flags**
  - [in] Buffer properties that are set using a combination of flags: CL_MEM_READ_WRITE, CL_MEM_WRITE_ONLY, CL_MEM_READ_ONLY, CL_MEM_ALLOC_HOST_PTR.

**Return Value**

A handle to an OpenCL buffer if successful. In case of error -1 is returned. For information about the error, use the `GetLastError()` function.

**Note**

At the moment, the following error codes are used:
- ERR_OPENCL_INVALID_HANDLE - invalid handle to OpenCL context.
- ERR_NOT_ENOUGH_MEMORY - insufficient memory.
- ERR_OPENCL_BUFFER_CREATE - internal error creating buffers.
CLBufferFree

Deletes an OpenCL buffer.

```c
void CLBufferFree(
    int buffer // Handle to an OpenCL buffer
);
```

**Parameters**

*buffer*

[in] A handle to an OpenCL buffer.

**Return Value**

None. In the case of an internal error the value of _LastError_ changes. For information about the error, use the GetLastError() function.
CLBufferWrite

Writes into the OpenCL buffer and returns the number of written elements.

```c
uint CLBufferWrite(
    int buffer, // A handle to the OpenCL buffer
    const void* data[], // An array of values
    uint buffer_offset=0, // An offset in the OpenCL buffer in bytes, 0 by default
    uint data_offset=0, // An offset in the array in elements, 0 by default
    uint data_count=WHOLE_ARRAY // The number of values from the array for
);
```

Parameters

- **buffer**

- **data[]**
  - [in] An array of values that should be written in the OpenCL buffer. Passed by reference.

- **buffer_offset**
  - [in] An offset in the OpenCL buffer in bytes, from which writing begins. By default, writing start with the very beginning of the buffer.

- **data_offset**
  - [in] The index of the first array element, starting from which values from the array are written in the OpenCL buffer. By default, values from the very beginning of the array are taken.

- **data_count**
  - [in] The number of values that should be written. All the values of the array, by default.

Return Value

The number of written elements. 0 is returned in case of an error. For information about the error, use the `GetLastError()` function.

Note

For one-dimensional arrays, the number of the element, with which reading of data for writing into an OpenCL buffer begins, is calculated taking into account the `AS_SERIES` flags.

An array of two or more dimensions is presented as one-dimensional. In this case, `data_offset` is the number of elements that should be skipped in the presentation, not the number of elements in the first dimension.
CLBufferRead

Reads an OpenCL buffer into an array and returns the number of read elements.

```c
uint CLBufferRead(
    int buffer,       // A handle to the OpenCL buffer
    const void* data[], // An array of values
    uint buffer_offset=0, // An offset in the OpenCL buffer in bytes,
    uint data_offset=0,  // An offset in the array in elements, 0 by default
    uint data_count=WHOLE_ARRAY // The number of values from the buffer for
);```

Parameters

- **buffer**

- **data[]**

- **buffer_offset**
  - [in] An offset in the OpenCL buffer in bytes, from which reading begins. By default, reading start with the very beginning of the buffer.

- **data_offset**
  - [in] The index of the first array element for writing the values of the OpenCL buffer. By default, writing of the read values into an array starts from the zero index.

- **data_count**
  - [in] The number of values that should be read. The whole OpenCL buffer is read by default.

Return Value

The number of read elements. 0 is returned in case of an error. For information about the error, use the `GetLastError()` function.

Note

For one-dimensional arrays, the number of the element, into which writing of data into an OpenCL buffer begins, is calculated taking into account the `AS_SERIES` flags.

An array of two or more dimensions is presented as one-dimensional. In this case, `data_offset` is the number of elements that should be skipped in the presentation, not the number of elements in the first dimension.
**CLEExecute**

The function runs an OpenCL program. There are 3 versions of the function:

1. Launching kernel functions using one kernel

   ```
   bool CLEExecute(
       int kernel // Handle to the kernel of an OpenCL program
   );
   ```

2. Launching several kernel copies (OpenCL function) with task space description

   ```
   bool CLEExecute(
       int kernel, // Handle to the kernel of an OpenCL program
       uint work_dim, // Dimension of the tasks space
       const uint& global_work_offset[], // Initial offset in the tasks space
       const uint& global_work_size[] // Total number of tasks
   );
   ```

3. Launching several kernel copies (OpenCL function) with task space description and specification of the size of the group's local task subset

   ```
   bool CLEExecute(
       int kernel, // Handle to the kernel of an OpenCL program
       uint work_dim, // Dimension of the tasks space
       const uint& global_work_offset[], // Initial offset in the tasks space
       const uint& global_work_size[], // Total number of tasks
       const uint& local_work_size[] // Number of tasks in the local group
   );
   ```

**Parameters**

- `kernel`
  
  [in] Handle to the OpenCL kernel.

- `work_dim`
  
  [in] Dimension of the tasks space.

- `global_work_offset[]`
  
  [in] Initial offset in the tasks space.

- `global_work_size[]`
  
  [in] The size of a subset of tasks.

- `local_work_size[]`
  
  [in] The size of the group's local task subset.

**Return Value**

Returns true if successful, otherwise returns false. For information about the error, use the `GetLastError()` function.

**Note**

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Consider the use of the parameters in the following example:

- `work_dim` specifies the size of `work_items[]` array that describes the tasks. If `work_dim=3`, three-dimensional array `work_items[N1, N2, N3]` is used.
- `global_work_size[]` contains the values that set the `work_items[]` array size. If `work_dim=3`, `global_work_size[3]` array can be `{40, 100, 320}`. Then we have `work_items[40, 100, 320]`. So, the total number of tasks is `40 x 100 x 320 = 1280000`.
- `local_work_size[]` sets the subset of the tasks that will be executed by the specified kernel of OpenCL program. Its size is equal to `work_items[]` size and allows to split the common task subset into smaller subsets without loss of remainder in division. In fact, the size of `local_work_size[]` array should be selected so that the `work_items[]` global task set will be split into smaller subsets. In this example `local_work_size[3]={10, 10, 10}` will be OK, as `work_items[40, 100, 320]` can be gathered from `local_items[10, 10, 10]` array without division remainder.
CLExecutionStatus

Returns the OpenCL program execution status.

```c
int CLExecutionStatus(
    int kernel // handle to a kernel of an OpenCL program
);
```

Parameters

`kernel`
- [in] Handle to a kernel of the OpenCL program.

Return Value

Returns the OpenCL program status. The value can be one of the following:
- CL_COMPLETE=0 - program complete,
- CL_RUNNING=1 - running,
- CL_SUBMITTED=2 - submitted for execution,
- CL_QUEUED=3 - queued,
- -1 (minus one) - error occurred when executing CLExecutionStatus().
Working with databases

The functions for working with databases apply the popular and easy-to-use SQuake engine. The convenient feature of this engine is that the entire database is located in a single file on a user PC’s hard disk.

The functions allow for convenient creation of tables, adding data to them, performing modifications and sampling using simple SQL requests:

- receiving trading history and quotes from any formats,
- saving optimization and test results,
- preparing and exchanging data with other analysis packages,
- storing MQL5 application settings and status.

Queries allow using statistical and mathematical functions.

The functions for working with databases allow you to replace the most repetitive large data array handling operations with SQL requests, so that it is often possible to use the DatabaseExecute/DatabasePrepare calls instead of programming complex loops and comparisons. Use the DatabaseReadBind function to conveniently obtain query results in a ready-made structure. The function allows reading all record fields at once within a single call.

To accelerate reading, writing and modification, a database can be opened/created in RAM with the DATABASE_OPEN_MEMORY flag, although such a database is available only to a specific application and is not shared. When working with databases located on the hard disk, bulk data inserts/changes should be wrapped in transactions using DatabaseTransactionBegin/DatabaseTransactionCommit/DatabaseTransactionRollback. This accelerates the process hundreds of times.

To start working with the functions, read the article SQLite: Native handling of SQL databases in MQL5.

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### Working with databases

<table>
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<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
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<td>Moves to the next entry as a result of a request</td>
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<tr>
<td>DatabaseColumnsCount</td>
<td>Gets the number of fields in a request</td>
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<td>DatabaseColumnName</td>
<td>Gets a field name by index</td>
</tr>
<tr>
<td>DatabaseColumnType</td>
<td>Gets a field type by index</td>
</tr>
<tr>
<td>DatabaseColumnSize</td>
<td>Gets a field size in bytes</td>
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<tr>
<td>DatabaseColumnText</td>
<td>Gets a field value as a string from the current record</td>
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<tr>
<td>DatabaseColumnInteger</td>
<td>Gets the int type value from the current record</td>
</tr>
<tr>
<td>DatabaseColumnLong</td>
<td>Gets the long type value from the current record</td>
</tr>
<tr>
<td>DatabaseColumnDouble</td>
<td>Gets the double type value from the current record</td>
</tr>
<tr>
<td>DatabaseColumnBlob</td>
<td>Gets a field value as an array from the current record</td>
</tr>
</tbody>
</table>

### Statistical functions:
- mode - `mode`
- median - `median` (50th percentile)
- percentile _25_ - 25th `percentile`
- percentile _75_  
- percentile _90_  
- percentile _95_  
- percentile _99_  
- stddev or stddev_samp — sample standard deviation
Working with databases

- stddev_pop — population standard deviation
- variance or var_samp — sample variance
- var_pop — population variance

Mathematical functions

- \( \text{acos}(X) \) - arccosine in radians
- \( \text{acosh}(X) \) - hyperbolic arccosine
- \( \text{asin}(X) \) - arcsine in radians
- \( \text{asinh}(X) \) - hyperbolic arcsine
- \( \text{atan}(X) \) - arctangent in radians
- \( \text{atan2}(X, Y) \) - arctangent in radians of the \( X/Y \) ratio
- \( \text{atanh}(X) \) - hyperbolic arctangent
- \( \text{ceil}(X) \) - rounding up to an integer
- \( \text{ceiling}(X) \) - rounding up to an integer
- \( \text{cos}(X) \) - angle cosine in radians
- \( \text{cosh}(X) \) - hyperbolic cosine
- \( \text{degrees}(X) \) - convert radians into the angle
- \( \text{exp}(X) \) - exponent
- \( \text{floor}(X) \) - rounding down to an integer
- \( \text{ln}(X) \) - natural logarithm
- \( \text{log}(B, X) \) - logarithm to the indicated base
- \( \text{log}(X) \) - decimal logarithm
- \( \text{log10}(X) \) - decimal logarithm
- \( \text{log2}(X) \) - logarithm to base 2
- \( \text{mod}(X, Y) \) - remainder of division
- \( \pi() \) - approximate Pi
- \( \text{pow}(X, Y) \) - power by the indicated base
- \( \text{power}(X, Y) \) - power by the indicated base
- \( \text{radians}(X) \) - convert the angle into radians
- \( \text{sin}(X) \) - angle sine in radians
- \( \text{sinh}(X) \) - hyperbolic sine
- \( \text{sqrt}(X) \) - square root
- \( \text{tan}(X) \) - angle tangent in radians
- \( \text{tanh}(X) \) - hyperbolic tangent
- \( \text{trunc}(X) \) - truncate to an integer closest to 0

Example:

```
select
    count(*) as book_count,
    cast(avg(parent) as integer) as mean,
```
cast(median(parent) as integer) as median,
mode(parent) as mode,
percentile_90(parent) as p90,
percentile_95(parent) as p95,
percentile_99(parent) as p99
from mox_bookmarks;
DatabaseOpen

Opens or creates a database in a specified file.

```c
int DatabaseOpen(
    string filename,       // file name
    uint flags            // combination of flags
);
```

Parameters

filename

[in] File name relative to the "MQL5\Files" folder.

flags

[in] Combination of flags from the `ENUM_DATABASE_OPEN_FLAGS` enumeration.

Return Value

If executed successfully, the function returns the database handle, which is then used to access the database. Otherwise, it returns `INVALID_HANDLE`. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_INTERNAL_ERROR (4001) - critical runtime error;
- ERR_WRONG_INTERNAL_PARAMETER (4002) - internal error, while accessing the "MQL5\Files" folder;
- ERR_INVALID_PARAMETER (4003) - path to the database file contains an empty string, or an incompatible combination of flags is set;
- ERR_NOT_ENOUGH_MEMORY (4004) - insufficient memory;
- ERR_WRONG_FILENAME (5002) - wrong database file name;
- ERR_TOO_LONG_FILENAME (5003) - absolute path to the database file exceeds the maximum length;
- ERR_DATABASE_TOO_MANY_OBJECTS (5122) - exceeded the maximum acceptable number of Database objects;
- ERR_DATABASE_CONNECT (5123) - database connection error;
- ERR_DATABASE_MISUSE (5621) - incorrect use of the SQLite library.

Note

If the `filename` parameter features NULL or the empty string "", a temporary file is created on the disk. It is automatically deleted after closing the database connection.

If the `filename` parameter features ":memory:“, the database is created in the memory and is automatically deleted after the connection to it is closed.

If the `flags` parameter features none of the DATABASE_OPEN_READONLY or DATABASE_OPEN_READWRITE flags, the DATABASE_OPEN_READWRITE flag is used.

If the file extension is not specified, ".sqlite" is used.

`ENUM_DATABASE_OPEN_FLAGS`
# Working with databases

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<tr>
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<td>Read only</td>
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<td>Open for reading and writing</td>
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<tr>
<td>DATABASE_OPEN_CREATE</td>
<td>Create the file on a disk if necessary</td>
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<td>DATABASE_OPEN_MEMORY</td>
<td>Create a database in RAM</td>
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<tr>
<td>DATABASE_OPEN_COMMON</td>
<td>The file is in the common folder of all terminals</td>
</tr>
</tbody>
</table>

See also

[DatabaseClose](#)
DatabaseClose

Closes a database.

```c
void DatabaseClose(
    int database // database handle received in DatabaseOpen
);
```

Parameters

database

[in] Database handle received in DatabaseOpen().

Return Value

None.

Note

After calling DatabaseClose, all handles of requests to the database are automatically removed and become invalid.

If the handle is invalid, the function sets the ERR_DATABASE_INVALID_HANDLE error. You can check the error using GetLastError().

See also

DatabaseOpen, DatabasePrepare
DatabaseImport

Imports data from a file into a table.

```cpp
long DatabaseImport(
    int database, // database handle received in DatabaseOpen
    const string table, // name of a table to insert data
    const string filename, // name of a file to import data
    uint flags, // combination of flags
    const string separator, // data separator
    ulong skip_rows, // how many initial strings to skip
    const string skip_comments // string of characters defining comments
);
```

Parameters

`database`

[in] Database handle received in `DatabaseOpen()`.

`table`

[in] Name of a table the data from a file is to be added to.

`filename`

[in] CSV file or ZIP archive for reading data. The name may contain subdirectories and is set relative to the MQL5\Files folder.

`flags`

[in] Combination of flags.

`separator`


`skip_rows`

[in] Number of initial strings to be skipped when reading data from the file.

`skip_comments`

[in] String of characters for designating strings as comments. If any character from `skip_comments` is detected at the beginning of a string, such a string is considered a comment and is not imported.

Return Value

Return the number of imported strings or -1 in case of an error. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_INVALID_PARAMETER (4003) - no table name specified (empty string or NULL);
- ERR_DATABASE_INTERNAL (5120) - internal database error;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle.

Note

If there is no table named `table`, it is generated automatically. Names and field types in the created table are defined automatically based on the file data.
See also

DatabaseOpen, DatabasePrint
**DatabaseExport**

Exports a table or an SQL request execution result to a CSV file. The file is created in the UTF-8 encoding.

```cpp
long DatabaseExport(
    int database, // database handle received in DatabaseOpen
    const string table_or_sql, // a table name or an SQL request
    const string filename, // a name of a CSV file for data export
    uint flags, // combination of flags
    const string separator // data separator in the CSV file
);
```

**Parameters**

- `database`  
  [in] Database handle received in DatabaseOpen().

- `table_or_sql`  
  [in] A name of a table or a text of an SQL request whose results are to be exported to a specified file.

- `filename`  
  [in] A file name for data export. The path is set relative to the MQL5\Files folder.

- `flags`  
  [in] Combination of flags defining the output to a file. The flags are defined as follows:

  - `DATABASE_EXPORT_HEADER` - display a string with field names
  - `DATABASE_EXPORT_INDEX` - display string indices
  - `DATABASE_EXPORT_NO_BOM` - do not insert BOM mark at the beginning of the file (BOM is inserted by default)
  - `DATABASE_EXPORT_CRLF` - use CRLF for line break (the default is LF)
  - `DATABASE_EXPORT_APPEND` - add data to the end of an existing file (by default, the file is overwritten). If the file does not exist, it will be created.
  - `DATABASE_EXPORT_QUOTED_STRINGS` - display string values in double quotes.
  - `DATABASE_EXPORT_COMMON_FOLDER` - a CSV file is created in the common folder of all client terminals\Terminal\Common\File.

- `separator`  
  [in] Data separator. If NULL is specified, the `\t` tabulation character is used as a separator. An empty string `""` is considered a valid separator but the obtained CSV file cannot be read as a table - it is considered as a set of strings.

**Return Value**

Return the number of exported entries or a negative value in case of an error. To get the error code, use `GetLastError()`, the possible responses are:

- `ERR_INTERNAL_ERROR (4001)` - critical runtime error;
- `ERR_INVALID_PARAMETER (4003)` - path to the database file contains an empty string, or an incompatible combination of flags is set;
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- ERR_NOT_ENOUGH_MEMORY (4004) - insufficient memory;
- ERR_FUNCTION_NOT_ALLOWED(4014) - specified pipe is not allowed;
- ERR_PROGRAM_STOPPED(4022) - operation canceled (MQL program stopped);
- ERR_WRONG_FILENAME (5002) - invalid file name;
- ERR_TOO_LONG_FILENAME (5003) - absolute path to the file exceeds the maximum length;
- ERR_CANNOT_OPEN_FILE(5004) - unable to open the file for writing;
- ERR_FILE_WRITEERROR(5026) - unable to write to the file;
- ERR_DATABASE_INTERNAL (5120) - internal database error;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- ERR_DATABASE_QUERY_PREPARE(5125) - request generation error;
- ERR_DATABASE_QUERY_NOT_READONLY - read-only request is allowed.

Note

If request results are exported, the SQL request should begin with "SELECT" or "select". In other words, the SQL request cannot alter the database status, otherwise DatabaseExport() fails with an error.

Database string values may contain the conversion character (\'r\' or \'\n\'), as well as the value separator character set in the separator parameter. In this case, be sure to use the DATABASE_EXPORT_QUOTED STRINGS flag in the 'flags' parameter. If this flag is present, all displayed strings are enclosed in double quotes. If a string contains a double quote, it is replaced by two double quotes.

See also

DatabasePrint, DatabaseImport
DatabasePrint

Prints a table or an SQL request execution result in the Experts journal.

```c
long DatabasePrint(
    int database,       // database handle received in DatabaseOpen
    const string table_or_sql,  // a table or an SQL request
    uint flags          // combination of flags
);
```

**Parameters**

- `database`
  - [in] Database handle received in `DatabaseOpen()`.

- `table_or_sql`
  - [in] A name of a table or a text of an SQL request whose results are displayed in the Experts journal.

- `flags`
  - [in] Combination of flags defining the output formatting. The flags are defined as follows:
    - `DATABASE_PRINT_NO_HEADER` - do not display table column names (field names)
    - `DATABASE_PRINT_NO_INDEX` - do not display string indices
    - `DATABASE_PRINT_NO_FRAME` - do not display a frame separating a header and data
    - `DATABASE_PRINT_STRINGS_RIGHT` - align strings to the right.

  If flags=0, the columns and the strings are displayed, the header and the data are separated by the frame, while the strings are aligned to the left.

**Return Value**

Return the number of exported strings or -1 in case of an error. To get the error code, use `GetLastError()`, the possible responses are:

- `ERR_INTERNAL_ERROR (4001)` - critical runtime error;
- `ERR_NOT_ENOUGH_MEMORY (4004)` - insufficient memory;
- `ERR_DATABASE_INTERNAL (5120)` - internal database error;
- `ERR_DATABASE_INVALID_HANDLE (5121)` - invalid database handle;

**Note**

If the journal displays request results, the SQL request should begin with "SELECT" or "select". In other words, the SQL request cannot alter the database status, otherwise `DatabasePrint()` fails with an error.

**Example:**

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    string filename="departments.sqlite";
}
```
//--- create or open the database in the common terminal folder
int db = DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE | DATABASE_OPEN_READWRITE);
if (db == INVALID_HANDLE)
{
    Print("DB: ", filename, " open failed with code ", GetLastError());
    return;
}

//--- create the COMPANY table
if (!CreateTableCompany(db))
{
    DatabaseClose(db);
    return;
}

//--- create the DEPARTMENT table
if (!CreateTableDepartment(db))
{
    DatabaseClose(db);
    return;
}

//--- display the list of all fields in the COMPANY and DEPARTMENT tables
PrintFormat("Try to print request " PRAGMA TABLE_INFO(COMPANY); PRAGMA TABLE_INFO(DEPARTMENT) "");
if (DatabasePrint(db, "PRAGMA TABLE_INFO(COMPANY); PRAGMA TABLE_INFO(DEPARTMENT) ", 0) < 0)
{
    PrintFormat("DatabasePrint("PRAGMA TABLE_INFO())" failed, error code=%d", GetLastError());
    DatabaseClose(db);
    return;
}

//--- display the COMPANY table in the log
PrintFormat("Try to print request " "SELECT * from COMPANY"");
if (DatabasePrint(db, "SELECT * from COMPANY", 0) < 0)
{
    Print("DatabasePrint failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}

//--- request text for combining the COMPANY and DEPARTMENT tables
string request = "SELECT EMP_ID, NAME, DEPT FROM COMPANY LEFT OUTER JOIN DEPARTMENT 
" "ON COMPANY.ID = DEPARTMENT.EMP_ID";

//--- display the table combining result
PrintFormat("Try to print request " request);  
if (DatabasePrint(db, request, 0) < 0)
{
    Print("DatabasePrint failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}

//--- close the database
```c
DatabaseClose(db);
}
/

/*
**
** Conclusion:
** Try to print request "PRAGMA TABLE_INFO(COMPANY);PRAGMA TABLE_INFO(DEPARTMENT)"
**
---
<table>
<thead>
<tr>
<th>cid</th>
<th>name</th>
<th>type</th>
<th>notnull</th>
<th>dflt_value</th>
<th>pk</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ID</td>
<td>INT</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>NAME</td>
<td>TEXT</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>AGE</td>
<td>INT</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>ADDRESS</td>
<td>CHAR(50)</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>SALARY</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>
**
** Try to print request "SELECT * from COMPANY"
**
---
<table>
<thead>
<tr>
<th>ID</th>
<th>NAME</th>
<th>AGE</th>
<th>ADDRESS</th>
<th>SALARY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Paul</td>
<td>32</td>
<td>California</td>
<td>25000.0</td>
</tr>
<tr>
<td>2</td>
<td>Allen</td>
<td>25</td>
<td>Texas</td>
<td>15000.0</td>
</tr>
<tr>
<td>3</td>
<td>Teddy</td>
<td>23</td>
<td>Norway</td>
<td>20000.0</td>
</tr>
<tr>
<td>4</td>
<td>Mark</td>
<td>25</td>
<td>Rich-Mond</td>
<td>65000.0</td>
</tr>
<tr>
<td>5</td>
<td>David</td>
<td>27</td>
<td>Texas</td>
<td>85000.0</td>
</tr>
<tr>
<td>6</td>
<td>Kim</td>
<td>22</td>
<td>South-Hall</td>
<td>45000.0</td>
</tr>
<tr>
<td>7</td>
<td>James</td>
<td>24</td>
<td>Houston</td>
<td>10000.0</td>
</tr>
</tbody>
</table>
**
** Try to print request "SELECT EMP_ID, NAME, DEPT FROM COMPANY LEFT OUTER JOIN DEPARTMENT"
**
---
<table>
<thead>
<tr>
<th>EMP_ID</th>
<th>NAME</th>
<th>DEPT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Paul</td>
<td>IT</td>
</tr>
<tr>
<td>2</td>
<td>Allen</td>
<td>Engineering</td>
</tr>
<tr>
<td></td>
<td>Teddy</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Mark</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>David</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Kim</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>James</td>
<td>Finance</td>
</tr>
</tbody>
</table>
**
*/

//-- Create the COMPANY table

bool CreateTableCompany(int database)
{
    //--- if the COMPANY table exists, delete it
    if(DatabaseTableExists(database, "COMPANY"))
    {
        //--- delete the table
        if(!DatabaseExecute(database, "DROP TABLE COMPANY"))
        {
            return false;
        }
    }
    //--- create the COMPANY table
    return DatabaseExecute(database, "CREATE TABLE COMPANY (ID INT, NAME TEXT, AGE INT, ADDRESS CHAR(50), SALARY REAL);"odafone;
Working with databases

```cpp
    Print("Failed to drop table COMPANY with code ", GetLastErr());
    return(false);
}
//--- create the COMPANY table
if(!DatabaseExecute(database, "CREATE TABLE COMPANY(
    "ID INT PRIMARY KEY NOT NULL,"
    "NAME TEXT NOT NULL,"
    "AGE INT NOT NULL,"
    "ADDRESS CHAR(50),"
    "SALARY REAL");")
{
    Print("DB: create table COMPANY failed with code ", GetLastErr());
    return(false);
}
//--- enter data to the COMPANY table
if(!DatabaseExecute(database, "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (2, ")
    "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (3, ")
    "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (4, ")
    "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (5, ")
    "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (6, ")
    "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (7, ")
{
    Print("COMPANY insert failed with code ", GetLastErr());
    return(false);
}
//--- success
return(true);
}
//+------------------------------------------------------------------+
//| Create the DEPARTMENT table                   |
//+------------------------------------------------------------------+
bool CreateTableDepartment(int database)
{
    //--- if the DEPARTMENT table exists, delete it
    if(DatabaseTableExists(database, "DEPARTMENT"))
    {
        //--- delete the table
        if(!DatabaseExecute(database, "DROP TABLE DEPARTMENT")
        {
            Print("Failed to drop table DEPARTMENT with code ", GetLastErr());
            return(false);
        }
    }
    //--- create the DEPARTMENT table
    if(!DatabaseExecute(database, "CREATE TABLE DEPARTMENT ("
        "ID INT PRIMARY KEY NOT NULL,"
        "NAME TEXT NOT NULL,"
        "AGE INT NOT NULL,"
        "ADDRESS CHAR(50),"
        "SALARY REAL");")
```
Working with databases

```csharp
"DEPT    CHAR(50)     NOT NULL,"
"EMP_ID  INT         NOT NULL;"
}

if(!DatabaseExecute(database, "INSERT INTO DEPARTMENT (ID,DEPT,EMP_ID) VALUES (1, 'IT Billing', 1); "
                  "INSERT INTO DEPARTMENT (ID,DEPT,EMP_ID) VALUES (2, 'Engineering', 2); "
                  "INSERT INTO DEPARTMENT (ID,DEPT,EMP_ID) VALUES (3, 'Finance',
                  
                  
return(true);
}

See also

DatabaseExport, DatabaseImport
```
DatabaseTableExists

Checks the presence of the table in a database.

```cpp
bool DatabaseTableExists(
    int database,   // database handle received in DatabaseOpen
    string table    // table name
);
```

Parameters

database

[in] Database handle received in `DatabaseOpen()`.

table

[in] Table name.

Return Value

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_INVALID_PARAMETER (4003) - no table name specified (empty string or NULL);
- ERR_WRONG_STRING_PARAMETER (5040) - error converting a request into a UTF-8 string;
- ERR_DATABASE_INTERNAL (5120) - internal database error;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- ERR_DATABASE_EXECUTE (5124) - request execution error;
- ERR_DATABASE_NO_MORE_DATA (5126) - no table exists (not an error, normal completion).

See also

`DatabasePrepare`, `DatabaseFinalize`
**DatabaseExecute**

Executes a request to a specified database.

```c
bool DatabaseExecute(
    int database, // database handle received in DatabaseOpen
    string sql    // SQL request
);
```

**Parameters**

*database*

[in] Database handle received in `DatabaseOpen()`.

*sql*

[in] SQL request.

**Return Value**

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_INTERNAL_ERROR (4001) - critical runtime error;
- ERR_INVALID_PARAMETER (4003) - sql parameter contains an empty string;
- ERR_NOT_ENOUGH_MEMORY (4004) - insufficient memory;
- ERR_WRONG_STRING_PARAMETER (5040) - error converting a request into a UTF-8 string;
- ERR_DATABASE_INTERNAL (5120) - internal database error;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- ERR_DATABASE_EXECUTE (5124) - request execution error.

**Example:**

```c
//--- symbol statistics
struct Symbol_Stats
{
    string name;       // symbol name
    int   trades;      // number of trades for the symbol
    double gross_profit; // total profit for the symbol
    double gross_loss;  // total loss for the symbol
    double total_commission; // total commission for the symbol
    double total_swap;   // total swaps for the symbol
    double total_profit; // total profit excluding swaps and commission:
    double net_profit;   // net profit taking into account swaps and comm
    int   win_trades;    // number of profitable trades
    int   loss_trades;   // number of losing trades
    double expected_payoff; // expected payoff for the trade excluding swap
    double win_percent;  // percentage of winning trades
    double loss_percent; // percentage of losing trades
    double average_profit; // average profit
    double average_loss;  // average loss
    double profit_factor; // profit factor
};
```
//--- Magic Number statistics
struct Magic_Stats
{
    long  magic;       // EA's Magic Number
    int   trades;      // number of trades for the symbol
    double gross_profit; // total profit for the symbol
    double gross_loss;  // total loss for the symbol
    double total_commission; // total commission for the symbol
    double total_swap;  // total swaps for the symbol
    double total_profit; // total profit excluding swaps and commission
    double total_swap;  // total swaps for the symbol
    int   win_trades;   // number of profitable trades
    int   loss_trades;  // number of losing trades
    double expected_payoff; // expected payoff for the trade excluding swap
    double win_percent; // percentage of winning trades
    double loss_percent; // percentage of losing trades
    double average_profit; // average profit
    double average_loss; // average loss
    double profit_factor; // profit factor
};

//--- entry hour statistics
struct Hour_Stats
{
    char hour_in;      // market entry hour
    int trades;        // number of trades in this entry hour
    double gross_profit; // total profit in this entry hour
    double gross_loss;  // total loss in this entry hour
    double net_profit;  // net profit taking into account swaps and com
    int win_trades;     // number of profitable trades
    int loss_trades;    // number of losing trades
    double expected_payoff; // expected payoff for the trade excluding swap
    double win_percent; // percentage of winning trades
    double loss_percent; // percentage of losing trades
    double average_profit; // average profit
    double average_loss; // average loss
    double profit_factor; // profit factor
};

int ExtDealsTotal=0;

void OnStart()
{
    //--- create the file name

string filename=IntegerToString(AccountInfoInteger(ACCOUNT_LOGIN))+"_stats.sqlite";

//--- open/create the database in the common terminal folder
int db=DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE | DATABASE_OPEN_READONLY);
if(db==INVALID_HANDLE)
{
  Print("DB: ", filename, " open failed with code ", GetLastError());
  return;
}

//-- create the DEALS table
if(!CreateTableDeals(db))
{
  DatabaseClose(db);
  return;
}
PrintFormat("Deals in the trading history: %d ", ExtDealsTotal);

//-- get trading statistics per symbols
int request=DatabasePrepare(db, "SELECT r.*,"
  " (case when r.trades != 0 then (r.gross_profit+r.gross_loss)/r.trades as average_profit,"
  " (case when r.trades != 0 then r.gross_profit/r.win_trades as average_profit,"
  " (case when r.trades != 0 then r.loss_trades*100.0/r.trades as loss_percent,"
  " r.gross_loss/r.loss_trades as average_loss,"
  " (case when r.gross_loss!=0.0 then r.gross_profit/(-r.gross_loss) else 0 end) as profit_factor "
  "FROM "
  " ("
  " SELECT SYMBOL,"
  " sum(case when entry =1 then 1 else 0 end) as trades,"
  " sum(case when profit > 0 then profit else 0 end) as win,"
  " sum(case when profit < 0 then profit else 0 end) as loss,"
  " sum(swap) as total_swap,"
  " sum(commission) as total_commission,"
  " sum(profit) as total_profit,"
  " sum(profit+swap+commission) as net_profit,"
  " sum(case when profit > 0 then 1 else 0 end) as win,"
  " sum(case when profit < 0 then 1 else 0 end) as loss,"
  " FROM DEALS "
  " WHERE SYMBOL <> '' and SYMBOL is not NULL "
  " GROUP BY SYMBOL"
  " ) as r");

if(request==INVALID_HANDLE)
{
  Print("DB: ", filename, " request failed with code ", GetLastError());
  DatabaseClose(db);
  return;
}
Symbol_Stats stats[], symbol_stats;
ArrayResize(stats, ExtDealsTotal);
int i=0;
//--- get records from request results
for(; DatabaseReadBind(request, symbol_stats) ; i++)
{
    stats[i].name=symbol_stats.name;
    stats[i].trades=symbol_stats.trades;
    stats[i].gross_profit=symbol_stats.gross_profit;
    stats[i].gross_loss=symbol_stats.gross_loss;
    stats[i].total_commission=symbol_stats.total_commission;
    stats[i].total_swap=symbol_stats.total_swap;
    stats[i].total_profit=symbol_stats.total_profit;
    stats[i].net_profit=symbol_stats.net_profit;
    stats[i].win_trades=symbol_stats.win_trades;
    stats[i].loss_trades=symbol_stats.loss_trades;
    stats[i].expected_payoff=symbol_stats.expected_payoff;
    stats[i].win_percent=symbol_stats.win_percent;
    stats[i].loss_percent=symbol_stats.loss_percent;
    stats[i].average_profit=symbol_stats.average_profit;
    stats[i].average_loss=symbol_stats.average_loss;
    stats[i].profit_factor=symbol_stats.profit_factor;
}
ArrayResize(stats, i);
Print("Trade statistics by Symbol");
ArrayPrint(stats);
Print("\n");
//--- delete the request
DatabaseFinalize(request);

//--- get trading statistics for Expert Advisors by Magic Numbers
request=DatabasePrepare(do, "SELECT r.*"
"  (case when r.trades != 0 then (r.gross_profit+r.gross_loss)/r.trades else 0 end) as expected_payoff,"
"  (case when r.trades != 0 then r.win_trades*100.0/r.trades else 0 end) as win_percent,"
"  (case when r.trades != 0 then r.loss_trades*100.0/r.trades else 0 end) as loss_percent,"
"  r.gross_profit/r.win_trades as average_profit,"
"  r.gross_loss/r.loss_trades as average_loss,"
"  (case when r.gross_loss !=0.0 then r.gross_profit/(-r.gross_loss) else 0 end) as profit_factor"
"FROM "
";
"SELECT MAGIC,"
"  sum(case when entry =1 then 1 else 0 end) as trades,"
"  sum(case when profit > 0 then profit else 0 end) as gross_profit,"
"  sum(case when profit < 0 then profit else 0 end) as gross_loss,"
"  sum(swap) as total_swap,"
"  sum(commission) as total_commission,"
"  sum(profit) as total_profit,"
"  sum(profit+swap+commission) as net_profit,"
"  sum(case when profit > 0 then 1 else 0 end) as win_trades,"
"  sum(case when profit < 0 then 1 else 0 end) as loss_trades"
FROM DEALS "
"WHERE SYMBOL <> '"' and SYMBOL is not NULL"
if (request == INVALID_HANDLE) {
    Print("DB: ", filename, " request failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}

Magic_Stats EA_stats[], magic_stats;
ArrayResize(EA_stats, ExtDealsTotal);

for (i = 0;
    DatabaseReadBind(request, magic_stats) ; i++)
{
    EA_stats[i].magic = magic_stats.magic;
    EA_stats[i].trades = magic_stats.trades;
    EA_stats[i].gross_profit = magic_stats.gross_profit;
    EA_stats[i].gross_loss = magic_stats.gross_loss;
    EA_stats[i].total_commission = magic_stats.total_commission;
    EA_stats[i].total_swap = magic_stats.total_swap;
    EA_stats[i].total_profit = magic_stats.total_profit;
    EA_stats[i].net_profit = magic_stats.net_profit;
    EA_stats[i].win_trades = magic_stats.win_trades;
    EA_stats[i].loss_trades = magic_stats.loss_trades;
    EA_stats[i].expected_payoff = magic_stats.expected_payoff;
    EA_stats[i].win_percent = magic_stats.win_percent;
    EA_stats[i].loss_percent = magic_stats.loss_percent;
    EA_stats[i].average_profit = magic_stats.average_profit;
    EA_stats[i].average_loss = magic_stats.average_loss;
    EA_stats[i].profit_factor = magic_stats.profit_factor;
}

ArrayResize(EA_stats, i);
Print("Trade statistics by Magic Number");
ArrayPrint(EA_stats);
Print(" ");

if (!CreateTableTrades(db))
{
" GROUP BY MAGIC"
" ) as r";
DatabaseClose(db);
return;
}

//--- fill in the TRADES table using an SQL query based on DEALS table data
if(DatabaseTableExists(db, "DEALS"))
{
    //--- populate the TRADES table
    if(!DatabaseExecute(db, "INSERT INTO TRADES(TIME_IN,HOUR_IN,TICKET,TYPE,VOLUME,: TIME_OUT,PICE_IN,PRICE_OUT,COMMISSION,SWAP,PROFIT)
    "SELECT 
        "d1.time as time_in," 
        "d1.hour as hour_in," 
        "d1.position_id as ticket," 
        "d1.type as type," 
        "d1.volume as volume," 
        "d1.symbol as symbol," 
        "d1.price as price_in," 
        "d2.time as time_out," 
        "d2.price as price_out," 
        "d1.commission+d2.commission as commission," 
        "d2.swap as swap," 
        "d2.profit as profit " 
    "FROM DEALS d1 
    "INNER JOIN DEALS d2 ON d1.position_id=d2.position_id 
    "WHERE d1.entry=0 AND d2.entry=1 
    ")
    {
        Print("DB: filling the table TRADES failed with code ", GetLastError());
        return;
    }
}

//--- get trading statistics by market entry hours
request=DatabasePrepare(db, "SELECT r.*,"
    " {case when r.trades != 0 then (r.gross_profit+r.gross_loss)/r.trades else 0 end) as expected_payoff," 
    " {case when r.trades != 0 then r.win_trades*100.0/r.trades else 0 end) as win_percent," 
    " {case when r.trades != 0 then r.loss_trades*100.0/r.trades else 0 end) as loss_percent," 
    " r.gross_profit/r.win_trades as average_profit," 
    " r.gross_loss/r.loss_trades as average_loss," 
    " {case when r.gross_loss!=0.0 then r.gross_profit/(-r.gross_loss) else 0 end) as profit_factor 
    "FROM 
    " 
    " {" 
        "SELECT HOUR_IN," 
        " count() as trades," 
        " sum(volume) as volume," 
        " sum(case when profit > 0 then profit else 0 end) as gross_profit," 
        " sum(case when profit < 0 then profit else 0 end) as gross_loss," 
        " sum(profit) as net_profit," 
        " sum(case when profit > 0 then 1 else 0 end) as win_trades," 
        " sum(case when profit < 0 then 1 else 0 end) as loss_trades," 
        " FROM TRADES 
    " 
    "WHERE SYMBOL <> '' and SYMBOL is not NULL " 
    " GROUP BY HOUR_IN"
if (request == INVALID_HANDLE)
{
    Print("DB: ", filename, " request failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}
Hour_Stats hours_stats[], h_stats;
ArrayResize(hours_stats, ExtDealsTotal);
i=0;
//-- print
for (; DatabaseReadBind(request, h_stats); i++)
{
    hours_stats[i].hour_in=h_stats.hour_in;
    hours_stats[i].trades=h_stats.trades;
    hours_stats[i].volume=h_stats.volume;
    hours_stats[i].gross_profit=h_stats.gross_profit;
    hours_stats[i].gross_loss=h_stats.gross_loss;
    hours_stats[i].net_profit=h_stats.net_profit;
    hours_stats[i].win_trades=h_stats.win_trades;
    hours_stats[i].loss_trades=h_stats.loss_trades;
    hours_stats[i].expected_payoff=h_stats.expected_payoff;
    hours_stats[i].win_percent=h_stats.win_percent;
    hours_stats[i].loss_percent=h_stats.loss_percent;
    hours_stats[i].average_profit=h_stats.average_profit;
    hours_stats[i].average_loss=h_stats.average_loss;
    hours_stats[i].profit_factor=h_stats.profit_factor;
}
ArrayResize(hours_stats, i);
Print("Trade statistics by entry hour");
ArrayPrint(hours_stats);
Print("\n");
//-- delete the request
DatabaseFinalize(request);
//-- close database
DatabaseClose(db);
return;
}

/*
Deal in the trading history: 2771
Trade statistics by Symbol

<table>
<thead>
<tr>
<th>name</th>
<th>trades</th>
<th>[gross_profit]</th>
<th>[gross_loss]</th>
<th>[total_commission]</th>
<th>[total_swap]</th>
<th>total</th>
</tr>
</thead>
<tbody>
<tr>
<td>[0]</td>
<td>&quot;AUDUSD&quot;</td>
<td>112</td>
<td>503.20000</td>
<td>-568.00000</td>
<td>-8.83000</td>
<td>-24.64000</td>
</tr>
</tbody>
</table>
Working with databases

```
//| Creates the DEALS table

bool CreateTableDeals(int database)
{
    //|-- if the DEALS table already exists, delete it
    if(!DeleteTable(database, "DEALS"))
        
```


```cpp
{
    return(false);
}

//--- check if the table exists
if(!DatabaseTableExists(database, "DEALS"))
    //--- create the table
if(!DatabaseExecute(database, "CREATE TABLE DEALS(
    "ID" INT KEY NOT NULL,"n
    "ORDER_ID" INT NOT NULL,"n
    "POSITION_ID" INT NOT NULL,"n
    "TIME" INT NOT NULL,"n
    "TYPE" INT NOT NULL,"n
    "ENTRY" INT NOT NULL,"n
    "SYMBOL" CHAR(10),"n
    "VOLUME" REAL,"n
    "PRICE" REAL,"n
    "PROFIT" REAL,"n
    "SWAP" REAL,"n
    "COMMISSION" REAL,"n
    "MAGIC" INT,"n
    "HOUR" INT,"n
    "REASON" INT);")}

    Print("DB: create the DEALS table failed with code ", GetLastError());
    return(false);
}

//--- request the entire trading history
datetime from_date=0;
datetime to_date=TimeCurrent();
//--- request the history of deals in the specified interval
HistorySelect(from_date, to_date);
ExtDealsTotal=HistoryDealsTotal();
//--- add deals to the table
if(!InsertDeals(database))
    return(false);
//--- the table has been successfully created
return(true);
}
//+------------------------------------------------------------------+
//| Deletes a table with the specified name from the database |
//+------------------------------------------------------------------+
bool DeleteTable(int database, string table_name)
{
    if(!DatabaseExecute(database, "DROP TABLE IF EXISTS "+table_name))
    {
        Print("Failed to drop the DEALS table with code ", GetLastError());
        return(false);
    }
//--- the table has been successfully deleted
```
return(true);
}

bool InsertDeals(int database)
{
    //--- Auxiliary variables
    ulong deal_ticket;       // deal ticket
    long order_ticket;      // the ticket of the order by which the deal was executed
    long position_ticket;   // ID of the position to which the deal belongs
    datetime time;          // deal execution time
    long type;              // deal type
    long entry;             // deal direction
    string symbol;          // the symbol from which the deal was executed
    double volume;          // operation volume
    double price;           // price
    double profit;          // financial result
    double swap;            // swap
    double commission;      // commission
    long magic;             // Magic number (Expert Advisor ID)
    long reason;            // deal execution reason or source
    char hour;              // deal execution hour
    MqlDateTime time_strusture;
    //--- go through all deals and add them to the database
    bool failed=false;
    int deals=HistoryDealsTotal();
    //--- lock the database before executing transactions
    DatabaseTransactionBegin(database);
    for(int i=0; i<deals; i++)
    {
        deal_ticket= HistoryDealGetTicket(i);
        order_ticket= HistoryDealGetInteger(deal_ticket, DEAL_ORDER);
        position_ticket=HistoryDealGetInteger(deal_ticket, DEAL_POSITION_ID);
        time= (datetime)HistoryDealGetInteger(deal_ticket, DEAL_TIME);
        type= HistoryDealGetInteger(deal_ticket, DEAL_TYPE);
        entry= HistoryDealGetInteger(deal_ticket, DEAL_ENTRY);
        symbol= HistoryDealGetString(deal_ticket, DEAL_SYMBOL);
        volume= HistoryDealGetDouble(deal_ticket, DEAL_VOLUME);
        price= HistoryDealGetDouble(deal_ticket, DEAL_PRICE);
        profit= HistoryDealGetDouble(deal_ticket, DEAL_PROFIT);
        swap= HistoryDealGetDouble(deal_ticket, DEAL_SWAP);
        commission= HistoryDealGetDouble(deal_ticket, DEAL_COMMISSION);
        magic= HistoryDealGetInteger(deal_ticket, DEAL_MAGIC);
        reason= HistoryDealGetInteger(deal_ticket, DEAL_REASON);
        TimeToStruct(time, time_strusture);
        //--- add each deal to the table using the following request
        string request_text=StringFormat("INSERT INTO DEALS (ID,ORDER_ID,POSITION_ID,TIME,TYPE,ENTRY,SYMBOL,VOLUME,PRICE,PROFIT,SWAP,COMMISSION,_MAGIC,REASON) VALUES (";
        request_text=StringFormat(request_text, "{},{}","{},{},"{},{},"{},{},"{},{},"{},{},"{},{},"{},{},"{},{},"{},{},"{},{},");
        request_text=StringFormat(request_text, ",{}")
        request_text=StringFormat(request_text, "))")
        request_text=StringFormat(request_text, time_strusture)
        DatabaseWrite(request_text, database, "w", failed)
    }
    return (true)
Working with databases

```c
"VALUES (%d, %d, %d, %d, %d, '%s', %G, %G,
deal_ticket, order_ticket, position_ticket, tir

if(!DatabaseExecute(database, request_text))
{
    PrintFormat("%s: failed to insert deal #%d with code %d", __FUNCTION__, deal_
    PrintFormat("i=%d: deal #%d %s", i, deal_ticket, symbol);
    failed=true;
    break;
}
}

//--- check for transaction execution errors
if(failed)
{
    //--- roll back all transactions and unlock the database
    DatabaseTransactionRollback(database);
    PrintFormat("%s: DatabaseExecute() failed with code ", __FUNCTION__, GetLastError();
    return(false);
}

//--- all transactions have been performed successfully - record changes and unlock t
    DatabaseTransactionCommit(database);
    return(true);
}

//++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
//| Creates the TRADES table                                         |
//++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
bool CreateTableTrades(int database)
{
    //--- if the TRADES table already exists, delete it
    if(!DeleteTable(database, "TRADES")
            return(false);
    //--- check if the table exists
    if(!DatabaseTableExists(database, "TRADES")
        //--- create the table
        if(!DatabaseExecute(database, "CREATE TABLE TRADES("
            "TIME_IN    INT     NOT NULL,"
            "HOUR_IN    INT     NOT NULL,"
            "TICKET     INT     NOT NULL,"
            "TYPE       INT     NOT NULL,"
            "VOLUME     REAL,"
            "SYMBOL     CHAR(10),"   
            "PRICE_IN   REAL,"
            "TIME_OUT   INT     NOT NULL,"
            "PRICE_OUT  REAL,"
            "COMMISSION REAL,"
            "SWAP       REAL,"
            "PROFIT     REAL);")
    {
        Print("DB: create the TRADES table failed with code ", GetLastError());
    } return(false);
```

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DatabasePrepare

Creates a handle of a request, which can then be executed using DatabaseRead().

```c
int DatabasePrepare(
    int database,  // database handle received in DatabaseOpen
    string sql,     // SQL request
    ...
    // request parameters
);
```

Parameters

database

[in] Database handle received in DatabaseOpen().

sql

[in] SQL request that may contain automatically substituted parameters named ?1,?2,…

...  
[in] Automatically substituted request parameters.

Return Value

If successful, the function returns a handle for the SQL request. Otherwise, it returns INVALID_HANDLE. To get the error code, use GetLastError(), the possible responses are:

- ERR_INVALID_PARAMETER (4003) - path to the database file contains an empty string, or an incompatible combination of flags is set;
- ERR_NOT_ENOUGH_MEMORY (4004) - insufficient memory;
- ERR_WRONG_STRING_PARAMETER (5040) - error converting a request into a UTF-8 string;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- ERR_DATABASE_TOO_MANY_OBJECTS (5122) - exceeded the maximum acceptable number of Database objects;
- ERR_DATABASE_PREPARE (5125) - request generation error.

Note

The DatabasePrepare() function does not perform a request to a database. Its purpose is to verify the request parameters and return the handle for executing the SQL request based on the verification results. The request itself is set during the DatabaseRead() first call.

Example:

```c
//--- Structure to store the deal
struct Deal
{
    ulong ticket;  // DEAL_TICKET
    long order_ticket;  // DEAL_ORDER
    long position_ticket;  // DEAL_POSITION_ID
    datetime time;  // DEAL_TIME
    char type;  // DEAL_TYPE
    char entry;  // DEAL_ENTRY
    string symbol;  // DEAL_SYMBOL
};
```
double volume;  // DEAL_VOLUME
double price;   // DEAL_PRICE
double profit;  // DEAL_PROFIT
double swap;    // DEAL_SWAP
double commission; // DEAL_COMMISSION
long magic;     // DEAL_MAGIC
char reason;    // DEAL_REASON

//--- Structure to store the trade: the order of members corresponds to the position
struct Trade
{
   datetime time_in;   // entry time
   ulong ticket;       // position ID
   char type;          // buy or sell
   double volume;     // volume
   string symbol;     // symbol
   double price_in;   // entry price
   datetime time_out; // exit time
   double price_out;  // exit price
   double commission; // entry and exit commission
   double swap;       // swap
   double profit;     // profit or loss

};

// Script program start function

void OnStart()
{
   //--- create the file name
   string filename=IntegerToString(AccountInfoInteger(ACCOUNT_LOGIN))+"_trades.sqlite"
   //--- open/create the database in the common terminal folder
   int db=DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE | DATABASE_OPEN_COMMON)
   if(db==INVALID_HANDLE)
   {
      Print("DB: ", filename, " open failed with code ", GetLastErr());
      return;
   }
   //--- create the DEALS table
   if(!CreateTableDeals(db))
   {
      DatabaseClose(db);
      return;
   }
   //--- request the entire trading history
   datetime from_date=0;
   datetime to_date=TimeCurrent();
   //--- request the history of deals in the specified interval
   HistorySelect(from_date, to_date);
   int deals_total=HistoryDealsTotal();
PrintFormat("Deals in the trading history: %d ", deals_total);

//--- add deals to the table
if(!InsertDeals(db))
    return;

//--- show the first 10 deals
Deal deals[], deal;
ArrayResize(deals, 10);
int request=DatabasePrepare(db, "SELECT * FROM DEALS");
if(request==INVALID_HANDLE)
{
    Print("DB: ", filename, " request failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}
int i;
for(i=0; DatabaseReadBind(request, deal); i++)
{
    if(i>=10)
        break;
    deals[i].ticket=deal.ticket;
    deals[i].order_ticket=deal.order_ticket;
    deals[i].position_ticket=deal.position_ticket;
    deals[i].time=deal.time;
    deals[i].type=deal.type;
    deals[i].entry=deal.entry;
    deals[i].symbol=deal.symbol;
    deals[i].volume=deal.volume;
    deals[i].price=deal.price;
    deals[i].profit=deal.profit;
    deals[i].swap=deal.swap;
    deals[i].commission=deal.commission;
    deals[i].magic=deal.magic;
    deals[i].reason=deal.reason;
}

//--- print the deals
if(i>0)
{
    ArrayResize(deals, i);
    PrintFormat("The first %d deals:", i);
    ArrayPrint(deals);
}

//--- delete request after use
DatabaseFinalize(request);

//--- make sure that hedging system for open position management is used on the account
if((ENUM_ACCOUNT_MARGIN_MODE)AccountInfoInteger(ACCOUNT_MARGIN_MODE)!="ACCOUNT_MARGIN_MODE")
{
    //--- deals cannot be transformed to trades using a simple method through trans
//--- now create the TRADES table based on the DEALS table
if(!CreateTableTrades(db))
{
    DatabaseClose(db);
    return;
}

//--- fill in the TRADES table using an SQL query based on DEALS table data
ulong start=GetMicrosecondCount();
if(DatabaseTableExists(db, "DEALS"))
    //--- populate the TRADES table
    if(!DatabaseExecute(db, "INSERT INTO TRADES(TIME_IN,TICKET,TYPE,VOLUME,SYMBOL,PH "
"SELECT 
"    d1.time as time_in,"
"    d1.position_id as ticket,"n
"    d1.type as type,"
"    d1.volume as volume,"n
"    d1.symbol as symbol,"n
"    d1.price as price_in,"n
"    d2.time as time_out,"n
"    d2.price as price_out,"n
"    d1.commission+d2.commission as commission,"n
"    d2.swap as swap,"n
"    d2.profit as profit "n
"FROM DEALS d1 
"INNER JOIN DEALS d2 ON d1.position_id=d2.position_id "n
"WHERE d1.entry=0 AND d2.entry=1     "))
    {
        Print("DB: filling the TRADES table failed with code ", GetLastError());
        return;
    }
ulong transaction_time=GetMicrosecondCount()-start;

//--- show the first 10 deals
Trade trades[], trade;
ArrayResize(trades, 10);
request=DatabasePrepare(db, "SELECT * FROM TRADES");
if(request==INVALID_HANDLE)
{
    Print("DB: ", filename, " request failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}
for(i=0; DatabaseReadBind(request, trade); i++)
{
    if(i>=10)
```c
break;
trades[i].time_in=trade.time_in;
trades[i].ticket=trade.ticket;
trades[i].type=trade.type;
trades[i].volume=trade.volume;
trades[i].symbol=trade.symbol;
trades[i].price_in=trade.price_in;
trades[i].time_out=trade.time_out;
trades[i].price_out=trade.price_out;
trades[i].commission=trade.commission;
trades[i].swap=trade.swap;
trades[i].profit=trade.profit;
}
//--- print trades
if(i>0)
{
    ArrayResize(trades, i);
    PrintFormat("\nThe first %d trades:", i);
    ArrayPrint(trades);
    PrintFormat("Filling the Trades table took %.2f milliseconds", double(transaction);
}
//--- close the database
DatabaseClose(db);
/*
Results:
Deals in the trading history: 2741
The first 10 deals:

<table>
<thead>
<tr>
<th>ticket</th>
<th>order_ticket</th>
<th>position_ticket</th>
<th>time</th>
<th>type</th>
<th>entry</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>34429573</td>
<td>0</td>
<td>0</td>
<td>2019.09.05 22:39:59</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
<td>34432127</td>
<td>1</td>
<td>51447238</td>
<td>51447238</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>34432128</td>
<td>2</td>
<td>51447239</td>
<td>51447239</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>34432450</td>
<td>3</td>
<td>51447565</td>
<td>51447565</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>34432456</td>
<td>4</td>
<td>51447571</td>
<td>51447571</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>34432879</td>
<td>5</td>
<td>51448053</td>
<td>51448053</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>34432888</td>
<td>6</td>
<td>51448064</td>
<td>51448064</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>34435147</td>
<td>7</td>
<td>51450470</td>
<td>51450470</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>34435152</td>
<td>8</td>
<td>51450476</td>
<td>51450476</td>
<td>0</td>
</tr>
<tr>
<td>9</td>
<td>34435154</td>
<td>9</td>
<td>51450479</td>
<td>51450479</td>
<td>0</td>
</tr>
</tbody>
</table>

The first 10 trades:

<table>
<thead>
<tr>
<th>time_in</th>
<th>ticket</th>
<th>order_ticket</th>
<th>volume</th>
<th>symbol</th>
<th>price_in</th>
<th>time</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>2019.09.06 06:00:03</td>
<td>51447238</td>
<td>0</td>
<td>&quot;USDCAD&quot;</td>
<td>1.32320</td>
<td>2019.09.06 18:</td>
</tr>
<tr>
<td>1</td>
<td>2019.09.06 06:00:03</td>
<td>51447239</td>
<td>1</td>
<td>&quot;USDCHF&quot;</td>
<td>0.98697</td>
<td>2019.09.06 18:</td>
</tr>
<tr>
<td>2</td>
<td>2019.09.06 07:00:00</td>
<td>51447565</td>
<td>0</td>
<td>&quot;EURUSD&quot;</td>
<td>1.10348</td>
<td>2019.09.09 03:</td>
</tr>
<tr>
<td>3</td>
<td>2019.09.06 07:00:00</td>
<td>51447571</td>
<td>1</td>
<td>&quot;AUDUSD&quot;</td>
<td>0.68203</td>
<td>2019.09.09 03:</td>
</tr>
</tbody>
</table>
```
bool CreateTableDeals(int database)
{
    //--- if the DEALS table already exists, delete it
    if(!DeleteTable(database, "DEALS"))
    {
        return(false);
    }

    //--- check if the table exists
    if(!DatabaseTableExists(database, "DEALS"))
    //--- create the table
    if(!DatabaseExecute(database, "CREATE TABLE DEALS(
        "ID INT KEY NOT NULL,",
        "ORDER_ID INT NOT NULL,",
        "POSITION_ID INT NOT NULL,",
        "TIME INT NOT NULL,",
        "TYPE INT NOT NULL,",
        "ENTRY INT NOT NULL,",
        "SYMBOL CHAR(10),",
        "VOLUME REAL,",
        "PRICE REAL,",
        "PROFIT REAL,",
        "SWAP REAL,",
        "COMMISSION REAL,",
        "MAGIC INT,",
        "REASON INT ),")")
    {
        Print("DB: create the DEALS table failed with code ", GetLastError());
        return(false);
    }

    //--- the table has been successfully created
    return(true);
}

//+------------------------------------------------------------------+
//+------------------------------------------------------------------+
//--- the table has been successfully created
//--- if the
//+------------------------------------------------------------------+
//+------------------------------------------------------------------+
/*
//| Creates the DEALS table
//+------------------------------------------------------------------+

bool DeleteTable(int database, string table_name)
{
    if(!DatabaseExecute(database, "DROP TABLE IF EXISTS "+table_name)}
```cpp
bool InsertDeals(int database)
{
    //--- Auxiliary variables
    ulong deal_ticket;   // deal ticket
    long order_ticket;  // the ticket of the order by which the deal was executed
    long position_ticket;  // ID of the position to which the deal belongs
    datetime time;   // deal execution time
    long type;       // deal type
    long entry;      // deal direction
    string symbol;   // the symbol for which the deal was executed
    double volume;  // operation volume
    double price;   // price
    double profit;  // financial result
    double swap;    // swap
    double commission;  // commission
    long magic;  // Magic number (Expert Advisor ID)
    long reason; // deal execution reason or source

    //--- go through all deals and add them to the database
    bool failed=false;
    int deals=HistoryDealsTotal();
    // --- lock the database before executing transactions
    DatabaseTransactionBegin(database);
    for(int i=0; i<deals; i++)
    {
        deal_ticket= HistoryDealGetTicket(i);
        order_ticket= HistoryDealGetInteger(deal_ticket, DEAL_ORDER);
        position_ticket=HistoryDealGetInteger(deal_ticket, DEAL_POSITION_ID);
        time= (datetime)HistoryDealGetInteger(deal_ticket, DEAL_TIME);
        type= HistoryDealGetInteger(deal_ticket, DEAL_TYPE);
        entry= HistoryDealGetInteger(deal_ticket, DEAL_ENTRY);
        symbol= HistoryDealGetString(deal_ticket, DEAL_SYMBOL);
        volume= HistoryDealGetDouble(deal_ticket, DEAL_VOLUME);
        price= HistoryDealGetDouble(deal_ticket, DEAL_PRICE);
        profit= HistoryDealGetDouble(deal_ticket, DEAL_PROFIT);
        swap= HistoryDealGetDouble(deal_ticket, DEAL_SWAP);
        commission= HistoryDealGetDouble(deal_ticket, DEAL_COMMISSION);
        magic= HistoryDealGetInteger(deal_ticket, DEAL_MAGIC);
        reason= HistoryDealGetInteger(deal_ticket, DEAL_REASON);
        //--- add each deal to the table using the following request
    }
    DatabaseTransactionEnd();
    //--- the table has been successfully deleted
    return(true);
}
```
string request_text = StringFormat("INSERT INTO DEALS (ID, ORDER_ID, POSITION_ID, TIME_IN, TICKET, TYPE, VOLUME, SYMBOL, PRICE_IN, TIME_OUT, PRICE_OUT, COMMISSION, SWAP, PROFIT) VALUES (%d, %d, %d, %d, %d, '%s', %G, %G, deal_ticket, order_ticket, position_ticket, time, ticket, type, volume, symbol, price, time, price, commission, swap, profit);\n
if(!DatabaseExecute(database, request_text))
{
    PrintFormat("%s: failed to insert deal #%d with code %d", __FUNCTION__, deal_ticket, order_ticket, position_ticket, time, ticket, type, volume, symbol, price, time, price, commission, swap, profit); failed = true;
    break;
}
}

//--- check for transaction execution errors
if(failed)
{
//--- roll back all transactions and unlock the database
DatabaseTransactionRollback(database);
PrintFormat("%s: DatabaseExecute() failed with code %d", __FUNCTION__, GetLastError());
return(false);
}

//--- all transactions have been performed successfully - record changes and unlock the database
DatabaseTransactionCommit(database);
return(true);

bool CreateTableTrades(int database)
{
//--- if the TRADES table already exists, delete it
if(!DeleteTable(database, "TRADES")
return(false);

//--- check if the table exists
if(!DatabaseTableExists(database, "TRADES")
//--- create the table
if(!DatabaseExecute(database, "CREATE TABLE TRADES(
    "TIME_IN INT NOT NULL,"
    "TICKET INT NOT NULL,"
    "TYPE INT NOT NULL,"
    "VOLUME REAL,"
    "SYMBOL CHAR(10),"
    "PRICE_IN REAL,"
    "TIME_OUT INT NOT NULL,"
    "PRICE_OUT REAL,"
    "COMMISSION REAL,"
    "SWAP REAL,"
    "PROFIT REAL);")
{
    Print("DB: create the TRADES table failed with code ", GetLastError());
    return(false);
}
}  //--- the table has been successfully created
  return (true);
}

See also

DatabaseExecute, DatabaseFinalize
DatabaseReset

Resets a request, like after calling DatabasePrepare().

```c
int DatabaseReset(
    int request          // request handle received in DatabasePrepare
);
```

Parameters

request

[in] The handle of the request obtained in DatabasePrepare().

Return Value

Return true if successful, otherwise false. To get the error code, use GetLastError(), the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- SQLite error codes starting with ERR_DATABASE_ERROR(5601).

Note

The DatabaseReset() function is intended for multiple execution of a request with different parameter values. For example, when adding data to the table in bulk using the INSERT command, a custom set of field values should be formed for each entry.

Unlike DatabasePrepare(), the DatabaseReset() call does not compile the string with SQL commands into a new request, therefore DatabaseReset() is executed much faster than DatabasePrepare().

DatabaseReset() is used together with the DatabaseBind() functions and/or DatabaseBindArray() if the request parameter values should be changed after executing DatabaseRead(). This means that before setting new values of the request parameters (before the block of DatabaseBind/DatabaseBindArray calls), DatabaseReset() should be called to reset it. The parametrized request itself should be created using DatabasePrepare().

Just like DatabasePrepare(), DatabaseReset() does not make a database request. A direct request execution is performed when calling DatabaseRead() or DatabaseReadBind().

DatabaseReset() call does not lead to resetting parameter values in the request if they were set by calling DatabaseBind()/DatabaseBindArray(), i.e. the parameters retain their values. Thus, the value of only a single parameter can be changed. There is no need to set all request parameters anew after calling DatabaseReset().

A handle of a request removed using DatabaseFinalize() cannot be passed to DatabaseReset(). This will result in an error.

Example:

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- create or open a database
```
string filename="symbols.sqlite";
int db=DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE);
if(db==INVALID_HANDLE)
{
    Print("DB: ", filename, " open failed with code ", GetLastError());
    return;
}
else
    Print("Database: ", filename, " opened successfully");
//--- if the SYMBOLS table exists, delete it
if(DatabaseTableExists(db, "SYMBOLS"))
{
    //--- delete the table
    if(!DatabaseExecute(db, "DROP TABLE SYMBOLS"))
    {
        Print("Failed to drop table SYMBOLS with code ", GetLastError());
        DatabaseClose(db);
        return;
    }
}
//--- create the SYMBOLS table
if(!DatabaseExecute(db, "CREATE TABLE SYMBOLS("
    "NAME TEXT NOT NULL,"
    "DESCRIPTION TEXT ","
    "PATH TEXT ","
    "SPREAD INT ","
    "POINT REAL NOT NULL,"
    "DIGITS INT NOT NULL,"
    "JSON BLOB ");")
{
    Print("DB: ", filename, " create table failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}
//--- display the list of all fields in the SYMBOLS table
if(DatabasePrint(db, "PRAGMA TABLE_INFO(SYMBOLS)", 0)<0)
{
    PrintFormat("DatabasePrint("PRAGMA TABLE_INFO(SYMBOLS)") failed, error code=%d", GetLastError());
    DatabaseClose(db);
    return;
}
//--- create a parametrized request to add symbols to the SYMBOLS table
string sql="INSERT INTO SYMBOLS (NAME,DESCRIPTION,PATH,SPREAD,POINT,DIGITS,JSON)"
" VALUES (?, ?, ?, ?, ?, ?, ?);"; // request parameters
int request=DatabasePrepare(db, sql);
if(request==INVALID_HANDLE)
{
    PrintFormat("DatabasePrepare() failed with code=%d", GetLastError());
}
Working with databases

Print("SQL request: ", sql);
DatabaseClose(db);
return;

//--- go through all the symbols and add them to the SYMBOLS table
int symbols=SymbolsTotal(false);
bool request_error=false;
DatabaseTransactionBegin(db);
for(int i=0; i<symbols; i++)
{
    //--- set the values of the parameters before adding a symbol
    ResetLastError();
    string symbol=SymbolName(i, false);
    if(!DatabaseBind(request, 0, symbol))
    {
        PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError);
        request_error=true;
        break;
    }
    //--- if the previous DatabaseBind() call was successful, set the next parameter
    if(!DatabaseBind(request, 1, SymbolInfoString(symbol, SYMBOL_DESCRIPTION)))
    {
        PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError);
        request_error=true;
        break;
    }
    if(!DatabaseBind(request, 2, SymbolInfoString(symbol, SYMBOL_PATH)))
    {
        PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError);
        request_error=true;
        break;
    }
    if(!DatabaseBind(request, 3, SymbolInfoInteger(symbol, SYMBOL_SPREAD)))
    {
        PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError);
        request_error=true;
        break;
    }
    if(!DatabaseBind(request, 4, SymbolInfoDouble(symbol, SYMBOL_POINT)))
    {
        PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError);
        request_error=true;
        break;
    }
    if(!DatabaseBind(request, 5, SymbolInfoInteger(symbol, SYMBOL_DIGITS)))
    {
        PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError);
        request_error=true;
    }
break;
}
if(!DatabaseBind(request, 6, GetSymbolAsJson(symbol))]
{
    PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError());
    request_error=true;
    break;
}

//--- execute a request for inserting the entry and check for an error
if(!DatabaseRead(request) & (GetLastError() != ERR_DATABASE_NO_MORE_DATA))
{
    PrintFormat("DatabaseRead() failed with code=%d", GetLastError());
    DatabaseFinalize(request);
    request_error=true;
    break;
}
else
    PrintFormat("%d: added %s", i+1, symbol);
//--- reset the request before the next parameter update
if(!DatabaseReset(request))
{
    PrintFormat("DatabaseReset() failed with code=%d", GetLastError());
    DatabaseFinalize(request);
    request_error=true;
    break;
}
} //--- done going through all the symbols

//--- transactions status
if(request_error)
{
    PrintFormat("Table SYMBOLS: failed to add %d symbols", symbols);
    DatabaseTransactionRollback(db);
    DatabaseClose(db);
    return;
}
else
{
    DatabaseTransactionCommit(db);
    PrintFormat("Table SYMBOLS: added %d symbols", symbols);
}

//--- save the SYMBOLS table to a CSV file
string csv_filename="symbols.csv";
if(DatabaseExport(db, "SELECT * FROM SYMBOLS", csv_filename,
    DATABASE_EXPORT_HEADER|DATABASE_EXPORT_INDEX|DATABASE_EXPORT_QUOTES,":"
    Print("Database: table SYMBOLS saved in ", csv_filename);
else
Print("Database: DatabaseExport("SELECT * FROM SYMBOLS") failed with code", GetLastError());

//-- close the database file and inform of that
DatabaseClose(db);
    PrintFormat("Database: %s created and closed", filename);
}

//-- Return a symbol specification as JSON

string GetSymbolAsJson(string symbol)
{

//-- indents
    string indent1=Indent(1);
    string indent2=Indent(2);
    string indent3=Indent(3);

    int digits=(int)SymbolInfoInteger(symbol, SYMBOL_DIGITS);
    string json="{" +
        "\"+indent1+\"ConfigSymbols":{"," +
        "\"+indent2+\"\"+," +
        "\"+indent3+\"Symbol":\""+symbol+\"\"," +
        "\"+indent3+\"Path":\""+SymbolInfoString(symbol, SYMBOL_PATH)+\"\"," +
        "\"+indent3+\"CurrencyBase":\""+SymbolInfoString(symbol, SYMBOL_CURR)+\"\"," +
        "\"+indent3+\"CurrencyProfit":\""+SymbolInfoString(symbol, SYMBOL_CURRENCY)+\"\"," +
        "\"+indent3+\"CurrencyMargin":\""+SymbolInfoString(symbol, SYMBOL_CURRENCY)+\"\"," +
        "\"+indent3+\"ColorBackground":\""+ColorToString(color)+\"\"," +
        "\"+indent3+\"Digits":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_DIGITS))+\"\"," +
        "\"+indent3+\"Point\":\""+DoubleToString(SymbolInfoDouble(symbol, SYMBOL_POINT))+\"\"," +
        "\"+indent3+\"TickBookDepth\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_BOOKDEPTH))+\"\"," +
        "\"+indent3+\"ChartMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_CHARTMODE))+\"\"," +
        "\"+indent3+\"TradeMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_TRADEMODE))+\"\"," +
        "\"+indent3+\"TradeCalculate\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_TRADECALCULATE))+\"\"," +
        "\"+indent3+\"OrderMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_ORDERMODE))+\"\"," +
        "\"+indent3+\"CalculationMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_CALCULATIONMODE))+\"\"," +
        "\"+indent3+\"ExpirationMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_EXPIRATIONMODE))+\"\"," +
        "\"+indent3+\"FillFlags\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_FILLFLAGS))+\"\"," +
        "\"+indent3+\"ExpirFlags\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_EXPIRFLAGS))+\"\"," +
        "\"+indent3+\"Spread\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_SPREAD))+\"\"," +
        "\"+indent3+\"TickValue\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_TICKVALUE))+\"\"," +
        "\"+indent3+\"TickSize\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_TICKSIZE))+\"\"," +
        "\"+indent3+\"ContractSize\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_CONTRACTSIZE))+\"\"," +
        "\"+indent3+\"StopLevel\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_STOPLEVEL))+\"\"," +
        "\"+indent3+\"VolumeMin\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_VOLUMEMIN))+\"\"," +
        "\"+indent3+\"VolumeMax\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_VOLUMEMAX))+\"\"," +
        "\"+indent3+\"VolumeStep\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_VOLUMESTEP))+\"\"," +
        "\"+indent3+\"VolumeLimit\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_VOLUMELIMIT))+\"\"," +
        "\"+indent3+\"SwapMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_SWAPMODE))+\"\"," +
        "\"+indent3+\"SwapLong\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_SWAPLONG))+\"\"," +
        "\"+indent3+\"SwapShort\":\""+StringFormat("%G", SymbolInfoDouble(symbol, SYMBOL_SWAPSHORT))+\"\"," +
        "\"+indent3+\"SwapToday\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_SWAPTODAY))+\"\"," +
        "\"+indent3+\"Orders\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_ORDERS))+\"\"," +
        "\"+indent3+\"Positions\":\""+IntegerToString(SymbolInfoInteger(symbol, SYMBOL_POSITIONS))+\"\"," +
        "\"+indent3+\"Comments\":\""+SymbolInfoString(symbol, SYMBOL_COMMENTS)+\"\"," +
        "\"+indent3+\"Symbol\":\""+symbol+\"\" +
        "\"+indent1+\"\"");

"}
"\n"+indent3+"\n"+StringFormat("%G", SymbolInfoDouble(symbol)) + "\n"+indent2+"}"
"\n"+indent1+""
"\n});
return (json);
}

//+------------------------------------------------------------------+
//| Form an indent made of spaces                                    |
//+------------------------------------------------------------------+
string Indent(const int number, const int characters=3)
{
    int length=number*characters;
    string indent=NULL;
    StringInit(indent, length, ' ');
    return indent;
}

/*
Result:
Database: symbols.sqlite opened successfully
#| cid name        type notnull dflt_value pk
+--------------------------------------------
 1|   0 NAME        TEXT       1             0
 2|   1 DESCRIPTION TEXT       0             0
 3|   2 PATH        TEXT       0             0
 4|   3 SPREAD      INT        0             0
 5|   4 POINT       REAL       1             0
 6|   5 DIGITS      INT        1             0
 7|   6 JSON        BLOB       0             0
1: added EURUSD
2: added GBPUSD
3: added USDCHF
...  
 82: added USDCOP
 83: added USDARS
 84: added USDCLP
Table SYMBOLS: added 84 symbols
Database: table SYMBOLS saved in symbols.csv
Database: symbols.sqlite created and closed
*/

See also
DatabasePrepare, DatabaseBind, DatabaseBindArray, DatabaseFinalize
DatabaseBind

Sets a parameter value in a request.

```c
bool DatabaseBind(
    int request,  // the handle of a request created in DatabasePrepare
    int index,    // the parameter index in the request
    T value       // the value of a simple type parameter
);
```

**Parameters**

- `request`
  - `[in]` The handle of a request created in `DatabasePrepare()`.

- `index`
  - `[in]` The parameter index in the request a value should be set for. The numbering starts with zero.

- `value`
  - `[in]` The value to be set. Extended types: bool, char, uchar, short, ushart, int, uint, color, datetime, long, ulong, float, double, string.

**Return Value**

Returns true if successful, otherwise - false. To get the error code, use `GetLastError()`, the possible responses are:

- `ERR_INVALID_PARAMETER (4003)` - unsupported type;
- `ERR_DATABASE_INVALID_HANDLE (5121)` - invalid database handle;
- `ERR_DATABASE_NOT_READY (5128)` - cannot use the function to make a request at the moment. The request is being executed or already complete. `DatabaseReset()` should be called.

**Note**

The function is used in case an SQL request contains '?' or '?N' parameterizable values where N means the parameter index (starting from one). At the same time, parameters indexing in `DatabaseBind()` starts from zero.

For example:

```
INSERT INTO table VALUES (?, ?, ?)
SELECT * FROM table WHERE id=?
```

The function may be called immediately after a parametrized request is created in `DatabasePrepare()` or after the request is reset using `DatabaseReset()`.

Use this function together with `DatabaseReset()` to execute the request as many times as needed with different parameter values.

The function is designed to work with simple type parameters. If a parameter should be checked against an array, use the `DatabaseBindArray()` function.

**Example:**
void OnStart()
{
    MqlTick ticks[];
    //--- remember the start time before receiving the ticks
    uint start=GetTickCount();
    //--- request the tick history per day
    ulong to=TimeCurrent()*1000;
    ulong from=to-PeriodSeconds(PEIOD_D1)*1000;
    if(CopyTicksRange(_Symbol, ticks, COPY_TICKS_ALL, from, to)==-1)
    {
        PrintFormat("%s: CopyTicksRange(%s - %s) failed, error=%d",
            _Symbol, TimeToString(datetime(from/1000)), TimeToString(datetime(to/1000)), LastError);
        return;
    }
    else
    {
        //--- how many ticks were received and how much time it took to receive them
        PrintFormat("%s: CopyTicksRange received %d ticks in %d ms (from %s to %s)",
            _Symbol, ArraySize(ticks), GetTickCount()-start, TimeToString(datetime(from/1000)), TimeToString(datetime(to/1000)));
    }

    //--- set the file name for storing the database
    string filename=_Symbol+" "+TimeToString(datetime(from/1000))+" -"+TimeToString(dk);
    StringReplace(filename, ":", "."); // ":" character is not allowed in file names
    //--- open/create the database in the common terminal folder
    int db=DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE | DATABASE_OPEN_DEFAULT);
    if(db==INVALID_HANDLE)
    {
        Print("Database: ", filename, " open failed with code ", GetLastErrror());
        return;
    }
    else
    {
        Print("Database: ", filename, " opened successfully");
    }

    //--- create the TICS table
    if(!DatabaseExecute(db, "CREATE TABLE TICKS("
        ""SYMBOL CHAR(10),"
        ""TIME INT NOT NULL,"
        ""BID REAL,"
        ""ASK REAL,"
        ""LAST REAL,"
        ""VOLUME INT,
        ""TIME_MSC INT,"
        ""VOLUME_REAL REAL);"))
    {
Print("DB: ", filename, " create table TICKS failed with code ", GetLast_error());
DatabaseClose(db);
return;

//--- display the list of all fields in the TICKS table
if(DatabasePrint(db, "PRAGMA TABLE_INFO(TICKS)", 0)<0)
{
    PrintFormat("DatabasePrint("PRAGMA TABLE_INFO(TICKS)") failed, error code=%d ", GetLast_error());
    DatabaseClose(db);
    return;
}

//--- create a parametrized request to add ticks to the TICKS table
string sql="INSERT INTO TICKS (SYMBOL,TIME,BID,ASK,LAST,VOLUME,TIME_MSC,VOLUME_REAL 
    " VALUES (?,?,?,?,?,?,?,?)"; // request parameters
int request=DatabasePrepare(db, sql);
if(request==INVALID_HANDLE)
{
    PrintFormat("DatabasePrepare() failed with code=%d", GetLast_error());
    Print("SQL request: ", sql);
    DatabaseClose(db);
    return;
}

//--- set the value of the first request parameter
DatabaseBind(request, 0, _Symbol);
//--- remember the start time before adding ticks to the TICKS table
start=GetTickCount();
DatabaseTransactionBegin(db);
int total=ArraySize(ticks);
bool request_error=false;
for(int i=0; i<total; i++)
{
    //--- set the values of the remaining parameters before adding the entry
    ResetLastError();
    if(!DatabaseBind(request, 1, ticks[i].time))
    {
        PrintFormat("DatabaseBind() failed with code=%d", GetLast_error());
        PrintFormat("Tick #%d line=%d", i+1, __LINE__);
        request_error=true;
        break;
    }
    //--- if the previous DatabaseBind() call was successful, set the next parameter
    if(!request_error && !DatabaseBind(request, 2, ticks[i].bid))
    {
        PrintFormat("DatabaseBind() failed with code=%d", GetLast_error());
        PrintFormat("Tick #%d line=%d", i+1, __LINE__);
        request_error=true;
        break;
    }
    if(!request_error && !DatabaseBind(request, 3, ticks[i].ask))
    {
        PrintFormat("DatabaseBind() failed with code=%d", GetLast_error());
        PrintFormat("Tick #%d line=%d", i+1, __LINE__);
        request_error=true;
        break;
    }
}
```c

{  
    PrintFormat("DatabaseBind() failed with code=%d", GetLastError());  
    PrintFormat("Tick #%d line=%d", i+1, __LINE__);  
    request_error=true;  
    break;  
}

if(!request_error && !DatabaseBind(request, 4, ticks[i].last))
{
    PrintFormat("DatabaseBind() failed with code=%d", GetLastError());  
    PrintFormat("Tick #%d line=%d", i+1, __LINE__);  
    request_error=true;  
    break;  
}

if(!request_error && !DatabaseBind(request, 5, ticks[i].volume))
{
    PrintFormat("DatabaseBind() failed with code=%d", GetLastError());  
    PrintFormat("Tick #%d line=%d", i+1, __LINE__);  
    request_error=true;  
    break;  
}

if(!request_error && !DatabaseBind(request, 6, ticks[i].time_msc))
{
    PrintFormat("DatabaseBind() failed with code=%d", GetLastError());  
    PrintFormat("Tick #%d line=%d", i+1, __LINE__);  
    request_error=true;  
    break;  
}

if(!request_error && !DatabaseBind(request, 7, ticks[i].volume_real))
{
    PrintFormat("DatabaseBind() failed with code=%d", GetLastError());  
    PrintFormat("Tick #%d line=%d", i+1, __LINE__);  
    request_error=true;  
    break;  
}

//--- execute a request for inserting the entry and check for an error
if(!request_error && !DatabaseRead(request) && (GetLastError()!="ERR_DATABASE_NO
{
    PrintFormat("DatabaseRead() failed with code=%d", GetLastError());  
    DatabaseFinalize(request);  
    request_error=true;  
    break;  
}

//--- reset the request before the next parameter update
if(!request_error && !DatabaseReset(request))
{
    PrintFormat("DatabaseReset() failed with code=%d", GetLastError());  
    DatabaseFinalize(request);  
    request_error=true;  
}
```

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```c
break;
}
} //--- done going through all the ticks

//-- transactions status
if(request_error)
{
    PrintFormat("Table TICKS: failed to add %d ticks ", ArraySize(ticks));
    DatabaseTransactionRollback(db);
    DatabaseClose(db);
    return;
}
else
{
    DatabaseTransactionCommit(db);
    PrintFormat("Table TICKS: added %d ticks in %d ms",
                ArraySize(ticks), GetTickCount()-start);
}

//-- close the database file and inform of that
DatabaseClose(db);
PrintFormat("Database: %s created and closed", filename);
}

Result:
EURUSD: CopyTicksRange received 268061 ticks in 47 ms (from 2020.03.18 12:40 to 2020.03.19 12:40)
Database: EURUSD 2020.03.18 12.40 - 2020.03.19 12.40.sqlite opened successfully

<table>
<thead>
<tr>
<th>cid</th>
<th>name</th>
<th>type</th>
<th>notnull</th>
<th>dflt_value</th>
<th>pk</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SYMBOL</td>
<td>CHAR(10)</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>TIME</td>
<td>INT</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>BID</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>ASK</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>LAST</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>VOLUME</td>
<td>INT</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>TIME_MSC</td>
<td>INT</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>VOLUME_REAL</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Table TICKS: added 268061 ticks in 797 ms
Database: EURUSD 2020.03.18 12.40 - 2020.03.19 12.40.sqlite created and closed
OnCalculateCorrelation=0.87 2020.03.19 13:00: EURUSD vs GBPUSD  PERIOD_M30

* /

See also

DatabasePrepare, DatabaseReset, DatabaseRead, DatabaseBindArray

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DatabaseBindArray

Sets an array as a parameter value.

```c
bool DatabaseBind(
    int request,       // the handle of a request created in DatabasePrepare
    int index,         // the parameter index in the request
    T& array[]         // parameter value as an array
);
```

**Parameters**

- `request`
  - [in] The handle of a request created in DatabasePrepare().

- `index`
  - [in] The parameter index in the request a value should be set for. The numbering starts with zero.

- `array[]`
  - [in] The array to be set as a request parameter value.

**Return Value**

Returns true if successful, otherwise - false. To get the error code, use GetLastError(), the possible responses are:

- ERR_INVALID_PARAMETER (4003) - unsupported type;
- ERR_ARRAY_BAD_SIZE (4011) - array size in bytes exceeds INT_MAX;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- ERR_DATABASE_NOT READY (5128) - cannot use the function to make a request at the moment (the request is being executed or already complete, DatabaseReset should be called).

**Note**

The function is used in case an SQL request contains "?" or "?N" parameterizable values where N means the parameter index (starting from one). At the same time, parameters indexing in DatabaseBindArray() starts from zero.

For example:

```
    INSERT INTO table VALUES (?, ?, ?)
```

The function may be called immediately after a parametrized request is created in DatabasePrepare() or after the request is reset using DatabaseReset().

Use this function together with DatabaseReset() to execute the request as many times as needed with different parameter values.

**Example:**

```c
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
```
```csharp
{
//--- open the dialog for selecting files with the DAT extension
string selected_files[];
if(!FileSelectDialog("Select files to download", NULL,
    "Data files (*.dat)|*.dat|All files (*.*)|*.*",
    FSD_ALLOW_MULTISELECT, selected_files, "tester.dat")>0)
{
    Print("Files not selected. Exit");
    return;
}

//--- get the size of files
ulong filesize[];
int filehandle[];
int files=ArraySize(selected_files);
ArrayResize(filesize, files);
ZeroMemory(filesize);
ArrayResize(filehandle, files);
double total_size=0;
for(int i=0; i<files; i++)
{
    filehandle[i]=FileOpen(selected_files[i], FILE_READ|FILE_BIN);
    if(filehandle[i]!=INVALID_HANDLE)
    {
        filesize[i]=FileSize(filehandle[i]);
        //PrintFormat("%d, %s handle=%d %d bytes", i, selected_files[i], filehandle[:
        total_size+=(double)filesize[i];
    }
}

//--- check the common size of files
if(total_size==0)
{
    PrintFormat("Total files size is 0. Exit");
    return;
}

//--- create or open the database in the common terminal folder
string filename="dat_files.sqlite";
int db=DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE);
if(db==INVALID_HANDLE)
{
    Print("DB: ", filename, " open failed with code ", GetLastError());
    return;
}
else
    Print("Database: ", filename, " opened successfully");

//--- if the FILES table exists, delete it
if(DatabaseTableExists(db, "FILES"))
{
    //--- delete the table
```
if(!DatabaseExecute(db, "DROP TABLE FILES"))
{
    Print("Failed to drop table FILES with code ", GetLastError());
    DatabaseClose(db);
    return;
}
//--- create the FILES table
if(!DatabaseExecute(db, "CREATE TABLE FILES ("
    "NAME TEXT NOT NULL,"
    "SIZE INT NOT NULL,"
    "PERCENT_SIZE REAL NOT NULL,"
    "DATA BLOB NOT NULL);")
{
    Print("DB: failed to create table FILES with code ", GetLastError());
    DatabaseClose(db);
    return;
}
//--- display the list of all fields in the FILES table
if(DatabasePrint(db, "PRAGMA TABLE_INFO(FILES)", 0)<0)
{
    PrintFormat("DatabasePrint("PRAGMA TABLE_INFO(FILES)") failed, error code=%d ", GetLastError());
    DatabaseClose(db);
    return;
}
//--- create a parametrized request to add files to the FILES table
string sql="INSERT INTO FILES (NAME,SIZE,PERCENT_SIZE,DATA)"
    " VALUES (?,?,?,?)"; // request parameters
int request=DatabasePrepare(db, sql);
if(request==INVALID_HANDLE)
{
    PrintFormat("DatabasePrepare() failed with code=%d", GetLastError());
    Print("SQL request: ", sql);
    DatabaseClose(db);
    return;
}
//--- go through all the files and add them to the FILES table
bool request_error=false;
DatabaseTransactionBegin(db);
int count=0;
uint size;
for(int i=0; i<files; i++)
{
    if(filehandle[i]!=INVALID_HANDLE)
    {
        char data[];
        size=FileReadArray(filehandle[i], data);
        ...
if (size == 0) {
    PrintFormat("FileReadArray(%s) failed with code %d", selected_files[i], GetLastError());
    continue;
}

count++;

//--- set the values of the parameters before adding the file to the table
if (!DatabaseBind(request, 0, selected_files[i])) {
    PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError());
    request_error = true;
    break;
}

if (!DatabaseBind(request, 1, size)) {
    PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError());
    request_error = true;
    break;
}

if (!DatabaseBind(request, 2, double(size)*100./total_size)) {
    PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError());
    request_error = true;
    break;
}

if (!DatabaseBindArray(request, 3, data)) {
    PrintFormat("DatabaseBind() failed at line %d with code=%d", __LINE__, GetLastError());
    request_error = true;
    break;
}

if (!DatabaseRead(request) && (GetLastError() != ERR_DATABASE_NO_MORE_DATA)) {
    PrintFormat("DatabaseRead() failed with code=%d", GetLastError());
    DatabaseFinalize(request);
    request_error = true;
    break;
} else {
    PrintFormat("%d. %s: %d bytes", count, selected_files[i], size);
}

//--- reset the request before the next parameter update
if (!DatabaseReset(request)) {
    PrintFormat("DatabaseReset() failed with code=%d", GetLastError());
    DatabaseFinalize(request);
    request_error = true;
    break;
//--- transactions status
if (request_error)
{
    PrintFormat("Table FILES: failed to add %d files", count);
    DatabaseTransactionRollback(db);
    DatabaseClose(db);
    return;
}
else
{
    DatabaseTransactionCommit(db);
    PrintFormat("Table FILES: added %d files", count);
}

//--- close the database file and inform of that
DatabaseClose(db);
PrintFormat("Database: %s created and closed", filename);

See also
DatabasePrepare, DatabaseReset, DatabaseRead, DatabaseBind
DatabaseRead

Moves to the next entry as a result of a request.

```cpp
bool DatabaseRead(
    int request  // request handle received in DatabasePrepare
);
```

Parameters

**request**

[in] Request handle received in `DatabasePrepare()`.

Return Value

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- **ERR_INVALID_PARAMETER (4003)** - no table name specified (empty string or NULL);
- **ERR_WRONG_STRING_PARAMETER (5040)** - error converting a request into a UTF-8 string;
- **ERR_DATABASE_INTERNAL (5120)** - internal database error;
- **ERR_DATABASE_INVALID_HANDLE (5121)** - invalid database handle;
- **ERR_DATABASE_EXECUTE (5124)** - request execution error;
- **ERR_DATABASE_NO_MORE_DATA (5126)** - no table exists (not an error, normal completion).

See also

`DatabasePrepare`, `DatabaseReadBind`
DatabaseReadBind

Moves to the next record and reads data into the structure from it.

```cpp
bool DatabaseReadBind(
    int request,  // the handle of a request created in DatabasePrepare
    void& struct_object  // the reference to the structure for reading the record
);
```

Parameters

`request`

- `[in]` The handle of a request created in `DatabasePrepare()`.

`struct_object`

- `[out]` The reference to the structure the data from the current record is to be read to. The structure should only have numerical types and/or strings (arrays are not allowed) as members and cannot be a descendant.

Return Value

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- `ERR_INVALID_PARAMETER (4003)` - no table name specified (empty string or NULL);
- `ERR_WRONG_STRING_PARAMETER (5040)` - error converting a request into a UTF-8 string;
- `ERR_DATABASE_INTERNAL (5120)` - internal database error;
- `ERR_DATABASE_INVALID_HANDLE (5121)` - invalid database handle;
- `ERR_DATABASE_EXECUTE (5124)` - request execution error;
- `ERR_DATABASE_NO_MORE_DATA (5126)` - no table exists (not an error, normal completion).

Note

A number of fields in the `struct_object` structure should not exceed `DatabaseColumnsCount()`. If the number of fields in the `struct_object` structure is less than the number of fields in the record, the partial reading is performed. The remaining data can be explicitly obtained using the corresponding `DatabaseColumnText()`, `DatabaseColumnInteger()` and other functions.

Example:

```
struct Person
{
    int id;
    string name;
    int age;
    string address;
    double salary;
};

//+------------------------------------------------------------------+
//-- Script program start function                                   |
//+------------------------------------------------------------------+
void OnStart()
```
```c
int db;
string filename = "company.sqlite";

//--- open
if (DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE | DATABASE_OPEN_ROWRITE | DATABASE_OPEN_CREATE | DATABASE_OPEN_COMMON) == INVALID_HANDLE)
{
    Print("DB: ", filename, " open failed with code ", GetLastError());
    return;
}

//--- if the table COMPANY exists then drop the table
if (DatabaseTableExists(db, "COMPANY"))
{
    //--- delete the table
    if (!DatabaseExecute(db, "DROP TABLE COMPANY"))
    {
        Print("Failed to drop table COMPANY with code ", GetLastError());
        DatabaseClose(db);
        return;
    }
}

//--- create table
if (!DatabaseExecute(db, "CREATE TABLE COMPANY (" "ID INT PRIMARY KEY NOT NULL," "NAME TEXT NOT NULL," "AGE INT NOT NULL," "ADDRESS CHAR(50)," "SALARY REAL");")
{
    Print("DB: ", filename, " create table failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}

//--- insert data
if (!DatabaseExecute(db, "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (" "1, 'Paul', 32, 'California', 25000.00 "; "2, 'Allen', 25, 'Texas', 15000.00 "; "3, 'Teddy', 23, 'Norway', 20000.00 "; "4, 'Mark', 25, 'Rich-Mond ', 65000.00 ");")
{
    Print("DB: ", filename, " insert failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}

//--- prepare the request
int request = DatabasePrepare(db, "SELECT * FROM COMPANY WHERE SALARY>15000");
if (request == INVALID_HANDLE)
{
    
````
//--- close database

Print("Some statistics: ");
//--- prepare new request about average salary
request=DatabasePrepare(db, "SELECT AVG(SALARY) FROM COMPANY");
if(request==INVALID_HANDLE)
{
    Print("DB: ", filename, " request failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}
while(DatabaseRead(request))
{
    double aver_salary;
    DatabaseColumnDouble(request, 0, aver_salary);
    Print("Average salary=", aver_salary);
}
//--- delete request after use
DatabaseFinalize(request);

DatabaseClose(db);
return;

//--- close database

Print("DB: ", filename, " request failed with code ", GetLastError());
DatabaseClose(db);
return;

//--- print records
Person person;
Print("Persons with salary > 15000:");
for(int i=0; DatabaseReadBind(request, person); i++)
    Print(i, ": ", person.id, ", ", person.name, ", ", person.age, ", ", person.address);
//--- delete request after use
DatabaseFinalize(request);

Print("Some statistics: ");
//--- prepare new request about total salary
request=DatabasePrepare(db, "SELECT SUM(SALARY) FROM COMPANY");
if(request==INVALID_HANDLE)
{
    Print("DB: ", filename, " request failed with code ", GetLastError());
    DatabaseClose(db);
    return;
}
while(DatabaseRead(request))
{
    double total_salary;
    DatabaseColumnDouble(request, 0, total_salary);
    Print("Total salary=", total_salary);
}
//--- delete request after use
DatabaseFinalize(request);

DatabaseClose(db);
return;
DatabaseClose(db);

//+-------------------------------------------------------------------
/*
Output:
Persons with salary > 15000:
 0:  1 Paul 32 California 25000.0
 1:  3 Teddy 23 Norway 20000.0
 2:  4 Mark 25 Rich-Mond 65000.0
Some statistics:
  Total salary=125000.0
  Average salary=31250.0
*/

See also
    DatabasePrepare, DatabaseRead
DatabaseFinalize

Removes a request created in DatabasePrepare().

```c
void DatabaseFinalize(
    int  request       // request handle received in DatabasePrepare
);
```

**Parameters**

`request`

[in] Request handle received in DatabasePrepare().

**Return Value**

None.

**Note**

If the handle is invalid, the function sets the ERR_DATABASE_INVALID_HANDLE error. You can check the error using GetLastError().

**See also**

DatabasePrepare, DatabaseExecute
DatabaseTransactionBegin

Starts transaction execution.

```cpp
bool DatabaseTransactionBegin(
    int database       // database handle received in DatabaseOpen
);
```

**Parameters**

database

[in] Database handle received in DatabaseOpen().

Return true if successful, otherwise false. To get the error code, use GetLastError(), the possible responses are:

- ERR_INTERNAL_ERROR (4001) - critical runtime error;
- ERR_INVALID_PARAMETER (4003) - sql parameter contains an empty string;
- ERR_NOT_ENOUGH_MEMORY (4004) - insufficient memory;
- ERR_WRONG_STRING_PARAMETER (5040) - error converting a request into a UTF-8 string;
- ERR_DATABASE_INTERNAL (5120) - internal database error;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- ERR_DATABASE_EXECUTE (5124) - request execution error.

**Note**

The DatabaseTransactionBegin() function should be called before a transaction execution. Any transaction should start with calling DatabaseTransactionBegin() and end with calling DatabaseTransactionCommit().

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- create the file name
    string filename=AccountInfoString(ACCOUNT_SERVER) +"_"+IntegerToString(AccountInfo.
    //--- open/create the database in the common terminal folder
    int db=DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE | DATABASE
    if(db==INVALID_HANDLE)
    {
        Print("DB: ", filename, " open failed with code ", GetLastError());
        return;
    }
    //--- if the DEALS table already exists, delete it
    if(!DeleteTable(db, "DEALS"))
    {
        DatabaseClose(db);
        return;
    }
```
//--- create the DEALS table
if(!CreateTableDeals(db))
{
    DatabaseClose(db);
    return;
}

//--- request the entire trading history
datetime from_date=0;
datetime to_date=TimeCurrent();

//--- request the history of deals in the specified interval
HistorySelect(from_date, to_date);
int deals_total=HistoryDealsTotal();
Printf("Deals in the trading history: \d ", deals_total);

//--- measure the transaction execution speed using DatabaseTransactionBegin/DatabaseTransactionCommit
ulong start=GetMicrosecondCount();
bool fast_transactions=true;
InsertDeals(db, fast_transactions);
double fast_transactions_time=double(GetMicrosecondCount()-start)/1000;
Printf("Transactions WITH DatabaseTransactionBegin/DatabaseTransactionCommit: time=%.1f milliseconds", fast_transactions_time);

//--- delete the DEALS table, and then create it again
if(!DeleteTable(db, "DEALS"))
{
    DatabaseClose(db);
    return;
}

//--- create a new DEALS table
if(!CreateTableDeals(db))
{
    DatabaseClose(db);
    return;
}

//--- test again, this time without using DatabaseTransactionBegin/DatabaseTransactionCommit
fast_transactions=false;
start=GetMicrosecondCount();
InsertDeals(db, fast_transactions);
double slow_transactions_time=double(GetMicrosecondCount()-start)/1000;
Printf("Transactions WITHOUT DatabaseTransactionBegin/DatabaseTransactionCommit: time=%.1f milliseconds", slow_transactions_time);

//--- report gain in time
Printf("Use of DatabaseTransactionBegin/DatabaseTransactionCommit provided acceleration by %.1f times", slow_transactions_time/fast_transactions_time);

//--- close the database
DatabaseClose(db);
*/

Results:
Deals in the trading history: 2737
Transactions WITH DatabaseTransactionBegin/DatabaseTransactionCommit: time=48.5 ms
Transactions WITHOUT DatabaseTransactionBegin/DatabaseTransactionCommit: time=25818.
Use of DatabaseTransactionBegin/DatabaseTransactionCommit provided acceleration by
*/
//+------------------------------------------------------------------+
//| Deletes a table with the specified name from the database          |
//+------------------------------------------------------------------+
bool DeleteTable(int database, string table_name)
{
    if(!DatabaseExecute(database, "DROP TABLE IF EXISTS "+table_name))
    {
        Print("Failed to drop table with code ", GetLastError());
        return(false);
    }
    //--- the table has been successfully deleted
    return(true);
}
//+------------------------------------------------------------------+
//| Creates the DEALS table                                         |
//+------------------------------------------------------------------+
bool CreateTableDeals(int database)
{
    //--- check if the table exists
    if(!DatabaseTableExists(database, "DEALS"))
    //--- create the table
    if(!DatabaseExecute(database, "CREATE TABLE DEALS("
        "ID INT KEY NOT NULL,"
        "ORDER_ID INT NOT NULL,"
        "POSITION_ID INT NOT NULL,"
        "TIME INT NOT NULL,"
        "TYPE INT NOT NULL,"
        "ENTRY INT NOT NULL,"
        "SYMBOL CHAR(10),"
        "VOLUME REAL,"
        "PRICE REAL,"
        "PROFIT REAL,"
        "SWAP REAL,"
        "COMMISSION REAL,"
        "MAGIC INT,"
        "REASON INT );")}
    Print("DB: create the table DEALS failed with code ", GetLastError());
    return(false);
}
    //--- the table has been successfully created
    return(true);
}
//+------------------------------------------------------------------+
//| Adds deals to the database table                                 |
//+------------------------------------------------------------------+
bool InsertDeals(int database, bool begintransaction=true) {
    // --- Auxiliary variables
    ulong deal_ticket;       // deal ticket
    long order_ticket;      // the ticket of the order by which the deal was executed
    long position_ticket;   // ID of the position to which the deal belongs
    datetime time;          // deal execution time
    long type;              // deal type
    long entry;             // deal direction
    string symbol;          // the symbol from which the deal was executed
    double volume;          // operation volume
    double price;           // price
    double profit;          // financial result
    double swap;            // swap
    double commission;      // commission
    long magic;             // Magic number
    long reason;            // deal execution reason or source

    // --- go through all deals and add to the database
    bool failed=false;
    int deals=HistoryDealsTotal();
    // --- if fast transaction performance method is used
    if(begintransaction) {
        // --- lock the database before executing transactions
        DatabaseTransactionBegin(database);
    }
    for(int i=0; i<deals; i++) {
        deal_ticket=     HistoryDealGetTicket(i);
        order_ticket=    HistoryDealGetInteger(deal_ticket, DEAL_ORDER);
        position_ticket=HistoryDealGetInteger(deal_ticket, DEAL_POSITION_ID);
        time= (datetime)HistoryDealGetInteger(deal_ticket, DEAL_TIME);
        type=            HistoryDealGetInteger(deal_ticket, DEAL_TYPE);
        entry=          HistoryDealGetInteger(deal_ticket, DEAL_ENTRY);
        symbol=        HistoryDealGetString(deal_ticket, DEAL_SYMBOL);
        volume=        HistoryDealGetDouble(deal_ticket, DEAL_VOLUME);
        price=        HistoryDealGetDouble(deal_ticket, DEAL_PRICE);
        profit=        HistoryDealGetDouble(deal_ticket, DEAL_PROFIT);
        swap=        HistoryDealGetDouble(deal_ticket, DEAL_SWAP);
        commission=HistoryDealGetDouble(deal_ticket, DEAL_COMMISSION);
        magic=HistoryDealGetInteger(deal_ticket, DEAL_MAGIC);
        reason=HistoryDealGetInteger(deal_ticket, DEAL_REASON);

        // --- add each deal using the following request
        string request_text=StringFormat("INSERT INTO DEALS (ID, ORDER_ID, POSITION_ID, TIME, TYPE, ENTRY, SYMBOL, VOLUME, PRICE, PROFIT, SWAP, COMMISSION, MAGIC, REASON) VALUES (%d, %d, %d, %d, %d, '%%s', %d, %d, %d, %d, %d, %d, %d, %d)\r\n        "database, request_text)) {
            PrintFormat("%s: failed to insert deal %d with code %d", __FUNCTION__, deal_ticket, database, request_text)) {
Working with databases

```c
Printf("i=%d: deal %d %s", i, deal_ticket, symbol);
failed=true;
break;
}

//--- check for transaction execution errors
if(failed)
{
    //--- if fast transaction performance method is used
    if(begintransaction)
    {
        //--- roll back all transactions and unlock the database
        DatabaseTransactionRollback(database);
    }
    Printf("%s: DatabaseExecute() failed with code ", __FUNCTION__, GetLastErr());
    return(false);
}

//--- if fast transaction performance method is used
if(begintransaction)
{
    //--- all transactions have been performed successfully - record changes and un.
    DatabaseTransactionCommit(database);
}

//--- successful completion
return(true);

//+------------------------------------------------------------------+
```

See also

* DatabaseExecute, DatabasePrepare, DatabaseTransactionCommit, DatabaseTransactionRollback*
DatabaseTransactionCommit

Completes transaction execution.

```cpp
bool DatabaseTransactionCommit(
    int database // database handle received in DatabaseOpen
);
```

**Parameters**

- **database**
  
  [in] Database handle received in DatabaseOpen().

Return true if successful, otherwise false. To get the error code, use GetLastError(), the possible responses are:

- ERR_INTERNAL_ERROR (4001) - critical runtime error;
- ERR_INVALID_PARAMETER (4003) - sql parameter contains an empty string;
- ERR_NOT_ENOUGH_MEMORY (4004) - insufficient memory;
- ERR_WRONG_STRING_PARAMETER (5040) - error converting a request into a UTF-8 string;
- ERR_DATABASE_INTERNAL (5120) - internal database error;
- ERR_DATABASE_INVALID_HANDLE (5121) - invalid database handle;
- ERR_DATABASE_EXECUTE (5124) - request execution error.

**Note**

The DatabaseTransactionCommit() function completes all transactions executed after calling the DatabaseBeginTransaction() function. Any transaction should start with calling DatabaseTransactionBegin() and end with calling DatabaseTransactionCommit() for successful completion.

**See also**

DatabaseExecute, DatabasePrepare, DatabaseTransactionBegin, DatabaseTransactionRollback


**DatabaseTransactionRollback**

Rolls back transactions.

```cpp
bool DatabaseTransactionRollback(
    int database // database handle received in DatabaseOpen
);```

**Parameters**

- `database`  
  [in] Database handle received in `DatabaseOpen()`.

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- **ERR_INTERNAL_ERROR (4001)** - critical runtime error;
- **ERR_INVALID_PARAMETER (4003)** - sql parameter contains an empty string;
- **ERR_NOT_ENOUGH_MEMORY (4004)** - insufficient memory;
- **ERR_WRONG_STRING_PARAMETER (5040)** - error converting a request into a UTF-8 string;
- **ERR_DATABASE_INTERNAL (5120)** - internal database error;
- **ERR_DATABASE_INVALID_HANDLE (5121)** - invalid database handle;
- **ERR_DATABASE_EXECUTE (5124)** - request execution error.

**Note**

`DatabaseTransactionRollback()` call cancels all transactions executed after calling the `DatabaseTransactionBegin()` function. The `DatabaseTransactionRollback()` function is necessary for rolling back changes in a database in case errors occur when executing a transaction.

**See also**

- `DatabaseExecute`, `DatabasePrepare`, `DatabaseTransactionBegin`, `DatabaseTransactionCommit`
**DatabaseColumnsCount**

Gets the number of fields in a request.

```c
int DatabaseColumnsCount(
    int request // request handle received in DatabasePrepare
);
```

**Parameters**

`request`

[in] Request handle received in `DatabasePrepare()`.

**Return Value**

Number of fields or -1 in case of an error. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle.

**Note**

There is no need to call the `DatabaseRead()` function to get the number of fields of a request created in `DatabasePrepare()`. For the remaining `DatabaseColumnXXX()` functions, `DatabaseRead()` should be preliminarily called.

**See also**

`DatabasePrepare`, `DatabaseFinalize`, `DatabaseClose`
DatabaseColumnName

Gets a field name by index.

```c
bool DatabaseColumnName(
    int request, // request handle received in DatabasePrepare
    int column,  // field index in the request
    string& name // the reference to the variable for receiving the field name
);
```

**Parameters**

`request`
- [in] Request handle received in `DatabasePrepare()`.

`column`
- [in] Field index in the request. Field numbering starts from zero and cannot exceed `DatabaseColumnsCount()` - 1.

`name`
- [out] Variable for writing the field name.

**Return Value**

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - 'column' index exceeds `DatabaseColumnsCount()` - 1.

**Note**

The value can be obtained only if at least one `DatabaseRead()` call has been preliminarily made for 'request'.

**See also**

`DatabasePrepare`, `DatabaseColumnsCount`, `DatabaseColumnType`
DatabaseColumnType

Gets a field type by index.

```c
ENUM_DATABASE_FIELD_TYPE DatabaseColumnType(
    int request, // request handle received in DatabasePrepare
    int column   // field index in the request
);
```

Parameters

- **request**
  - [in] Request handle received in `DatabasePrepare()`.

- **column**
  - [in] Field index in the request. Field numbering starts from zero and cannot exceed `DatabaseColumnsCount() - 1`.

Return Value

Return the field type from the `ENUM_DATABASE_FIELD_TYPE` enumeration. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - `column` index exceeds `DatabaseColumnsCount() - 1`.

Note

The value can be obtained only if at least one `DatabaseRead()` call has been preliminarily made for `request`.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATABASE_FIELD_TYPE_INVALID</td>
<td>Error getting type, the error code can be obtained using <code>int GetLastError()</code></td>
</tr>
<tr>
<td>DATABASE_FIELD_TYPE_INTEGER</td>
<td>Integer type</td>
</tr>
<tr>
<td>DATABASE_FIELD_TYPE_FLOAT</td>
<td>Real type</td>
</tr>
<tr>
<td>DATABASE_FIELD_TYPE_TEXT</td>
<td>String type</td>
</tr>
<tr>
<td>DATABASE_FIELD_TYPE_BLOB</td>
<td>Binary type</td>
</tr>
<tr>
<td>DATABASE_FIELD_TYPE_NULL</td>
<td>Special NULL type</td>
</tr>
</tbody>
</table>

See also

- `DatabasePrepare`, `DatabaseColumnsCount`, `DatabaseColumnName`
DatabaseColumnSize

Gets a field size in bytes.

```c
int DatabaseColumnSize(
    int request,  // request handle received in DatabasePrepare
    int column    // field index in the request
);
```

Parameters

- `request`
  - [in] Request handle received in `DatabasePrepare()`.

- `column`
  - [in] Field index in the request. Field numbering starts from zero and cannot exceed `DatabaseColumnsCount() - 1`.

Return Value

If successful, the field size in bytes is returned, otherwise -1. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - 'column' index exceeds `DatabaseColumnsCount() - 1`.

Note

The value can be obtained only if at least one `DatabaseRead()` call has been preliminarily made for 'request'.

See also

- `DatabasePrepare`, `DatabaseColumnBlob`, `DatabaseColumnsCount`, `DatabaseColumnName`, `DatabaseColumnType`
DatabaseColumnText

Gets a field value as a string from the current record.

```cpp
bool DatabaseColumnText(
    int request,  // request handle received in DatabasePrepare
    int column,   // field index in the request
    string& value // the reference to the variable for receiving the value
);
```

**Parameters**

- **request**
  - [in] Request handle received in [DatabasePrepare](#).

- **column**
  - [in] Field index in the request. Field numbering starts from zero and cannot exceed [DatabaseColumnsCount](#) - 1.

- **value**
  - [out] Reference to the variable for writing the field value.

**Return Value**

Return true if successful, otherwise false. To get the error code, use [GetLastError](#), the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - `column` index exceeds DatabaseColumnsCount() - 1.

**Note**

The value can be obtained only if at least one [DatabaseRead](#) call has been preliminarily made for `request`.

To read the value from the next record, call [DatabaseRead](#) preliminarily.

**See also**

[DatabasePrepare](#), [DatabaseColumnsCount](#), [DatabaseColumnType](#), [DatabaseColumnName](#)
**DatabaseColumnInteger**

Gets the int type value from the current record.

```c
bool DatabaseColumnInteger(
    int request,        // request handle received in DatabasePrepare
    int column,         // field index in the request
    int& value          // the reference to the variable for receiving the value
);
```

**Parameters**

- **request**
  - [in] Request handle received in `DatabasePrepare()`.

- **column**
  - [in] Field index in the request. Field numbering starts from zero and cannot exceed `DatabaseColumnsCount() - 1`.

- **value**
  - [out] Reference to the variable for writing the field value.

**Return Value**

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - 'column' index exceeds `DatabaseColumnsCount() - 1`.

**Note**

The value can be obtained only if at least one `DatabaseRead()` call has been preliminarily made for 'request'.

To read the value from the next record, call `DatabaseRead()` preliminarily.

**See also**

`DatabasePrepare`, `DatabaseColumnsCount`, `DatabaseColumnType`, `DatabaseColumnName`
**DatabaseColumnLong**

Gets the long type value from the current record.

```cpp
bool DatabaseColumnLong(
    int request, // request handle received in DatabasePrepare
    int column,  // field index in the request
    long& value  // the reference to the variable for receiving the value
);
```

**Parameters**

`request`
- [in] Request handle received in `DatabasePrepare()`.

`column`
- [in] Field index in the request. Field numbering starts from zero and cannot exceed `DatabaseColumnsCount()` - 1.

`value`
- [out] Reference to the variable for writing the field value.

**Return Value**

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - 'column' index exceeds `DatabaseColumnsCount()` - 1.

**Note**

The value can be obtained only if at least one `DatabaseRead()` call has been preliminarily made for 'request'.

To read the value from the next record, call `DatabaseRead()` preliminarily.

**See also**

`DatabasePrepare`, `DatabaseColumnsCount`, `DatabaseColumnType`, `DatabaseColumnName`
```cpp
bool DatabaseColumnDouble(
    int request, // request handle received in DatabasePrepare
    int column,   // field index in the request
    double& value // the reference to the variable for receiving the value
);
```

**Parameters**

`request`

[in] Request handle received in `DatabasePrepare`.

`column`

[in] Field index in the request. Field numbering starts from zero and cannot exceed `DatabaseColumnsCount` - 1.

`value`

[out] Reference to the variable for writing the field value.

**Return Value**

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - ‘column’ index exceeds `DatabaseColumnsCount` - 1.

**Note**

The value can be obtained only if at least one `DatabaseRead` call has been preliminarily made for ‘request’.

To read the value from the next record, call `DatabaseRead` preliminarily.

**See also**

`DatabasePrepare`, `DatabaseColumnsCount`, `DatabaseColumnType`, `DatabaseColumnName`
DatabaseColumnBlob

Gets a field value as an array from the current record.

```cpp
bool DatabaseColumnBlob(
    int request,  // request handle received in DatabasePrepare
    int column,   // field index in the request
    void& data[]  // the reference to the variable for receiving the value
);
```

**Parameters**

- `request`
  - [in] Request handle received in `DatabasePrepare()`.

- `column`
  - [in] Field index in the request. Field numbering starts from zero and cannot exceed `DatabaseColumnsCount() - 1`.

- `data[]`
  - [out] Reference to the array for writing the field value.

**Return Value**

Return true if successful, otherwise false. To get the error code, use `GetLastError()`, the possible responses are:

- ERR_DATABASE_INVALID_HANDLE (5121) - invalid request handle;
- ERR_DATABASE_NO_MORE_DATA (5126) - 'column' index exceeds `DatabaseColumnsCount() - 1`.

**Note**

The value can be obtained only if at least one `DatabaseRead()` call has been preliminarily made for 'request'.

To read the value from the next record, call `DatabaseRead()` preliminarily.

**See also**

- `DatabasePrepare`, `DatabaseColumnSize`, `DatabaseColumnsCount`, `DatabaseColumnType`, `DatabaseColumnName`
**Working with DirectX**

DirectX 11 functions and shaders are designed for 3D visualization directly on a price chart.

Creating 3D graphics requires a graphic context (DXContextCreate) with the necessary image size. Besides, it is necessary to prepare vertex and index buffers (DXBufferCreate), as well as create vertex and pixel shaders (DXShaderCreate). This is enough to display graphics in color.

The next level of graphics requires the inputs (DXInputSet) for passing additional rendering parameters to shaders. This allows setting the camera and 3D object positions, describe light sources and implement mouse and keyboard control.

Thus, the built-in MQL5 functions enable you to create animated 3D charts directly in MetaTrader 5 with no need for third-party tools. A video card should support DX 11 and Shader Model 5.0 for the functions to work.

To start working with the library, simply read the article [How to create 3D graphics using DirectX in MetaTrader 5](#).

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</table>
**DXContextCreate**

Creates a graphic context for rendering frames of a specified size.

```c
int DXContextCreate(
    uint width,  // width in pixels
    uint height   // height in pixels
);
```

**Parameters**

- **width**
  - [in] Frame width in pixels.
- **height**

**Return Value**

A handle for a created context or INVALID_HANDLE in case of an error. To receive an error code, the GetLastError() function should be called.

**Note**

All graphical objects created using the [BufferCreate](), [InputCreate](), [ShaderCreate] and [TextureCreate] functions can be used only in a graphic context they were created in.

A frame size can subsequently be changed to [ContextsetSize]().

A created handle that is no longer in use should be explicitly released by the [Release]() function.
DXContextSetSize

Changes a frame size of a graphic context created in DXContextCreate().

```cpp
bool DXContextSetSize(
    int context,        // graphic context handle
    uint& width,        // width in pixels
    uint& height)       // height in pixels
);
```

**Parameters**

- `context`
  - [in] Handle for a graphic context created in `DXContextCreate()`.

- `width`
  - [in] Frame width in pixels.

- `height`

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

**Note**

A frame size of a graphic context should be changed only between frame renderings.
DXContextGetSize

Gets a frame size of a graphic context created in **DXContextCreate()**.

```c
bool DXContextGetSize(
    int context,  // graphic context handle
    uint& width,  // width in pixels
    uint& height   // height in pixels
);
```

**Parameters**

- **context**
  - [in] Handle for a graphic context created in **DXContextCreate()**.
- **width**
  - [out] Frame width in pixels.
- **height**
  - [out] Frame height in pixels.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the **GetLastError()** function should be called.
DXContextClearColors

Sets a specified color to all pixels for the rendering buffer.

```cpp
bool DXContextClearColors(
    int context,       // graphic context handle
    const DXVector& color // color
);
```

Parameters

- **context**
  - [in] Handle for a graphic context created in `DXContextCreate()`.

- **color**
  - [in] Rendering color.

Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastErrorCode()` function should be called.

Note

The `DXContextClearColors()` function can be used for clearing the color buffer before rendering the next frame.
**DXContextClearDepth**

Clears the depth buffer.

```c
bool DXContextClearDepth(
    int context // graphic context handle
);
```

**Parameters**

`context`

[in] Handle for a graphic context created in `DXContextCreate()`.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

**Note**

The `DXContextClearDepth()` function can be used for clearing the depth buffer before rendering the next frame.
### DXContextGetColors

Gets an image of a specified size and offset from a graphic context.

```cpp
bool DXContextGetColors(
    int context, // graphic context handle
    uint& image[], // image pixels array
    int image_width=WHOLE_ARRAY, // image width in pixels
    int image_height=WHOLE_ARRAY, // image height in pixels
    int image_offset_x=0, // X offset
    int image_offset_y=0 // Y offset
);
```

#### Parameters

- **context**
  - `[in]` Handle for a graphic context created in `DXContextCreate()`.

- **image**
  - `[out]` The array of `image_width*image_height` pixels in ARGB format.

  - `image_width=WHOLE_ARRAY`
    - `[in]` Image width in pixels.

  - `image_height=WHOLE_ARRAY`
    - `[in]` Image height in pixels.

  - `image_offset_x=0`
    - `[in]` X offset.

  - `image_offset_y=0`
    - `[in]` Y offset.

#### Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastErrorCode()` function should be called.
**DXContextGetDepth**

Gets the depth buffer of a rendered frame.

```cpp
bool DXContextGetDepth(
    int  context,  // graphic context handle
    float& image[]  // depth value array
);
```

**Parameters**

- `context`
  - [in] Handle for a graphic context created in `DXContextCreate()`.

- `image`
  - [out] Array of the rendered frame depth buffer values.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

**Note**

The returned buffer contains the depth of each pixel of a rendered frame that can be obtained in `DXContextGetColors()` in relative units (from 0.0 to 1.0).
DXBufferCreate

Creates a buffer of a specified type based on a data array.

```c
int DXBufferCreate(
    int context,           // graphic context handle
    ENUM_DX_BUFFER_TYPE buffer_type,  // type of a created buffer
    const void* data[],    // buffer data
    uint start=0,          // initial index
    uint count=WHOLE_ARRAY // number of elements
);
```

Parameters

- **context**
  - [in] Handle for a graphic context created in `DXContextCreate()`.

- **buffer_type**
  - [in] Buffer type from the `ENUM_DX_BUFFER_TYPE` enumeration.

- **data[]**
  - [in] Data for creating a buffer.

- **start=0**
  - [in] Index of the first element of the array, starting from which the array values are used to create a buffer. By default, the data is taken from the beginning of the array.

- **count=WHOLE_ARRAY**
  - [in] Number of values. By default, the entire array is used (count=WHOLE_ARRAY).

Return Value

The handle for a created buffer or `INVALID_HANDLE` in case of an error. To receive an error code, the `GetLastErrorCode()` function should be called.

Note

For the index buffer, the `data[]` array should be of `uint` type, while the vertex buffer receives the array of structures describing vertices.

A created handle that is no longer in use should be explicitly released by the `DXRelease()` function.

---

**ENUM_DX_BUFFER_TYPE**

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<tr>
<th>ID</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
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<td>Vertex buffer</td>
</tr>
<tr>
<td>DX_BUFFER_INDEX</td>
<td>2</td>
<td>Index buffer</td>
</tr>
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</table>
**DXTextureCreate**

Creates a 2D texture out of a rectangle of a specified size cut from a passed image.

```c
int DXTextureCreate(
    int      context,       // graphic context handle
    ENUM_DX_FORMAT format,  // pixel color format
    uint     width,         // source image width
    uint     height,        // source image height
    const void* data[],    // array of source image pixels
    uint     data_x,        // X coordinate of a rectangle used to create a texture
    uint     data_y,        // Y coordinate of a rectangle used to create a texture
    uint     data_width,    // rectangle width for creating a texture
    uint     data_height    // rectangle height for creating a texture
);
```

**Parameters**

- **context**
  - [in] Handle for a graphic context created in `DXContextCreate()`.

- **format**
  - [in] Pixel color format set from the `ENUM_DX_FORMAT` enumeration.

- **width**
  - [in] Width of an image a texture is based on.

- **height**
  - [in] Height of an image a texture is based on.

- **data**
  - [in] Pixel array of an image a texture is based on.

- **data_x**
  - [in] X coordinate of a rectangle (X offset) used to create a texture.

- **data_y**
  - [in] Y coordinate of a rectangle (Y offset) used to create a texture.

- **data_width**
  - [in] Width of a rectangle used to create a texture.

- **data_height**
  - [in] Height of a rectangle used to create a texture.

**Return Value**

Texture handle or `INVALID_HANDLE` in case of an error. To receive an `error` code, the `GetLastError()` function should be called.

**Note**

A created handle that is no longer in use should be explicitly released by the `DXRelease()` function.
## Working with DirectX

### ENUM\_DX\_FORMAT

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## Working with DirectX

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</table>
DXInputCreate

Creates shader inputs.

```c
int DXInputCreate(
    int context,  // graphic context handle
    uint input_size  // size of inputs in bytes
);
```

**Parameters**

- `context`  
  [in] Handle for a graphic context created in `DXContextCreate()`.

- `input_size`  
  [in] Size of the parameter structure in bytes.

**Return Value**

The handle for shader inputs or `INVALID_HANDLE` in case of an error. To receive an error code, the `GetLastError()` function should be called.

A created handle that is no longer in use should be explicitly released by the `DXRelease()` function.
**DXInputSet**

Sets shader inputs.

```c
bool DXInputSet(
    int input,  // graphic context handle
    const void* data  // data for setting
);
```

**Parameters**

- **input**
  - [in] Handle of inputs for a shader obtained in [DXInputCreate()](#).

- **data**
  - [in] Data for setting shader inputs.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an [error](#) code, the [GetLastError()](#) function should be called.
DXShaderCreate

Creates a shader of a specified type.

```c
int DXShaderCreate(  
    int context,       // graphic context handle  
    ENUM_DX_SHADER_TYPE shader_type,  // shader type  
    const string source,    // shader source code  
    const string entry_point, // entry point  
    string& compile_error  // string for receiving compiler messages
);
```

**Parameters**

**context**

- [in] Handle for a graphic context created in DXContextCreate().

**shader_type**

- [out] The value from the ENUM_DX_SHADER_TYPE enumeration.

**source**

- [in] Shader source code in HLSL 5.

**entry_point**

- [in] Entry point - function name in a source code.

**compile_error**

- [in] String for receiving compilation errors.

**Return Value**

Handle for shader or INVALID_HANDLE in case of an error. To receive an error code, the GetLastErrorMessage() function should be called.

**Note**

A created handle that is no longer in use should be explicitly released by the DXRelease() function.

**ENUM_DX_SHADER_TYPE**

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<tr>
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<tr>
<td>DX_SHADER_PIXEL</td>
<td>2</td>
<td>Pixel shader</td>
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</table>
dxshadersetlayout

Sets vertex layout for the vertex shader.

bool DXShaderSetLayout(
    int shader, // shader handle
    const DXGIVertexLayout& layout[] //
);

Parameters

shader
  [in] Handle of a vertex shader created in DXShaderCreate().

layout[]
  [in] Array of vertex fields description. The description is set by the DXGIVertexLayout structure:

    struct DXGIVertexLayout
    {
        string semantic_name; // The HLSL semantic associated with this element.
        uint semantic_index; // The semantic index for the element. A semantic index modifies a semantic, with an integer index number. A semantic index is only needed in a case where there is more than one element with the same semantic.
        ENUM_DX_FORMAT format; // The data type of the element data.
    };

Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, the GetLastError() function should be called.

Note

The layout should match the type of vertices in a specified vertex buffer. It should also match the input type of vertices used at the entry point in the vertex shader code.

The vertex buffer for a shader is set in DXBufferSet().

The DXGIVertexLayout structure is a version of the D3D11_INPUT_ELEMENT_DESC MSDN structure.
**DXShaderInputsSet**

Sets shader inputs.

```cpp
bool DXShaderInputsSet(
    int shader,  // shader handle
    const int& inputs[]  // array of input handles
);
```

**Parameters**

*shader*

[in] Handle of a shader created in `DXShaderCreate()`.

*inputs[]*

[in] Array of input handles created using `DXInputCreate()`.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

**Note**

The size of the input parameter should be equal to the number of `cbuffer` objects declared in the shader code.
DXShaderTexturesSet

Sets shader textures.

```c
bool DXShaderTexturesSet(
    int shader,         // shader handle
    const int& textures[] // array of structure handles
);
```

**Parameters**

- `shader`
  - [in] Handle of a shader created in DXShaderCreate().

- `textures[]`
  - [in] Array of texture handles created using DXTextureCreate().

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the GetLastError() function should be called.

**Note**

The size of the texture array should be equal to the number of Texture2D objects declared in the shader code.
DXDraw

Renders the vertices of the vertex buffer set in DXBufferSet().

```c
bool DXDraw(
    int context,  // graphic context handle
    uint start=0,  // first vertex index
    uint count=WHOLE_ARRAY // number of vertices
);
```

Parameters

- `context`
  - [in] Handle for a graphic context created in DXContextCreate().
- `start=0`
  - [in] Index of the first vertex for rendering.
- `count=WHOLE_ARRAY`
  - [in] Number of vertices to render.

Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, the GetLastErrorCode() function should be called.

Note

Shaders should be preliminarily set using DXShaderSet() for rendering vertices.
**DXDrawIndexed**

Renders graphic primitives described by the index buffer from `DXBufferSet()`.

```c
bool DXDrawIndexed(
    int context,       // graphic context handle
    uint start=0,      // first primitive index
    uint count=WHOLE_ARRAY // number of primitives
);
```

**Parameters**

- `context`
  - [in] Handle for a graphic context created in `DXContextCreate()`.

- `start=0`
  - [in] Index of the first primitive for rendering.

- `count=WHOLE_ARRAY`
  - [in] Number of primitives for rendering.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

**Note**

The type of primitives described by the index buffer is set using `DXPrimitiveTopologySet()`.

The vertex buffer in `DXBufferSet()` should be preliminarily set to render primitives.

Also, shaders should be preliminarily set using `DXShaderSet()`.
DXPrimiveTopologySet

Sets the type of primitives for rendering using `DXDrawIndexed()`. 

```c
bool DXPrimiveTopologySet(int context,  // graphic context handle
    ENUM_DX_PRIMITIVE_TOPOLOGY primitive_topology);  // primitive type
```

**Parameters**

- `context`:
  - `[in]` Handle for a graphic context created in `DXContextCreate()`.

- `primitive_topology`:
  - `[in]` The value from the `ENUM_DX_PRIMITIVE_TOPOLOGY` enumeration.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

---

**ENUM_DX_PRIMITIVE_TOPOLOGY**

<table>
<thead>
<tr>
<th>ID</th>
<th>Value</th>
<th>Match in <code>D3D11_PRIMITIVE_TOPOLOGY</code></th>
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</table>
DXBufferSet

Sets a buffer for the current rendering.

```c
bool DXBufferSet(
    int context,       // graphic context handle
    int buffer,        // vertex or index buffer handle
    uint start=0,      // initial index
    uint count=WHOLE_ARRAY  // number of elements
);
```

**Parameters**

- `context` [in] Handle for a graphic context created in `DXContextCreate()`.
- `buffer` [in] Handle of the vertex or index buffer created in `DXBufferCreate()`.
- `start=0` [in] Index of the buffer first element. The data from the beginning of the buffer is used by default.
- `count=WHOLE_ARRAY` [in] Number of values to be used. The default is all buffer values.

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

**Note**

The `DXBufferSet()` function should be called to set vertex and index buffers for rendering using `DXDraw()`.
DXShaderSet

Sets a shader for rendering.

```cpp
bool DXShaderSet(
    int context, // graphic context handle
    int shader   // shader handle
);
```

Parameters

- **context**
  - [in] Handle for a graphic context created in DXContextCreate().

- **shader**
  - [in] Handle of a shader created in DXShaderCreate().

Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, the GetLastError() function should be called.

Note

Several types of shaders can simultaneously be used for rendering (vertex, geometry and pixel ones).
**DXHandleType**

Returns a handle type.

```c
ENUM_DX_HANDLE_TYPE DXHandleType(
    int handle,     // handle
);    
```

**Parameters**

- **handle**
  
  [in] Handle.

**Return Value**

The value from the `ENUM_DX_HANDLE_TYPE` enumeration

---

### ENUM_DX_HANDLE_TYPE

<table>
<thead>
<tr>
<th>ID</th>
<th>Value</th>
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<td>Shader handle</td>
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<td>DX_HANDLE_BUFFER</td>
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<td>Vertex or index buffer handle</td>
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<td>DX_HANDLE_INPUT</td>
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<td>Handle for shader inputs</td>
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<tr>
<td>DX_HANDLE_TEXTURE</td>
<td>5</td>
<td>Texture handle</td>
</tr>
</tbody>
</table>
DXRelease

Releases a handle.

```c
bool DXRelease(
    int handle  // handle
);
```

Parameters

- `context`
  - `[in]` Released handle.

Return Value

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastError()` function should be called.

Note

All created handles that are no longer in use should be explicitly released by the `DXRelease()` function.
MetaTrader integration with third-party programs

MQL5 is designed for the development of high-performance trading applications in the financial markets and is unparalleled among other specialized languages used in the algorithmic trading. The syntax and speed of MQL5 programs are very close to C++, there is support for OpenCL and integration with MS Visual Studio. Statistics, fuzzy logic and ALGLIB libraries are available as well. MetaEditor development environment features native support for .NET libraries with "smart" functions import eliminating the need to develop special wrappers. Third-party C++ DLLs can also be used. C++ source code files (CPP and H) can be edited and compiled into DLL directly from the editor. Microsoft Visual Studio installed on user's PC can be used for that.

In addition to all the above advantages, the MetaTrader 5 platform provides MQL5 developers with the ability to integrate with other popular solutions for processing financial data. This allows specialists in statistics and machine learning to receive data directly from MetaTrader 5 without developing additional programs and adapters.

The following MetaTrader 5 integration solutions are described in this section:

- **MetaTrader for Python** - module for working with Python programs.

The presented functions allow connecting directly to the MetaTrader 5 terminal and requesting a price history in the required amount and form for any financial instruments available in the platform.
MetaTrader module for integration with Python

Python is a modern high-level programming language for developing scripts and applications. It contains multiple libraries for machine learning, process automation, as well as data analysis and visualization.

MetaTrader package for Python is designed for convenient and fast obtaining of exchange data via interprocessor communication directly from the MetaTrader 5 terminal. The data received this way can be further used for statistical calculations and machine learning.

Installing the package from the command line:

```
pip install MetaTrader5
```

Updating the package from the command line:

```
pip install --upgrade MetaTrader5
```

Functions for integrating MetaTrader 5 and Python

<table>
<thead>
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<th>Action</th>
</tr>
</thead>
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</tr>
<tr>
<td><code>login</code></td>
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</tr>
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</tr>
<tr>
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</tr>
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</tr>
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</tr>
<tr>
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</tr>
<tr>
<td><code>market_book_add</code></td>
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</tr>
<tr>
<td>Function</td>
<td>Action</td>
</tr>
<tr>
<td>---------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>market_book_get</code></td>
<td>Returns a tuple from BookInfo featuring Market Depth entries for the specified symbol</td>
</tr>
<tr>
<td><code>market_book_release</code></td>
<td>Cancels subscription of the MetaTrader 5 terminal to the Market Depth change events for a specified symbol</td>
</tr>
<tr>
<td><code>copy_rates_from</code></td>
<td>Get bars from the MetaTrader 5 terminal starting from the specified date</td>
</tr>
<tr>
<td><code>copy_rates_from_pos</code></td>
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</tr>
<tr>
<td><code>copy_rates_range</code></td>
<td>Get bars in the specified date range from the MetaTrader 5 terminal</td>
</tr>
<tr>
<td><code>copy_ticks_from</code></td>
<td>Get ticks from the MetaTrader 5 terminal starting from the specified date</td>
</tr>
<tr>
<td><code>copy_ticks_range</code></td>
<td>Get ticks for the specified date range from the MetaTrader 5 terminal</td>
</tr>
<tr>
<td><code>orders_total</code></td>
<td>Get the number of active orders.</td>
</tr>
<tr>
<td><code>orders_get</code></td>
<td>Get active orders with the ability to filter by symbol or ticket</td>
</tr>
<tr>
<td><code>order_calc_margin</code></td>
<td>Return margin in the account currency to perform a specified trading operation</td>
</tr>
<tr>
<td><code>order_calc_profit</code></td>
<td>Return profit in the account currency for a specified trading operation</td>
</tr>
<tr>
<td><code>order_check</code></td>
<td>Check funds sufficiency for performing a required trading operation</td>
</tr>
<tr>
<td><code>order_send</code></td>
<td>Send a request to perform a trading operation</td>
</tr>
<tr>
<td><code>positions_total</code></td>
<td>Get the number of open positions</td>
</tr>
<tr>
<td><code>positions_get</code></td>
<td>Get open positions with the ability to filter by symbol or ticket</td>
</tr>
<tr>
<td><code>history_orders_total</code></td>
<td>Get the number of orders in trading history within the specified interval</td>
</tr>
<tr>
<td><code>history_orders_get</code></td>
<td>Get orders from trading history with the ability to filter by ticket or position</td>
</tr>
<tr>
<td><code>history_deals_total</code></td>
<td>Get the number of deals in trading history within the specified interval</td>
</tr>
<tr>
<td><code>history_deals_get</code></td>
<td>Get deals from trading history with the ability to filter by ticket or position</td>
</tr>
</tbody>
</table>
Example of connecting Python to MetaTrader 5

1. Download the latest version of Python 3.8 from https://www.python.org/downloads/windows
2. When installing Python, check "Add Python 3.8 to PATH%" to be able to run Python scripts from the command line.
3. Install the MetaTrader 5 module from the command line
   ```bash
   pip install MetaTrader5
   ```
4. Add matplotlib and pandas packages
   ```bash
   pip install matplotlib
   pip install pandas
   ```
5. Launch the test script
   ```python
   from datetime import datetime
   import matplotlib.pyplot as plt
   import pandas as pd
   from pandas.plotting import register_matplotlib_converters
   register_matplotlib_converters()
   import MetaTrader5 as mt5

   # connect to MetaTrader 5
   if not mt5.initialize():
       print("initialize() failed")
       mt5.shutdown()

   # request connection status and parameters
   print(mt5.terminal_info())
   # get data on MetaTrader 5 version
   print(mt5.version())

   # request 1000 ticks from EURAUD
   euraud_ticks = mt5.copy_ticks_from("EURAUD", datetime(2020,1,28,13), 1000, mt5.COPY_TICKS_ALL)
   # request ticks from AUDUSD within 2019.04.01 13:00 - 2019.04.02 13:00
   audusd_ticks = mt5.copy_ticks_range("AUDUSD", datetime(2020,1,27,13), datetime(2020,1,28,13))

   # get bars from different symbols in a number of ways
   eurush_rates = mt5.copy_rates_from("EURUSD", mt5.TIMEFRAME_M1, datetime(2020,1,28,13), 1000)
   eurgbp_rates = mt5.copy_rates_from_pos("EURGBP", mt5.TIMEFRAME_M1, 0, 1000)
   eurcad_rates = mt5.copy_rates_range("EURCAD", mt5.TIMEFRAME_M1, datetime(2020,1,27,13), datetime(2020,1,28,13))

   # shut down connection to MetaTrader 5
   mt5.shutdown()

   #DATA
   print('euraud_ticks\', len(euraud_ticks), ',
   for val in euraud_ticks[:10]: print(val)
   print('audusd_ticks\', len(audusd_ticks), ',
   for val in audusd_ticks[:10]: print(val)
   ```
print('eurusd_rates(', len(eurusd_rates), ',')
for val in eurusd_rates[:10]: print(val)

print('eurgbp_rates(', len(eurgbp_rates), ',')
for val in eurgbp_rates[:10]: print(val)

print('eurcad_rates(', len(eurcad_rates), ',')
for val in eurcad_rates[:10]: print(val)

# PLOT
# create DataFrame out of the obtained data
ticks_frame = pd.DataFrame(euraud_ticks)
# convert time in seconds into the datetime format
ticks_frame['time'] = pd.to_datetime(ticks_frame['time'], unit='s')
# display ticks on the chart
plt.plot(ticks_frame['time'], ticks_frame['ask'], 'r-', label='ask')
plt.plot(ticks_frame['time'], ticks_frame['bid'], 'b-', label='bid')
# display the legends
plt.legend(loc='upper left')
# add the header
plt.title('EURAUD ticks')
# display the chart
plt.show()
euraud_ticks( 1000 )
(1580209200, 1.63412, 1.63437, 0., 0, 1580209200067, 130, 0.)
(1580209200, 1.63416, 1.63437, 0., 0, 1580209200785, 130, 0.)
(1580209201, 1.63415, 1.63437, 0., 0, 1580209201980, 130, 0.)
(1580209202, 1.63419, 1.63445, 0., 0, 1580209203004, 130, 0.)
(1580209203, 1.63419, 1.63445, 0., 0, 1580209203487, 130, 0.)
(1580209204, 1.63425, 1.63445, 0., 0, 1580209204392, 130, 0.)
(1580209204, 1.6342, 1.63445, 0., 0, 1580209204392, 130, 0.)
(1580209203, 1.63419, 1.63445, 0., 0, 1580209203990, 130, 0.)
(1580209204, 1.6342, 1.63445, 0., 0, 1580209204194, 130, 0.)
audusd_ticks( 40449 )
(1580122800, 0.67858, 0.67868, 0., 0, 1580122800244, 130, 0.)
(1580122800, 0.67858, 0.67867, 0., 0, 1580122800429, 4, 0.)
(1580122801, 0.67858, 0.67865, 0., 0, 1580122800817, 4, 0.)
(1580122802, 0.67858, 0.67865, 0., 0, 1580122802928, 4, 0.)
(1580122809, 0.67855, 0.67866, 0., 0, 1580122809526, 130, 0.)
(1580122813, 0.67855, 0.67864, 0., 0, 1580122809699, 4, 0.)
(1580122815, 0.67856, 0.67863, 0., 0, 1580122815190, 130, 0.)
(1580122815, 0.67855, 0.67863, 0., 0, 1580122815479, 130, 0.)
eurgbp_rates( 1000 )
(1582236360, 0.83767, 0.83767, 0.83764, 0.83765, 23, 9, 0)
(1582236420, 0.83765, 0.83765, 0.83764, 0.83765, 15, 8, 0)
(1582236480, 0.83765, 0.83766, 0.83762, 0.83765, 19, 7, 0)
(1582236540, 0.83765, 0.83768, 0.83758, 0.83763, 39, 6, 0)
(1582236600, 0.83763, 0.83768, 0.83763, 0.83767, 21, 6, 0)
(1582236660, 0.83767, 0.83775, 0.83765, 0.83769, 63, 5, 0)
(1582236720, 0.83769, 0.8377, 0.83758, 0.83764, 40, 7, 0)
(1582236780, 0.83766, 0.83769, 0.8376, 0.83766, 37, 6, 0)
(1582236840, 0.83766, 0.83772, 0.83763, 0.83772, 22, 6, 0)
(1582236900, 0.83772, 0.83773, 0.83768, 0.8377, 36, 5, 0)
eurcad_rates( 1441 )
(1580122800, 1.45321, 1.45329, 1.4526, 1.4528, 146, 15, 0)
(1580122860, 1.4528, 1.45315, 1.45274, 1.45301, 93, 15, 0)
(1580122920, 1.453, 1.45304, 1.45264, 1.45264, 82, 15, 0)
(1580122980, 1.45263, 1.45279, 1.45231, 1.45277, 109, 15, 0)
<table>
<thead>
<tr>
<th>Time</th>
<th>Open</th>
<th>High</th>
<th>Low</th>
<th>Close</th>
<th>Volume</th>
<th>Length</th>
<th>MA</th>
</tr>
</thead>
<tbody>
<tr>
<td>1580123040</td>
<td>1.45275</td>
<td>1.4528</td>
<td>1.45259</td>
<td>1.45271</td>
<td>53</td>
<td>14</td>
<td>0</td>
</tr>
<tr>
<td>1580123100</td>
<td>1.45273</td>
<td>1.45285</td>
<td>1.45269</td>
<td>1.4528</td>
<td>62</td>
<td>16</td>
<td>0</td>
</tr>
<tr>
<td>1580123160</td>
<td>1.4528</td>
<td>1.45284</td>
<td>1.45267</td>
<td>1.45282</td>
<td>64</td>
<td>14</td>
<td>0</td>
</tr>
<tr>
<td>1580123220</td>
<td>1.45282</td>
<td>1.45299</td>
<td>1.45261</td>
<td>1.45272</td>
<td>48</td>
<td>14</td>
<td>0</td>
</tr>
<tr>
<td>1580123280</td>
<td>1.45272</td>
<td>1.45275</td>
<td>1.45255</td>
<td>1.45275</td>
<td>74</td>
<td>14</td>
<td>0</td>
</tr>
<tr>
<td>1580123340</td>
<td>1.45275</td>
<td>1.4528</td>
<td>1.4526</td>
<td>1.4528</td>
<td>94</td>
<td>13</td>
<td>0</td>
</tr>
</tbody>
</table>
**initialize**

Establish a connection with the MetaTrader 5 terminal. There are three call options.

**Call without parameters. The terminal for connection is found automatically.**

```
initialize()
```

**Call specifying the path to the MetaTrader 5 terminal we want to connect to.**

```
initialize(
    path
)
```

**Call specifying the trading account path and parameters.**

```
initialize(
    path,  // path to the MetaTrader 5 terminal EXE file
    login=LOGIN,  // account number
    password="PASSWORD",  // password
    server="SERVER",  // server name as it is specified in the terminal
    timeout=TIMEOUT,  // timeout
    portable=False  // portable mode
)
```

**Parameters**

- `path`
  - `[in]` Path to the metatrader.exe or metatrader64.exe file. Optional unnamed parameter. It is indicated first without a parameter name. If the path is not specified, the module attempts to find the executable file on its own.

- `login=LOGIN`
  - `[in]` Trading account number. Optional named parameter. If not specified, the last trading account is used.

- `password="PASSWORD"`
  - `[in]` Trading account password. Optional named parameter. If the password is not set, the password for a specified trading account saved in the terminal database is applied automatically.

- `server="SERVER"`
  - `[in]` Trade server name. Optional named parameter. If the server is not set, the server for a specified trading account saved in the terminal database is applied automatically.

- `timeout=TIMEOUT`
  - `[in]` Connection timeout in milliseconds. Optional named parameter. If not specified, the value of 60 000 (60 seconds) is applied.

- `portable=False`
  - `[in]` Flag of the terminal launch in portable mode. Optional named parameter. If not specified, the value of False is used.

**Return Value**
Returns True in case of successful connection to the MetaTrader 5 terminal, otherwise - False.

Note

If required, the MetaTrader 5 terminal is launched to establish connection when executing the initialize() call.

Example:

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__) 
print("MetaTrader5 package version: ", mt5.__version__) 

# establish MetaTrader 5 connection to a specified trading account
if not mt5.initialize(login=25115284, server="MetaQuotes-Demo",password="4zatlbqx"): 
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# display data on connection status, server name and trading account
print(mt5.terminal_info())
# display data on MetaTrader 5 version
print(mt5.version())

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

See also

* shutdown, terminal info, version*
### login

Connect to a trading account using specified parameters.

```
login(
    login, // account number
    password="PASSWORD", // password
    server="SERVER", // server name as it is specified in the terminal
    timeout=TIMEOUT // timeout
)
```

**Parameters**

- **login**

- **password**
  - [in] Trading account password. Optional named parameter. If the password is not set, the password saved in the terminal database is applied automatically.

- **server**
  - [in] Trade server name. Optional named parameter. If no server is set, the last used server is applied automatically.

- **timeout=TIMEOUT**
  - [in] Connection timeout in milliseconds. Optional named parameter. If not specified, the value of 60 000 (60 seconds) is applied. If the connection is not established within the specified time, the call is forcibly terminated and the exception is generated.

**Return Value**

True in case of a successful connection to the trade account, otherwise - False.

**Example:**

```python
import MetaTrader5 as mt5
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# display data on MetaTrader 5 version
print(mt5.version())
# connect to the trade account without specifying a password and a server
account=17221085
authorized=mt5.login(account) # the terminal database password is applied if connect:
if authorized:
    print("connected to account ".format(account))
else:
```

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# now connect to another trading account specifying the password
account=25115284
authorized=mt5.login(account, password="gqrzt01bdm")
if authorized:
    # display trading account data 'as is'
    print(mt5.account_info())
    # display trading account data in the form of a list
    print("Show account_info()._asdict():")
    account_info_dict = mt5.account_info()._asdict()
    for prop in account_info_dict:
        print("  {}={}".format(prop, account_info_dict[prop]))
else:
    print("failed to connect at account #{}, error code: {}".format(account, mt5.last_error()))

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
[500, 2367, '23 Mar 2020']
connected to account #17221085
connected to account #25115284
AccountInfo(login=25115284, trade_mode=0, leverage=100, limit_orders=200, margin_so_mode=0, ...}
account properties:
    login=25115284
    trade_mode=0
    leverage=100
    limit_orders=200
    margin_so_mode=0
    trade_allowed=True
    trade_expert=True
    margin_mode=2
    currency_digits=2
    fifo_close=False
    balance=99588.33
    credit=0.0
    profit=-45.23
    equity=99543.1
    margin=54.37
    margin_free=99488.73
    margin_level=183084.6054809638
    margin_so_call=50.0
    margin_so_so=30.0
margin_initial=0.0
margin_maintenance=0.0
assets=0.0
liabilities=0.0
commission_blocked=0.0
name=James Smith
server=MetaQuotes-Demo
currency=USD
company=MetaQuotes Software Corp.

See also
initialize, shutdown
**shutdown**

Close the previously established connection to the MetaTrader 5 terminal.

```python
shutdown()
```

**Return Value**
None.

**Example:**

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed")
    quit()

# display data on connection status, server name and trading account
print(mt5.terminal_info())

# display data on MetaTrader 5 version
print(mt5.version())

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

**See also**

initialize, login.py, terminal.info, version
**version**

Return the MetaTrader 5 terminal version.

```
version()
```

**Return Value**

Return the MetaTrader 5 terminal version, build and release date. Return None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**

The `version()` function returns the terminal version, build and release date as a tuple of three values:

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
<th>Sample value</th>
</tr>
</thead>
<tbody>
<tr>
<td>integer</td>
<td>MetaTrader 5 terminal version</td>
<td>500</td>
</tr>
<tr>
<td>integer</td>
<td>Build</td>
<td>2007</td>
</tr>
<tr>
<td>string</td>
<td>Build release date</td>
<td>'25 Feb 2019'</td>
</tr>
</tbody>
</table>

**Example:**

```python
import MetaTrader5 as mt5
import pandas as pd

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# display data on MetaTrader 5 version
print(mt5.version())

# display data on connection status, server name and trading account 'as is'
print(mt5.terminal_info())

# get properties in the form of a dictionary
terminal_info_dict=mt5.terminal_info()._asdict()
# convert the dictionary into DataFrame and print
df=pd.DataFrame(list(terminal_info_dict.items()),columns=['property','value'])
print("terminal_info() as dataframe:")
print(df[:-1])
```
# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
[500, 2367, '23 Mar 2020']
TerminalInfo(community_account=True, community_connection=True, connected=True, dlls_allowed=False, trade_allowed=False, ...

terminal_info() as dataframe:

<table>
<thead>
<tr>
<th>property</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>community_account</td>
<td>True</td>
</tr>
<tr>
<td>community_connection</td>
<td>True</td>
</tr>
<tr>
<td>connected</td>
<td>True</td>
</tr>
<tr>
<td>dlls_allowed</td>
<td>False</td>
</tr>
<tr>
<td>trade_allowed</td>
<td>False</td>
</tr>
<tr>
<td>tradeapi_disabled</td>
<td>False</td>
</tr>
<tr>
<td>email_enabled</td>
<td>False</td>
</tr>
<tr>
<td>ftp_enabled</td>
<td>False</td>
</tr>
<tr>
<td>notifications_enabled</td>
<td>False</td>
</tr>
<tr>
<td>mqid</td>
<td>False</td>
</tr>
<tr>
<td>build</td>
<td>2367</td>
</tr>
<tr>
<td>maxbars</td>
<td>5000</td>
</tr>
<tr>
<td>codepage</td>
<td>1251</td>
</tr>
<tr>
<td>ping_last</td>
<td>77881</td>
</tr>
<tr>
<td>community_balance</td>
<td>707.107</td>
</tr>
<tr>
<td>retransmission</td>
<td>0</td>
</tr>
<tr>
<td>company</td>
<td>MetaQuotes Software Corp.</td>
</tr>
<tr>
<td>name</td>
<td>MetaTrader 5</td>
</tr>
<tr>
<td>language</td>
<td>Russian</td>
</tr>
<tr>
<td>path</td>
<td>E:\ProgramFiles\MetaTrader 5</td>
</tr>
<tr>
<td>data_path</td>
<td>E:\ProgramFiles\MetaTrader 5</td>
</tr>
</tbody>
</table>

See also
initialize, shutdown, terminal_info
last_error

Return data on the last error.

```python
last_error()
```

Return Value

Return the last error code and description as a tuple.

Note

`last_error()` allows obtaining an error code in case of a failed execution of a MetaTrader 5 library function. It is similar to `GetLastError()`. However, it applies its own error codes. Possible values:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES_S_OK</td>
<td>1</td>
<td>generic success</td>
</tr>
<tr>
<td>RES_E_FAIL</td>
<td>-1</td>
<td>generic fail</td>
</tr>
<tr>
<td>RES_E_INVALID_PARAMS</td>
<td>-2</td>
<td>invalid arguments/parameters</td>
</tr>
<tr>
<td>RES_E_NO_MEMORY</td>
<td>-3</td>
<td>no memory condition</td>
</tr>
<tr>
<td>RES_E_NOT_FOUND</td>
<td>-4</td>
<td>no history</td>
</tr>
<tr>
<td>RES_E_INVALID_VERSION</td>
<td>-5</td>
<td>invalid version</td>
</tr>
<tr>
<td>RES_E_AUTH_FAILED</td>
<td>-6</td>
<td>authorization failed</td>
</tr>
<tr>
<td>RES_E_UNSUPPORTED</td>
<td>-7</td>
<td>unsupported method</td>
</tr>
<tr>
<td>RES_E_AUTO_TRADING_DISABLED</td>
<td>-8</td>
<td>auto-trading disabled</td>
</tr>
<tr>
<td>RES_E_INTERNAL_FAIL</td>
<td>-10000</td>
<td>internal IPC general error</td>
</tr>
<tr>
<td>RES_E_INTERNAL_FAIL_SEND</td>
<td>-10001</td>
<td>internal IPC send failed</td>
</tr>
<tr>
<td>RES_E_INTERNAL_FAIL_RECEIVE</td>
<td>-10002</td>
<td>internal IPC recv failed</td>
</tr>
<tr>
<td>RES_E_INTERNAL_FAIL_INIT</td>
<td>-10003</td>
<td>internal IPC initialization fail</td>
</tr>
<tr>
<td>RES_E_INTERNAL_FAIL_CONNECT</td>
<td>-10003</td>
<td>internal IPC no ipc</td>
</tr>
<tr>
<td>RES_E_INTERNAL_FAIL_TIMEOUT</td>
<td>-10005</td>
<td>internal timeout</td>
</tr>
</tbody>
</table>

Example:

```python
import MetaTrader5 as mt5
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)
```
# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

See also

version, GetLastError
account_info

Get info on the current trading account.

```
account_info()
```

**Return Value**

Return info in the form of a named tuple structure (namedtuple). Return None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**

The function returns all data that can be obtained using `AccountInfoInteger`, `AccountInfoDouble` and `AccountInfoString` in one call.

**Example:**

```python
import MetaTrader5 as mt5
import pandas as pd

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# connect to the trade account specifying a password and a server
authorized=mt5.login(25115284, password="gqz0343lbdm")
if authorized:
    account_info=mt5.account_info()
    if account_info!=None:
        # display trading account data 'as is'
        print(account_info)
        # display trading account data in the form of a dictionary
        print("Show account_info()._asdict():")
        account_info_dict = mt5.account_info()._asdict()
        for prop in account_info_dict:
            print("  {}={}", format(prop, account_info_dict[prop]))
        print()

        # convert the dictionary into DataFrame and print
        df=pd.DataFrame(list(account_info_dict.items()),columns=['property','value'])
        print("account_info() as dataframe:")
        print(df)
    else:
        print("failed to connect to trade account 25115284 with password=gqz0343lbdm, error")

# shut down connection to the MetaTrader 5 terminal
```
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
AccountInfo(login=25115284, trade_mode=0, leverage=100, limit_orders=200, margin_so_mode=0)
Show account_info()._asdict():
    login=25115284
    trade_mode=0
    leverage=100
    limit_orders=200
    margin_so_mode=0
    trade_allowed=True
    trade_expert=True
    margin_mode=2
    currency_digits=2
    fifo_close=False
    balance=99511.4
    credit=0.0
    profit=41.82
    equity=99553.22
    margin=98.18
    margin_free=99455.04
    margin_level=101398.67590140559
    margin_so_call=50.0
    margin_so_so=30.0
    margin_initial=0.0
    margin_maintenance=0.0
    assets=0.0
    liabilities=0.0
    commission_blocked=0.0
    name=MetaQuotes Dev Demo
    server=MetaQuotes-Demo
    currency=USD
    company=MetaQuotes Software Corp.

account_info() as dataframe

<table>
<thead>
<tr>
<th>property</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>login</td>
<td>25115284</td>
</tr>
<tr>
<td>trade_mode</td>
<td>0</td>
</tr>
<tr>
<td>leverage</td>
<td>100</td>
</tr>
<tr>
<td>limit_orders</td>
<td>200</td>
</tr>
<tr>
<td>margin_so_mode</td>
<td>0</td>
</tr>
<tr>
<td>trade_allowed</td>
<td>True</td>
</tr>
<tr>
<td>trade_expert</td>
<td>True</td>
</tr>
<tr>
<td>margin_mode</td>
<td>2</td>
</tr>
<tr>
<td>currency_digits</td>
<td>2</td>
</tr>
<tr>
<td>fifo_close</td>
<td>False</td>
</tr>
</tbody>
</table>
### See also

[initialize], [shutdown], [login]
**terminal_info**

Get the connected MetaTrader 5 client terminal status and settings.

```python
terminal_info()
```

**Return Value**

Return info in the form of a named tuple structure (namedtuple). Return None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**

The function returns all data that can be obtained using `TerminalInfoInteger`, `TerminalInfoDouble` and `TerminalInfoDouble` in one call.

**Example:**

```python
import MetaTrader5 as mt5
import pandas as pd

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# display data on MetaTrader 5 version
print(mt5.version())

# display info on the terminal settings and status
terminal_info=mt5.terminal_info()
if terminal_info!=None:
    # display the terminal data 'as is'
    print(terminal_info)
    # display data in the form of a list
    print("Show terminal_info()._asdict():")
    terminal_info_dict = mt5.terminal_info()._asdict()
    for prop in terminal_info_dict:
        print("  {}={}").format(prop, terminal_info_dict[prop])
    print()
    # convert the dictionary into DataFrame and print
df=pd.DataFrame(list(terminal_info_dict.items()),columns=['property','value'])
print("terminal_info() as dataframe:")
print(df)

# shut down connection to the MetaTrader 5 terminal
```

© 2000-2021, MetaQuotes Ltd
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
[500, 2366, '20 Mar 2020']
TerminalInfo(community_account=True, community_connection=True, connected=True,...)
Show terminal_info()._asdict():
    community_account=True
    community_connection=True
    connected=True
    dlls_allowed=False
    trade_allowed=False
    tradeapi_disabled=False
    email_enabled=False
    ftp_enabled=False
    notifications_enabled=False
    mqid=False
    build=2366
    maxbars=5000
    codepage=1251
    ping_last=77850
    community_balance=707.10668201585
    retransmission=0.0
    company=MetaQuotes Software Corp.
    name=MetaTrader 5
    language=Russian
    path=E:\ProgramFiles\MetaTrader 5
    data_path=E:\ProgramFiles\MetaTrader 5
    commondata_path=C:\Users\Rosh\AppData\Roaming\MetaQuotes\Terminal\Common

terminal_info() as dataframe:

<table>
<thead>
<tr>
<th>property</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>community_account</td>
<td>True</td>
</tr>
<tr>
<td>community_connection</td>
<td>True</td>
</tr>
<tr>
<td>connected</td>
<td>True</td>
</tr>
<tr>
<td>dlls_allowed</td>
<td>False</td>
</tr>
<tr>
<td>trade_allowed</td>
<td>False</td>
</tr>
<tr>
<td>tradeapi_disabled</td>
<td>False</td>
</tr>
<tr>
<td>email_enabled</td>
<td>False</td>
</tr>
<tr>
<td>ftp_enabled</td>
<td>False</td>
</tr>
<tr>
<td>notifications_enabled</td>
<td>False</td>
</tr>
<tr>
<td>mqid</td>
<td>False</td>
</tr>
<tr>
<td>build</td>
<td>2367</td>
</tr>
<tr>
<td>maxbars</td>
<td>5000</td>
</tr>
<tr>
<td>codepage</td>
<td>1251</td>
</tr>
<tr>
<td>ping_last</td>
<td>80953</td>
</tr>
<tr>
<td>community_balance</td>
<td>707.107</td>
</tr>
</tbody>
</table>
Integration

<table>
<thead>
<tr>
<th></th>
<th>retransmission</th>
<th>0.063593</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>company</td>
<td>MetaQuotes Software Corp.</td>
</tr>
<tr>
<td>16</td>
<td>name</td>
<td>MetaTrader 5</td>
</tr>
<tr>
<td>17</td>
<td>language</td>
<td>Russian</td>
</tr>
</tbody>
</table>

See also

initialize, shutdown, version
symbols_total

Get the number of all financial instruments in the MetaTrader 5 terminal.

symbols_total()

Return Value

Integer value.

Note

The function is similar to SymbolsTotal(). However, it returns the number of all symbols including custom ones and the ones disabled in MarketWatch.

Example:

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# get the number of financial instruments
symbols = mt5.symbols_total()
if symbols > 0:
    print("Total symbols =", symbols)
else:
    print("symbols not found")

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

See also

symbols_get, symbol_select, symbol_info
symbols_get

Get all financial instruments from the MetaTrader 5 terminal.

```python
symbols_get(
    group="GROUP"  // symbol selection filter
)
```

**Return Value**

Return symbols in the form of a tuple. Return None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**

The `group` parameter allows sorting out symbols by name. ‘*’ can be used at the beginning and the end of a string.

The `group` parameter can be used as a named or an unnamed one. Both options work the same way. The named option (`group="GROUP"`) makes the code easier to read.

The `group` parameter may contain several comma separated conditions. A condition can be set as a mask using ‘*’. The logical negation symbol ‘!’ can be used for an exclusion. All conditions are applied sequentially, which means conditions of including to a group should be specified first followed by an exclusion condition. For example, `group="*!,EUR"` means that all symbols should be selected first and the ones containing “EUR” in their names should be excluded afterwards.

Unlike `symbol_info()`, the `symbols_get()` function returns data on all requested symbols within a single call.

**Example:**

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# get all symbols
symbols=mt5.symbols_get()
print('Symbols: ', len(symbols))
count=0
# display the first five ones
for s in symbols:
    count+=1
```
```python
print("{}. {}".format(count, s.name))
if count==5: break
print()

# get symbols containing RU in their names
ru_symbols=mt5.symbols_get("*RU")
print('len(*RU): ', len(ru_symbols))
for s in ru_symbols:
    print(s.name)
print()

# get symbols whose names do not contain USD, EUR, JPY and GBP
group_symbols=mt5.symbols_get(group="*!*USD!*EUR!*JPY!*GBP*")
print('len(*!*USD!*EUR!*JPY!*GBP*):', len(group_symbols))
for s in group_symbols:
    print(s.name,":", s)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
Symbols: 84
1. EURUSD
2. GBPUSD
3. USDCAD
4. USDJPY
5. USDCNH

len(*RU*): 8
EURUSD
USDRUB
USDRUR
EURRUR
FORTS.RUB.M5
EURUSD_T20
EURUSD4

len(*!*USD!*EUR!*JPY!*GBP*): 13
AUDCAD : SymbolInfo(custom=False, chart_mode=0, select=True, visible=True, session_dea
AUDCHF : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c
AUDN2D : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c
CADCHF : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c
NZDCAD : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c
NZDCHF : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c
NZDSGD : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c
CADMXN : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c
```
<table>
<thead>
<tr>
<th>Symbol</th>
<th>Custom</th>
<th>Chart Mode</th>
<th>Select</th>
<th>Visible</th>
<th>Session Deals</th>
<th>Session Buy Orders</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHF/MXN</td>
<td>False</td>
<td>0</td>
<td>False</td>
<td>False</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>NZD/MXN</td>
<td>False</td>
<td>0</td>
<td>False</td>
<td>False</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>FORTS.RTS.M5</td>
<td>True</td>
<td>0</td>
<td>False</td>
<td>False</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>FORTS.RU.R.M5</td>
<td>True</td>
<td>0</td>
<td>False</td>
<td>False</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>FOREX.CHF.M5</td>
<td>True</td>
<td>0</td>
<td>False</td>
<td>False</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

See also

symbols_total, symbol_select, symbol_info
symbol_info

Get data on the specified financial instrument.

```python
symbol_info(
    symbol  # financial instrument name
)
```

symbol


Return Value

Return info in the form of a named tuple structure (namedtuple). Return None in case of an error. The info on the error can be obtained using `last_error()`.

Note

The function returns all data that can be obtained using `SymbolInfoInteger`, `SymbolInfoDouble` and `SymbolInfoString` in one call.

Example:

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader 5 package author: ", mt5.__author__)
print("MetaTrader 5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# attempt to enable the display of the EURJPY symbol in MarketWatch
selected=mt5.symbol_select("EURJPY", True)
if not selected:
    print("Failed to select EURJPY")
    mt5.shutdown()
    quit()

# display EURJPY symbol properties
symbol_info=mt5.symbol_info("EURJPY")
if symbol_info!=None:
    # display the terminal data 'as is'
    print(symbol_info)
    print("EURJPY: spread =",symbol_info.spread," digits =",symbol_info.digits)
    # display symbol properties as a list
    print("Show symbol_info("EURJPY")._asdict():")
    symbol_info_dict = mt5.symbol_info("EURJPY")._asdict()
    for prop in symbol_info_dict:
        print(" {}={}").format(prop, symbol_info_dict[prop])
```
# shut down connection to the MetaTrader 5 terminal

```cpp
mt5.shutdown()
```

Result:

MetaTrader5 package author: MetaQuotes Software Corp.

MetaTrader5 package version: 5.0.29

SymbolInfo(custom=False, chart_mode=0, select=True, visible=True, session_deals=0, session_buy_orders=0, session_sell_orders=0, volume=0, volumehigh=0, volumelow=0, time=1585069682, digits=3, spread=17, spread_float=True, ticks_bookdepth=10, trade_calc_mode=0, trade_mode=4, start_time=0, expiration_time=0, trade_stops_level=0, trade_freeze_level=0, trade_exemode=1, swap_mode=1, swap_rollover3days=3, margin_hedged_use_leg=False, expiration_mode=7, filling_mode=1, order_mode=127, order_gtc_mode=0, option_mode=0, option_right=0, bid=120.024, bidhigh=120.506, bidlow=118.798, ask=120.041, askhigh=120.526, asklow=118.828, last=0.0)
lasthigh=0.0
lastlow=0.0
volume_real=0.0
volumehigh_real=0.0
volumelow_real=0.0
option_strike=0.0
point=0.001
trade_tick_value=0.8977708350166538
trade_tick_value_profit=0.8977708350166538
trade_tick_value_loss=0.8978272580355541
trade_tick_size=0.001
trade_contract_size=100000.0
trade_accrued_interest=0.0
trade_face_value=0.0
trade_liquidity_rate=0.0
volume_min=0.01
volume_max=500.0
volume_step=0.01
volume_limit=0.0
swap_long=-0.2
swap_short=-1.2
margin_initial=0.0
margin_maintenance=0.0
session_volume=0.0
session_turnover=0.0
session_interest=0.0
session_buy_orders_volume=0.0
session_sell_orders_volume=0.0
session_open=0.0
session_close=0.0
session_aw=0.0
session_price_settlement=0.0
session_price_limit_min=0.0
session_price_limit_max=0.0
margin_hedged=100000.0
price_change=0.0
price_volatility=0.0
price_theoretical=0.0
price_greeks_delta=0.0
price_greeks_theta=0.0
price_greeks_gamma=0.0
price_greeks_vega=0.0
price_greeks_rho=0.0
price_greeks_omega=0.0
price_sensitivity=0.0
basis=
category=
currency_base=EUR
currency_profit=JPY
<table>
<thead>
<tr>
<th>currency_margin=EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>bank=</td>
</tr>
<tr>
<td>description=Euro vs Japanese Yen</td>
</tr>
<tr>
<td>exchange=</td>
</tr>
<tr>
<td>formula=</td>
</tr>
<tr>
<td>isin=</td>
</tr>
<tr>
<td>name=EURJPY</td>
</tr>
<tr>
<td>page=<a href="http://www.google.com/finance?q=EURJPY">http://www.google.com/finance?q=EURJPY</a></td>
</tr>
<tr>
<td>path=Forex\EURJPY</td>
</tr>
</tbody>
</table>

See also

account info, terminal info
symbol_info_tick

Get the last tick for the specified financial instrument.

symbol_info_tick(
    symbol  // financial instrument name
)

symbol


Return Value

Return info in the form of a tuple. Return None in case of an error. The info on the error can be obtained using last_error().

Note

The function is similar to SymbolInfoTick.

Example:

import MetaTrader5 as mt5
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# attempt to enable the display of the GBPUSD in MarketWatch
selected=mt5.symbol_select("GBPUSD", True)
if not selected:
    print("Failed to select GBPUSD")
    mt5.shutdown()
    quit()

# display the last GBPUSD tick
lasttick=mt5.symbol_info_tick("GBPUSD")
print(lasttick)
# display tick field values in the form of a list
print("Show symbol_info_tick("GBPUSD")._asdict():")
symbol_info_tick_dict = mt5.symbol_info_tick("GBPUSD")._asdict()
for prop in symbol_info_tick_dict:
    print("  {}={}".format(prop, symbol_info_tick_dict[prop]))

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
Tick(time=1585070338, bid=1.17264, ask=1.17279, last=0.0, volume=0, time_msc=1585070338728, flags=2, volume_real=0.0)
Show symbol_info_tick._asdict():
    time=1585070338
    bid=1.17264
    ask=1.17279
    last=0.0
    volume=0
    time_msc=1585070338728
    flags=2
    volume_real=0.0

See also
symbol_info, symbol_info
symbol_select

Select a symbol in the MarketWatch window or remove a symbol from the window.

```python
symbol_select(
    symbol,    // financial instrument name
    enable    // enable or disable
)
```

**symbol**


**enable**

[in] Switch. Optional unnamed parameter. If 'false', a symbol should be removed from the MarketWatch window. Otherwise, it should be selected in the MarketWatch window. A symbol cannot be removed if open charts with this symbol are currently present or positions are opened on it.

**Return Value**

True if successful, otherwise - False.

**Note**

The function is similar to SymbolSelect.

**Example:**

```python
import MetaTrader5 as mt5
import pandas as pd

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)
print()

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize(login=25115284, server="MetaQuotes-Demo", password="4zatlbqx"):
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# attempt to enable the display of the EURCAD in MarketWatch
selected=mt5.symbol_select("EURCAD", True)
if not selected:
    print("Failed to select EURCAD, error code =", mt5.last_error())
else:
    symbol_info=mt5.symbol_info("EURCAD")
    print(symbol_info)
    print("EURCAD: currency_base =", symbol_info.currency_base, " currency_profit =", symbol_info.currency_profit)
    print()

    # get symbol properties in the form of a dictionary
    print("Show symbol_info()._asdict():")
    symbol_info_dict = symbol_info._asdict()
```

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for prop in symbol_info_dict:
    print(" {}={}".format(prop, symbol_info_dict[prop]))

# convert the dictionary into DataFrame and print
df=pd.DataFrame(list(symbol_info_dict.items()),columns=['property','value'])
print("symbol_info_dict() as dataframe:")
print(df)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
SymbolInfo(custom=False, chart_mode=0, select=True, visible=True, session_deals=0, session_buy_orders=0, session_sell_orders=0, volume=0, volumehigh=0, volumelow=0, time=1585217595, digits=5, spread=39, spread_float=True, ticks_bookdepth=10, trade_calc_mode=0, trade_mode=4, start_time=0, expiration_time=0, trade_stops_level=0, trade_freeze_level=0, trade_exemode=1, swap_mode=1, swap_rollover3days=3, margin_hedged_use_leg=False, expiration_mode=7, filling_mode=1, order_mode=127, order_gtc_mode=0
option_mode=0
option_right=0
bid=1.55192
bidhigh=1.55842
bidlow=1.54198
ask=1.55230
askhigh=1.55915
asklow=1.54362
last=0.0
lasthigh=0.0
lastlow=0.0
volume_real=0.0
volumehigh_real=0.0
volumelow_real=0.0
option_strike=0.0
point=le-05
trade_tick_value=0.7043642408362214
trade_tick_value_profit=0.7043642408362214
trade_tick_value_loss=0.7044535553770941
trade_tick_size=le-05
tradeContract_size=100000.0
trade_accrued_interest=0.0
trade_face_value=0.0
trade_liquidity_rate=0.0
volume_min=0.01
volume_max=500.0
volume_step=0.01
volume_limit=0.0
swap_long=-1.1
swap_short=-0.9
margin_initial=0.0
margin_maintenance=0.0
session_volume=0.0
session_turnover=0.0
session_interest=0.0
session_buy_orders_volume=0.0
session_sell_orders_volume=0.0
session_open=0.0
session_close=0.0
session_aw=0.0
session_price_settlement=0.0
session_price_limit_min=0.0
session_price_limit_max=0.0
margin_hedged=100000.0
price_change=0.0
price_volatility=0.0
price_theoretical=0.0
price_greeks_delta=0.0
price_greeks_theta=0.0
price_greeks_gamma=0.0
price_greeks_vega=0.0
price_greeks_rho=0.0
price_greeks_omega=0.0
price_sensitivity=0.0
basis=
category=
currency_base=EUR
currency_profit=CAD
currency_margin=EUR
bank=
description=Euro vs Canadian Dollar
exchange=
formula=
isin=
name=EURCAD
page=http://www.google.com/finance?q=EURCAD
path=Forex\EURCAD

symbol_info_dict() as dataframe:

<table>
<thead>
<tr>
<th>property</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 custom</td>
<td>False</td>
</tr>
<tr>
<td>1 chart_mode</td>
<td>0</td>
</tr>
<tr>
<td>2 select</td>
<td>True</td>
</tr>
<tr>
<td>3 visible</td>
<td>True</td>
</tr>
<tr>
<td>4 session_deals</td>
<td>0</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>91 formula</td>
<td></td>
</tr>
<tr>
<td>92 isin</td>
<td></td>
</tr>
<tr>
<td>93 name</td>
<td>EURCAD</td>
</tr>
<tr>
<td>94 page</td>
<td><a href="http://www.google.com/finance?q=EURCAD">http://www.google.com/finance?q=EURCAD</a></td>
</tr>
<tr>
<td>95 path</td>
<td>Forex\EURCAD</td>
</tr>
</tbody>
</table>

[96 rows x 2 columns]

See also
symbol_info
market_book_add

Subscribes the MetaTrader 5 terminal to the Market Depth change events for a specified symbol.

```mql5
market_book_add(
    symbol // financial instrument name
)
```

`symbol`  

Return Value

True if successful, otherwise - False.

Note

The function is similar to MarketBookAdd.

See also

market_book_get, market_book_release, Market Depth structure
**market_book_get**

Returns a tuple from BookInfo featuring Market Depth entries for the specified symbol.

```python
market_book_get(
    symbol // financial instrument name
)
```

*symbol*


**Return Value**

Returns the Market Depth content as a tuple from BookInfo entries featuring order type, price and volume in lots. BookInfo is similar to the **MqlBookInfo** structure.

Return None in case of an error. The info on the error can be obtained using **last_error()**.

**Note**

The subscription to the Market Depth change events should be preliminarily performed using the **market_book_add()** function.

The function is similar to **MarketBookGet**.

**Example:**

```python
import MetaTrader5 as mt5
import time

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)
print(")

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
quit()

# subscribe to market depth updates for EURUSD (Depth of Market)
if mt5.market_book_add('EURUSD'):
    # get the market depth data 10 times in a loop
    for i in range(10):
        # get the market depth content (Depth of Market)
        items = mt5.market_book_get('EURUSD')
        # display the entire market depth 'as is' in a single string
        print(items)
        # now display each order separately for more clarity
        if items:
            ...
for it in items:
    # order content
    print(it._asdict())

    # pause for 5 seconds before the next request of the market depth data
    time.sleep(5)

    # cancel the subscription to the market depth updates (Depth of Market)
    mt5.market_book_release('EURUSD')
else:
    print("mt5.market_book_add('EURUSD') failed, error code =",mt5.last_error())

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.34

(BookInfo(type=1, price=1.20038, volume=250, volume_dbl=250.0), BookInfo(type=1, price=
{'type': 1, 'price': 1.20038, 'volume': 250, 'volume_dbl': 250.0}
{'type': 1, 'price': 1.20032, 'volume': 100, 'volume_dbl': 100.0}
{'type': 1, 'price': 1.2003, 'volume': 50, 'volume_dbl': 50.0}
{'type': 1, 'price': 1.20028, 'volume': 36, 'volume_dbl': 36.0}
{'type': 2, 'price': 1.20026, 'volume': 36, 'volume_dbl': 36.0}
{'type': 2, 'price': 1.20025, 'volume': 50, 'volume_dbl': 50.0}
{'type': 2, 'price': 1.20023, 'volume': 100, 'volume_dbl': 100.0}
{'type': 2, 'price': 1.20017, 'volume': 250, 'volume_dbl': 250.0}
(BookInfo(type=1, price=1.20037, volume=250, volume_dbl=250.0), BookInfo(type=1, price=
{'type': 1, 'price': 1.20037, 'volume': 100, 'volume_dbl': 100.0}
{'type': 1, 'price': 1.20036, 'volume': 50, 'volume_dbl': 50.0}
{'type': 1, 'price': 1.20034, 'volume': 36, 'volume_dbl': 36.0}
{'type': 1, 'price': 1.20031, 'volume': 36, 'volume_dbl': 36.0}
{'type': 2, 'price': 1.20029, 'volume': 50, 'volume_dbl': 50.0}
{'type': 2, 'price': 1.20028, 'volume': 100, 'volume_dbl': 100.0}
{'type': 2, 'price': 1.20022, 'volume': 250, 'volume_dbl': 250.0}
(BookInfo(type=1, price=1.2004299999999999, volume=250, volume_dbl=250.0), BookInfo(type=
{'type': 1, 'price': 1.2004299999999999, 'volume': 250, 'volume_dbl': 250.0}
{'type': 1, 'price': 1.20037, 'volume': 100, 'volume_dbl': 100.0}
{'type': 1, 'price': 1.20036, 'volume': 50, 'volume_dbl': 50.0}
{'type': 1, 'price': 1.20034, 'volume': 36, 'volume_dbl': 36.0}
{'type': 1, 'price': 1.20031, 'volume': 36, 'volume_dbl': 36.0}
{'type': 2, 'price': 1.20029, 'volume': 50, 'volume_dbl': 50.0}
{'type': 2, 'price': 1.20028, 'volume': 100, 'volume_dbl': 100.0}
{'type': 2, 'price': 1.20022, 'volume': 250, 'volume_dbl': 250.0}
(BookInfo(type=1, price=1.20036, volume=250, volume_dbl=250.0), BookInfo(type=1, price=
{'type': 1, 'price': 1.20036, 'volume': 250, 'volume_dbl': 250.0}
{'type': 1, 'price': 1.20029, 'volume': 100, 'volume_dbl': 100.0}
{'type': 1, 'price': 1.20028, 'volume': 50, 'volume_dbl': 50.0}
See also

market_book_add, market_book_release, Market Depth structure
**market_book_release**

Cancels subscription of the MetaTrader 5 terminal to the Market Depth change events for a specified symbol.

```csharp
market_book_release(
    symbol // financial instrument name
);
```

`symbol`  

**Return Value**

True if successful, otherwise - False.

**Note**

The function is similar to `MarketBookRelease`.

**See also**

`market_book_add`, `market_book_get`, `Market Depth structure`
copy_rates_from

Get bars from the MetaTrader 5 terminal starting from the specified date.

```cpp
copy_rates_from(
    symbol,  // symbol name
    timeframe,  // timeframe
    date_from,  // initial bar open date
    count // number of bars
)
```

Parameters

symbol

[in] Financial instrument name, for example, "EURUSD". Required unnamed parameter.

timeframe

[in] Timeframe the bars are requested for. Set by a value from the `TIMEFRAME` enumeration. Required unnamed parameter.

date_from

[in] Date of opening of the first bar from the requested sample. Set by the 'datetime' object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

count

[in] Number of bars to receive. Required unnamed parameter.

Return Value

Returns bars as the numpy array with the named time, open, high, low, close, tick_volume, spread and real_volume columns. Return None in case of an error. The info on the error can be obtained using `last_error()`.

Note

See the `CopyRates()` function for more information.

MetaTrader 5 terminal provides bars only within a history available to a user on charts. The number of bars available to users is set in the "Max. bars in chart" parameter.

When creating the 'datetime' object, Python uses the local time zone, while MetaTrader 5 stores tick and bar open time in UTC time zone (without the shift). Therefore, 'datetime' should be created in UTC time for executing functions that use time. Data received from the MetaTrader 5 terminal has UTC time.

`TIMEFRAME` is an enumeration with possible chart period values

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIMEFRAME_M1</td>
<td>1 minute</td>
</tr>
<tr>
<td>TIMEFRAME_M2</td>
<td>2 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_M3</td>
<td>3 minutes</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>TIMEFRAME_M4</td>
<td>4 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_M5</td>
<td>5 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_M6</td>
<td>6 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_M10</td>
<td>10 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_M12</td>
<td>12 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_M12</td>
<td>15 minutes</td>
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<tr>
<td>TIMEFRAME_M20</td>
<td>20 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_M30</td>
<td>30 minutes</td>
</tr>
<tr>
<td>TIMEFRAME_H1</td>
<td>1 hour</td>
</tr>
<tr>
<td>TIMEFRAME_H2</td>
<td>2 hours</td>
</tr>
<tr>
<td>TIMEFRAME_H3</td>
<td>3 hours</td>
</tr>
<tr>
<td>TIMEFRAME_H4</td>
<td>4 hours</td>
</tr>
<tr>
<td>TIMEFRAME_H6</td>
<td>6 hours</td>
</tr>
<tr>
<td>TIMEFRAME_H8</td>
<td>8 hours</td>
</tr>
<tr>
<td>TIMEFRAME_H12</td>
<td>12 hours</td>
</tr>
<tr>
<td>TIMEFRAME_D1</td>
<td>1 day</td>
</tr>
<tr>
<td>TIMEFRAME_W1</td>
<td>1 week</td>
</tr>
<tr>
<td>TIMEFRAME_MN1</td>
<td>1 month</td>
</tr>
</tbody>
</table>

Example:

```python
from datetime import datetime
import MetaTrader5 as mt5
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# import the 'pandas' module for displaying data obtained in the tabular form
import pandas as pd
pd.set_option('display.max_columns', 500)  # number of columns to be displayed
pd.set_option('display.width', 1500)  # max table width to display
# import pytz module for working with time zone
import pytz

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
```

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print("initialize() failed, error code =", mt5.last_error())
quit()

# set time zone to UTC
timezone = pytz.timezone("Etc/UTC")
# create 'datetime' object in UTC time zone to avoid the implementation of a local time
utc_from = datetime(2020, 1, 10, tzinfo=timezone)
# get 10 EURUSD H4 bars starting from 01.10.2020 in UTC time zone
rates = mt5.copy_rates_from("EURUSD", mt5.TIMEFRAME_H4, utc_from, 10)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

# display each element of obtained data in a new line
print("Display obtained data 'as is'")
for rate in rates:
    print(rate)

# create DataFrame out of the obtained data
rates_frame = pd.DataFrame(rates)
# convert time in seconds into the datetime format
rates_frame['time'] = pd.to_datetime(rates_frame['time'], unit='s')

# display data
print("Display dataframe with data")
print(rates_frame)

Result:
MetaTrader5 package author:  MetaQuotes Software Corp.
MetaTrader5 package version:  5.0.29

Display obtained data 'as is'
(1578484800, 1.11382, 1.11385, 1.11110, 1.11199, 9354, 1, 0)
(1578499200, 1.11199, 1.11308, 1.11086, 1.11179, 10641, 1, 0)
(1578513600, 1.11178, 1.11178, 1.11016, 1.11053, 4806, 1, 0)
(1578528000, 1.11053, 1.11193, 1.11033, 1.11173, 3480, 1, 0)
(1578542400, 1.11178, 1.11178, 1.11016, 1.11053, 9343, 1, 0)
(1578556800, 1.11181, 1.11203, 1.11093, 1.11093, 7984, 1, 0)
(1578571200, 1.11094, 1.11173, 1.11065, 1.11148, 7406, 1, 0)
(1578585600, 1.11149, 1.11149, 1.11023, 1.11046, 7468, 1, 0)
(1578600000, 1.11046, 1.11097, 1.11033, 1.11053, 3450, 1, 0)
(1578614400, 1.11051, 1.11093, 1.11017, 1.11041, 2448, 1, 0)

Display dataframe with data

<table>
<thead>
<tr>
<th>time</th>
<th>open</th>
<th>high</th>
<th>low</th>
<th>close</th>
<th>tick_volume</th>
<th>spread</th>
<th>real_volume</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 2020-01-08 12:00:00</td>
<td>1.11382</td>
<td>1.11385</td>
<td>1.11110</td>
<td>1.11199</td>
<td>9354</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>1 2020-01-08 16:00:00</td>
<td>1.11199</td>
<td>1.11308</td>
<td>1.11086</td>
<td>1.11179</td>
<td>10641</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2 2020-01-08 20:00:00</td>
<td>1.11178</td>
<td>1.11178</td>
<td>1.11016</td>
<td>1.11053</td>
<td>4806</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>3 2020-01-09 00:00:00</td>
<td>1.11053</td>
<td>1.11193</td>
<td>1.11033</td>
<td>1.11173</td>
<td>3480</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>
### Integration

<table>
<thead>
<tr>
<th>Time</th>
<th>Open</th>
<th>High</th>
<th>Low</th>
<th>Close</th>
<th>Volume</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>2020-01-09 04:00:00</td>
<td>1.11173</td>
<td>1.11189</td>
<td>1.11126</td>
<td>1.11182</td>
<td>2236</td>
<td></td>
</tr>
<tr>
<td>2020-01-09 08:00:00</td>
<td>1.11181</td>
<td>1.11203</td>
<td>1.10983</td>
<td>1.10993</td>
<td>7984</td>
<td></td>
</tr>
<tr>
<td>2020-01-09 12:00:00</td>
<td>1.10994</td>
<td>1.11173</td>
<td>1.10965</td>
<td>1.11148</td>
<td>7406</td>
<td></td>
</tr>
<tr>
<td>2020-01-09 16:00:00</td>
<td>1.11149</td>
<td>1.11149</td>
<td>1.10923</td>
<td>1.11046</td>
<td>7468</td>
<td></td>
</tr>
<tr>
<td>2020-01-09 20:00:00</td>
<td>1.11046</td>
<td>1.11097</td>
<td>1.11033</td>
<td>1.11051</td>
<td>3450</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:00</td>
<td>1.11051</td>
<td>1.11093</td>
<td>1.11017</td>
<td>1.11041</td>
<td>2448</td>
<td></td>
</tr>
</tbody>
</table>

**See also**

- CopyRates, copy_rates_from_pos, copy_rates_range, copy_ticks_from, copy_ticks_range
**copy_rates_from_pos**

Get bars from the MetaTrader 5 terminal starting from the specified index.

```plaintext
copy_rates_from_pos(
    symbol,  // symbol name
    timeframe,  // timeframe
    start_pos,  // initial bar index
    count  // number of bars
)
```

**Parameters**

- **symbol**
  
  [in] Financial instrument name, for example, "EURUSD". Required unnamed parameter.

- **timeframe**
  
  [in] Timeframe the bars are requested for. Set by a value from the `TIMEFRAME` enumeration. Required unnamed parameter.

- **start_pos**
  
  [in] Initial index of the bar the data are requested from. The numbering of bars goes from present to past. Thus, the zero bar means the current one. Required unnamed parameter.

- **count**
  
  [in] Number of bars to receive. Required unnamed parameter.

**Return Value**

Returns bars as the numpy array with the named time, open, high, low, close, tick_volume, spread and real_volume columns. Returns None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**

See the `CopyRates()` function for more information.

MetaTrader 5 terminal provides bars only within a history available to a user on charts. The number of bars available to users is set in the "Max. bars in chart" parameter.

**Example:**

```python
from datetime import datetime
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# import the 'pandas' module for displaying data obtained in the tabular form
import pandas as pd

pd.set_option('display.max_columns', 500)  # number of columns to be displayed
pd.set_option('display.width', 1500)  # max table width to display
```
# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# get 10 GBPUSD D1 bars from the current day
rates = mt5.copy_rates_from_pos("GBPUSD", mt5.TIMEFRAME_D1, 0, 10)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

# display each element of obtained data in a new line
print("Display obtained data 'as is'")
for rate in rates:
    print(rate)

# create DataFrame out of the obtained data
rates_frame = pd.DataFrame(rates)

# convert time in seconds into the datetime format
rates_frame['time'] = pd.to_datetime(rates_frame['time'], unit='s')

# display data
print("Display dataframe with data")
print(rates_frame)

Result:
MetaTrader5 package author:  MetaQuotes Software Corp.
MetaTrader5 package version:  5.0.29

Display obtained data 'as is'
(1581552000, 1.29568, 1.30692, 1.29441, 1.30412, 68228, 0, 0)
(1581638400, 1.30385, 1.30631, 1.30010, 1.30471, 56498, 0, 0)
(1581897600, 1.30324, 1.30536, 1.29975, 1.30039, 49400, 0, 0)
(1581984000, 1.30039, 1.30486, 1.29705, 1.29952, 62288, 0, 0)
(1582070400, 1.29952, 1.30230, 1.29075, 1.29187, 57909, 0, 0)
(1582156800, 1.29186, 1.29281, 1.28489, 1.28792, 61033, 0, 0)
(1582243200, 1.28802, 1.29805, 1.28746, 1.29566, 66386, 0, 0)
(1582502400, 1.29426, 1.29547, 1.28865, 1.29283, 66933, 0, 0)
(1582558800, 1.2929, 1.30178, 1.29142, 1.30037, 80121, 0, 0)
(1582675200, 1.30036, 1.30078, 1.29136, 1.30374, 49286, 0, 0)

Display dataframe with data

<table>
<thead>
<tr>
<th>time</th>
<th>open</th>
<th>high</th>
<th>low</th>
<th>close</th>
<th>tick_volume</th>
<th>spread</th>
<th>real_volume</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 2020-02-13</td>
<td>1.29568</td>
<td>1.30692</td>
<td>1.29441</td>
<td>1.30412</td>
<td>68228</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1 2020-02-14</td>
<td>1.30385</td>
<td>1.30631</td>
<td>1.30010</td>
<td>1.30471</td>
<td>56498</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2 2020-02-17</td>
<td>1.30324</td>
<td>1.30536</td>
<td>1.29975</td>
<td>1.30039</td>
<td>49400</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>3 2020-02-18</td>
<td>1.30039</td>
<td>1.30486</td>
<td>1.29705</td>
<td>1.29952</td>
<td>62288</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>4 2020-02-19</td>
<td>1.29952</td>
<td>1.30230</td>
<td>1.29075</td>
<td>1.29187</td>
<td>57909</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>5 2020-02-20</td>
<td>1.29186</td>
<td>1.29281</td>
<td>1.28489</td>
<td>1.28792</td>
<td>61033</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>6 2020-02-21</td>
<td>1.28802</td>
<td>1.29805</td>
<td>1.28746</td>
<td>1.29566</td>
<td>66386</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>
See also

CopyRates, copy_rates_from, copy_rates_range, copy_ticks_from, copy_ticks_range
copy_rates_range

Get bars in the specified date range from the MetaTrader 5 terminal.

```python
copy_rates_range(
    symbol,       // symbol name
    timeframe,    // timeframe
    date_from,    // date the bars are requested from
    date_to       // date, up to which the bars are requested
)
```

Parameters

symbol

[in] Financial instrument name, for example, "EURUSD". Required unnamed parameter.

timeframe

[in] Timeframe the bars are requested for. Set by a value from the `TIMEFRAME` enumeration. Required unnamed parameter.

date_from

[in] Date the bars are requested from. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Bars with the open time >= date_from are returned. Required unnamed parameter.

date_to

[in] Date, up to which the bars are requested. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Bars with the open time <= date_to are returned. Required unnamed parameter.

Return Value

Returns bars as the numpy array with the named time, open, high, low, close, tick_volume, spread and real_volume columns. Returns None in case of an error. The info on the error can be obtained using `last_error()`.

Note

See the `CopyRates()` function for more information.

MetaTrader 5 terminal provides bars only within a history available to a user on charts. The number of bars available to users is set in the "Max. bars in chart" parameter.

When creating the `datetime` object, Python uses the local time zone, while MetaTrader 5 stores tick and bar open time in UTC time zone (without the shift). Therefore, `datetime` should be created in UTC time for executing functions that use time. Data received from the MetaTrader 5 terminal has UTC time.

Example:

```python
from datetime import datetime
import MetaTrader5 as mt5
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ",mt5.__author__)"
print("MetaTrader5 package version: ", mt5.__version__)  

# import the 'pandas' module for displaying data obtained in the tabular form  
import pandas as pd  
pd.set_option('display.max_columns', 500) # number of columns to be displayed  
pd.set_option('display.width', 1500) # max table width to display  
# import pytz module for working with time zone  
import pytz  

# establish connection to MetaTrader 5 terminal  
if not mt5.initialize():  
    print("initialize() failed, error code =", mt5.last_error())  
    quit()  

# set time zone to UTC  
timezone = pytz.timezone("Etc/UTC")  
utc_from = datetime(2020, 1, 10, tzinfo=timezone)  
utc_to = datetime(2020, 1, 11, hour = 13, tzinfo=timezone)  
# get bars from USDJPY M5 within the interval of 2020.01.10 00:00 - 2020.01.11 13:00:  
rates = mt5.copy_rates_range("USDJPY", mt5.TIMEFRAME_M5, utc_from, utc_to)  

# shut down connection to the MetaTrader 5 terminal  
mt5.shutdown()  

# display each element of obtained data in a new line  
print("Display obtained data 'as is'")  
counter=0  
for rate in rates:  
    counter+=1  
    if counter<=10:  
        print(rate)  

# create DataFrame out of the obtained data  
rates_frame = pd.DataFrame(rates)  
# convert time in seconds into the 'datetime' format  
rates_frame['time']=pd.to_datetime(rates_frame['time'], unit='s')  

# display data  
print("Display dataframe with data")  
print(rates_frame.head(10))

Result:  
MetaTrader5 package author: MetaQuotes Software Corp.  
MetaTrader5 package version: 5.0.29  

Display obtained data 'as is'  
(1578614400, 109.513, 109.527, 109.505, 109.521, 43, 2, 0)  
(1578615000, 109.543, 109.543, 109.466, 109.505, 98, 10, 0)  
(1578615300, 109.504, 109.534, 109.502, 109.517, 155, 8, 0)  
(1578615900, 109.526, 109.537, 109.484, 109.52, 106, 9, 0)  
(1578616200, 109.52, 109.524, 109.508, 109.51, 205, 7, 0)  
(1578616500, 109.51, 109.51, 109.491, 109.496, 44, 8, 0)
Display dataframe with data

<table>
<thead>
<tr>
<th>time</th>
<th>open</th>
<th>high</th>
<th>low</th>
<th>close</th>
<th>tick_volume</th>
<th>spread</th>
<th>real_volume</th>
</tr>
</thead>
<tbody>
<tr>
<td>2020-01-10 00:00:00</td>
<td>109.513</td>
<td>109.527</td>
<td>109.505</td>
<td>109.521</td>
<td>43</td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:05:00</td>
<td>109.521</td>
<td>109.549</td>
<td>109.518</td>
<td>109.543</td>
<td>215</td>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:10:00</td>
<td>109.543</td>
<td>109.543</td>
<td>109.466</td>
<td>109.505</td>
<td>98</td>
<td>10</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:15:00</td>
<td>109.504</td>
<td>109.534</td>
<td>109.502</td>
<td>109.517</td>
<td>155</td>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:20:00</td>
<td>109.517</td>
<td>109.539</td>
<td>109.513</td>
<td>109.527</td>
<td>71</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:25:00</td>
<td>109.526</td>
<td>109.537</td>
<td>109.484</td>
<td>109.520</td>
<td>106</td>
<td>9</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:30:00</td>
<td>109.520</td>
<td>109.524</td>
<td>109.508</td>
<td>109.510</td>
<td>205</td>
<td>7</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:35:00</td>
<td>109.510</td>
<td>109.510</td>
<td>109.491</td>
<td>109.496</td>
<td>44</td>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:40:00</td>
<td>109.496</td>
<td>109.509</td>
<td>109.487</td>
<td>109.500</td>
<td>85</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>2020-01-10 00:45:00</td>
<td>109.500</td>
<td>109.504</td>
<td>109.487</td>
<td>109.489</td>
<td>82</td>
<td>7</td>
<td>0</td>
</tr>
</tbody>
</table>

See also

CopyRates, copy_rates_from, copy_rates_range, copy_ticks_from, copy_ticks_range
**copy_ticks_from**

Get ticks from the MetaTrader 5 terminal starting from the specified date.

```python
copy_ticks_from(
    symbol,  // symbol name
    date_from,  // date the ticks are requested from
    count,  // number of requested ticks
    flags  // combination of flags defining the type of requested ticks
)
```

**Parameters**

- `symbol`
  
  [in] Financial instrument name, for example, "EURUSD". Required unnamed parameter.

- `from`
  
  [in] Date the ticks are requested from. Set by the 'datetime' object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

- `count`
  
  [in] Number of ticks to receive. Required unnamed parameter.

- `flags`
  
  [in] A flag to define the type of the requested ticks. `COPY_TICKS_INFO` - ticks with Bid and/or Ask changes, `COPY_TICKS_TRADE` - ticks with changes in Last and Volume, `COPY_TICKS_ALL` - all ticks. Flag values are described in the `COPY_TICKS` enumeration. Required unnamed parameter.

**Return Value**

Returns ticks as the numpy array with the named time, bid, ask, last and flags columns. The 'flags' value can be a combination of flags from the `TICK_FLAG` enumeration. Return None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**

See the CopyTicks function for more information.

When creating the 'datetime' object, Python uses the local time zone, while MetaTrader 5 stores tick and bar open time in UTC time zone (without the shift). Therefore, 'datetime' should be created in UTC time for executing functions that use time. Data received from the MetaTrader 5 terminal has UTC time.

`COPY_TICKS` defines the types of ticks that can be requested using the `copy_ticks_from()` and `copy_ticks_range()` functions.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COPY_TICKS_ALL</td>
<td>all ticks</td>
</tr>
<tr>
<td>COPY_TICKS_INFO</td>
<td>ticks containing Bid and/or Ask price changes</td>
</tr>
<tr>
<td>COPY_TICKS_TRADE</td>
<td>ticks containing Last and/or Volume price changes</td>
</tr>
</tbody>
</table>
TICK_FLAG defines possible flags for ticks. These flags are used to describe ticks obtained by the copy_ticks_from() and copy_ticks_range() functions.

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TICK_FLAG_BID</td>
<td>Bid price changed</td>
</tr>
<tr>
<td>TICK_FLAG_ASK</td>
<td>Ask price changed</td>
</tr>
<tr>
<td>TICK_FLAG_LAST</td>
<td>Last price changed</td>
</tr>
<tr>
<td>TICK_FLAG_VOLUME</td>
<td>Volume changed</td>
</tr>
<tr>
<td>TICK_FLAG_BUY</td>
<td>last Buy price changed</td>
</tr>
<tr>
<td>TICK_FLAG_SELL</td>
<td>last Sell price changed</td>
</tr>
</tbody>
</table>

Example:

```python
from datetime import datetime
import MetaTrader5 as mt5
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# import the 'pandas' module for displaying data obtained in the tabular form
import pandas as pd
pd.set_option('display.max_columns', 500)    # number of columns to be displayed
pd.set_option('display.width', 1500)         # max table width to display

# import pytz module for working with time zone
import pytz

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# set time zone to UTC
timezone = pytz.timezone("Etc/UTC")
# create 'datetime' object in UTC time zone to avoid the implementation of a local time
utc_from = datetime(2020, 1, 10, tzinfo=timezone)
# request 100 000 EURUSD ticks starting from 10.01.2019 in UTC time zone
ticks = mt5.copy_ticks_from("EURUSD", utc_from, 100000, mt5.COPY_TICKS_ALL)
print("Ticks received:", len(ticks))

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

# display data on each tick on a new line
print("Display obtained ticks 'as is'")
count = 0
for tick in ticks:
```

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```python
count+=1
print(tick)
if count >= 10:
    break

# create DataFrame out of the obtained data
ticks_frame = pd.DataFrame(ticks)
# convert time in seconds into the datetime format
ticks_frame['time']=pd.to_datetime(ticks_frame['time'], unit='s')

# display data
print("\nDisplay dataframe with ticks")
print(ticks_frame.head(10))
```

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29

Ticks received: 100000

Display obtained ticks 'as is'

(1578614400, 1.11051, 1.11069, 0., 0, 1578614400987, 134, 0.)
(1578614402, 1.11049, 1.11067, 0., 0, 1578614402025, 134, 0.)
(1578614404, 1.1105, 1.11066, 0., 0, 1578614404344, 134, 0.)
(1578614412, 1.11052, 1.11064, 0., 0, 1578614412106, 134, 0.)
(1578614418, 1.11039, 1.11051, 0., 0, 1578614418265, 134, 0.)
(1578614418, 1.1104, 1.1105, 0., 0, 1578614418905, 134, 0.)
(1578614419, 1.11039, 1.11051, 0., 0, 1578614419519, 134, 0.)
(1578614456, 1.11037, 1.11065, 0., 0, 1578614456011, 134, 0.)
(1578614456, 1.11039, 1.11051, 0., 0, 1578614456015, 134, 0.)

Display dataframe with ticks

<table>
<thead>
<tr>
<th>time</th>
<th>bid</th>
<th>ask</th>
<th>last</th>
<th>volume</th>
<th>time_msc</th>
<th>flags</th>
<th>volume_real</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 2020-01-10 00:00:00</td>
<td>1.11051</td>
<td>1.11069</td>
<td>0.0</td>
<td>0</td>
<td>1578614400987</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>1 2020-01-10 00:00:02</td>
<td>1.11049</td>
<td>1.11067</td>
<td>0.0</td>
<td>0</td>
<td>1578614402025</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>2 2020-01-10 00:00:04</td>
<td>1.11050</td>
<td>1.11066</td>
<td>0.0</td>
<td>0</td>
<td>1578614404344</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>3 2020-01-10 00:00:04</td>
<td>1.11049</td>
<td>1.11067</td>
<td>0.0</td>
<td>0</td>
<td>1578614404344</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>4 2020-01-10 00:00:12</td>
<td>1.11052</td>
<td>1.11064</td>
<td>0.0</td>
<td>0</td>
<td>1578614412106</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>5 2020-01-10 00:00:18</td>
<td>1.11039</td>
<td>1.11051</td>
<td>0.0</td>
<td>0</td>
<td>1578614418265</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>6 2020-01-10 00:00:18</td>
<td>1.11040</td>
<td>1.11050</td>
<td>0.0</td>
<td>0</td>
<td>1578614418905</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>7 2020-01-10 00:00:19</td>
<td>1.11039</td>
<td>1.11051</td>
<td>0.0</td>
<td>0</td>
<td>1578614419519</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>8 2020-01-10 00:00:56</td>
<td>1.11037</td>
<td>1.11065</td>
<td>0.0</td>
<td>0</td>
<td>1578614456011</td>
<td>134</td>
<td>(</td>
</tr>
<tr>
<td>9 2020-01-10 00:00:56</td>
<td>1.11039</td>
<td>1.11051</td>
<td>0.0</td>
<td>0</td>
<td>1578614456015</td>
<td>134</td>
<td>(</td>
</tr>
</tbody>
</table>

See also

CopyRates, copy_rates_from_pos, copy_rates_range, copy_ticks_from, copy_ticks_range
copy_ticks_range

Get ticks for the specified date range from the MetaTrader 5 terminal.

```python
copy_ticks_range(
    symbol,       // symbol name
    date_from,    // date the ticks are requested from
    date_to,      // date, up to which the ticks are requested
    flags         // combination of flags defining the type of requested ticks
)
```

Parameters

- **symbol**
  - [in] Financial instrument name, for example, "EURUSD". Required unnamed parameter.

- **date_from**
  - [in] Date the ticks are requested from. Set by the 'datetime' object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

- **date_to**
  - [in] Date, up to which the ticks are requested. Set by the 'datetime' object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

- **flags**
  - [in] A flag to define the type of the requested ticks. `COPY_TICKS_INFO` - ticks with Bid and/or Ask changes, `COPY_TICKS_TRADE` - ticks with changes in Last and Volume, `COPY_TICKS_ALL` - all ticks. Flag values are described in the `COPY_TICKS` enumeration. Required unnamed parameter.

Return Value

Returns ticks as the numpy array with the named time, bid, ask, last and flags columns. The 'flags' value can be a combination of flags from the `TICK_FLAG` enumeration. Return None in case of an error. The info on the error can be obtained using `last_error()`.

Note

See the CopyTicks function for more information.

When creating the 'datetime' object, Python uses the local time zone, while MetaTrader 5 stores tick and bar open time in UTC time zone (without the shift). Therefore, 'datetime' should be created in UTC time for executing functions that use time. The data obtained from MetaTrader 5 have UTC time, but Python applies the local time shift again when trying to print them. Thus, the obtained data should also be corrected for visual presentation.

Example:

```python
from datetime import datetime
import MetaTrader5 as mt5
#
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)
```
# import the 'pandas' module for displaying data obtained in the tabular form
import pandas as pd

# number of columns to be displayed
pd.set_option('display.max_columns', 500)

# max table width to display
pd.set_option('display.width', 1500)

# import pytz module for working with time zone
import pytz

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# set time zone to UTC
timezone = pytz.timezone("Etc/UTC")

# create 'datetime' objects in UTC time zone to avoid the implementation of a local time offset
utc_from = datetime(2020, 1, 10, tzinfo=timezone)
utc_to = datetime(2020, 1, 11, tzinfo=timezone)

# request AUDUSD ticks within 11.01.2020 - 11.01.2020
ticks = mt5.copy_ticks_range("AUDUSD", utc_from, utc_to, mt5.COPY_TICKS_ALL)
print("Ticks received:", len(ticks))

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

# display data on each tick on a new line
print("Display obtained ticks 'as is'")
count = 0
for tick in ticks:
    count += 1
    print(tick)
    if count >= 10:
        break

# create DataFrame out of the obtained data
ticks_frame = pd.DataFrame(ticks)

# convert time in seconds into the datetime format
ticks_frame['time'] = pd.to_datetime(ticks_frame['time'], unit='s')

# display data
print("Display dataframe with ticks")
print(ticks_frame.head(10))

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29

Ticks received: 37008
Display obtained ticks 'as is'
(1578614400, 0.68577, 0.68594, 0., 0, 1578614400820, 134, 0.)
(1578614401, 0.68578, 0.68594, 0., 0, 1578614401128, 130, 0.)
(1578614401, 0.68575, 0.68594, 0., 0, 1578614401128, 130, 0.)
(1578614411, 0.68576, 0.68594, 0., 0, 1578614411388, 130, 0.)
(1578614414, 0.68575, 0.68594, 0., 0, 1578614411560, 130, 0.)
(1578614414, 0.68576, 0.68594, 0., 0, 1578614414973, 134, 0.)
(1578614430, 0.68576, 0.68594, 0., 0, 1578614430188, 4, 0.)
(1578614450, 0.68576, 0.68594, 0., 0, 1578614450408, 4, 0.)
Display dataframe with ticks

<table>
<thead>
<tr>
<th>Time</th>
<th>Bid</th>
<th>Ask</th>
<th>Last</th>
<th>Volume</th>
<th>Time (ms)</th>
<th>Flags</th>
<th>Volume Real</th>
</tr>
</thead>
<tbody>
<tr>
<td>2020-01-10 00:00:00</td>
<td>0.68577</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614400820</td>
<td>134</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:01</td>
<td>0.68578</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614401128</td>
<td>130</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:01</td>
<td>0.68575</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614401128</td>
<td>130</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:11</td>
<td>0.68576</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614411388</td>
<td>130</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:11</td>
<td>0.68575</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614411560</td>
<td>130</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:14</td>
<td>0.68576</td>
<td>0.68595</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614414973</td>
<td>134</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:30</td>
<td>0.68576</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614430188</td>
<td>134</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:50</td>
<td>0.68576</td>
<td>0.68595</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614450408</td>
<td>134</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:50</td>
<td>0.68576</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614450519</td>
<td>134</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:56</td>
<td>0.68575</td>
<td>0.68594</td>
<td>0.00</td>
<td>0.00</td>
<td>1578614456363</td>
<td>134</td>
<td></td>
</tr>
</tbody>
</table>

See also

CopyRates, copy_rates_from_pos, copy_rates_range, copy_ticks_from, copy_ticks_range
orders_total

Get the number of active orders.

```python
orders_total()
```

Return Value

Integer value.

Note

The function is similar to `OrdersTotal`.

Example:

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# check the presence of active orders
orders=mt5.orders_total()
if orders>0:
    print("Total orders=", orders)
else:
    print("Orders not found")

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

See also

`orders_get`, `positions_total`
orders_get

Get active orders with the ability to filter by symbol or ticket. There are three call options.

Call without parameters. Return active orders on all symbols.

```plaintext
orders_get()
```

Call specifying a symbol active orders should be received for.

```plaintext
orders_get(
    symbol="SYMBOL"  // symbol name
)
```

Call specifying a group of symbols active orders should be received for.

```plaintext
orders_get(
    group="GROUP"    // filter for selecting orders for symbols
)
```

Call specifying the order ticket.

```plaintext
orders_get(
    ticket=TICKET     // ticket
)
```

**symbol**="SYMBOL"

[in] Symbol name. Optional named parameter. If a symbol is specified, the *ticket* parameter is ignored.

**group**="GROUP"

[in] The filter for arranging a group of necessary symbols. Optional named parameter. If the group is specified, the function returns only active orders meeting a specified criteria for a symbol name.

**ticket**=TICKET


**Return Value**

Return info in the form of a named tuple structure (namedtuple). Return None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**

The function allows receiving all active orders within one call similar to the *OrdersTotal* and *OrderSelect* tandem.

The *group* parameter allows sorting out orders by symbols. '*' can be used at the beginning and the end of a string.

The *group* parameter may contain several comma separated conditions. A condition can be set as a mask using '*'. The logical negation symbol '! ' can be used for an exclusion. All conditions are applied sequentially, which means conditions of including to a group should be specified first followed by an exclusion condition. For example, *group="*, !EUR"* means that orders for all symbols should be selected first and the ones containing "EUR" in symbol names should be excluded afterwards.
Example:

```python
import MetaTrader5 as mt5
import pandas as pd

pd.set_option('display.max_columns', 500)  # number of columns to be displayed
pd.set_option('display.width', 1500)      # max table width to display

# display data on the MetaTrader 5 package
print(f"MetaTrader5 package author: {mt5.__author__}")
print(f"MetaTrader5 package version: {mt5.__version__}")

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print(f"initialize() failed, error code = {mt5.last_error()}
    quit()

# display data on active orders on GBUSD
orders = mt5.orders_get(symbol="GBPUSD")
if orders is None:
    print(f"No orders on GBPUSD, error code= {mt5.last_error()}")
else:
    print(f"Total orders on GBPUSD: {len(orders)}")
    # display all active orders
    for order in orders:
        print(order)

print()

# get the list of orders on symbols whose names contain "*GBP*
gbp_orders = mt5.orders_get(group="*GBP")
if gbp_orders is None:
    print(f"No orders with group= "*GBP", error code= {mt5.last_error()}")
else:
    print(f"orders_get(group="*GBP")= {len(gbp_orders)}")
    # display these orders as a table using pandas.DataFrame
    df = pd.DataFrame([order._asdict() for order in gbp_orders], columns=gbp_orders[0]._asdict().keys())
    df.drop(['time_done', 'time_done_msc', 'position_id', 'position_by_id', 'reason',
             'time_setup'], axis=1, inplace=True)
    df['time_setup'] = pd.to_datetime(df['time_setup'], unit='s')
    print(df)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29

Total orders on GBPUSD: 2
TradeOrder(ticket=554733548, time_setup=1585153667, time_setup_msc=1585153667718, time...
TradeOrder(ticket=554733621, time_setup=1585153671, time_setup_msc=1585153671419, time...
```
orders_get(group="*GBP*")=4

<table>
<thead>
<tr>
<th>ticket</th>
<th>time_setup</th>
<th>time_setup_msc</th>
<th>time_expiration</th>
<th>type</th>
<th>type_time</th>
<th>type_filling</th>
<th>state</th>
<th>magic</th>
<th>volume_current</th>
<th>price_open</th>
<th>sl</th>
<th>tp</th>
<th>price_current</th>
<th>symbol</th>
<th>comment</th>
<th>external_id</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>554733548</td>
<td>2020-03-25 16:27:47</td>
<td>1585153667718</td>
<td>0</td>
<td>3</td>
<td>0</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td>0.2</td>
<td>1.25379</td>
<td>0.0</td>
<td>0.0</td>
<td>GGBP</td>
<td>1.16803</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>554733621</td>
<td>2020-03-25 16:27:51</td>
<td>1585153671419</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td>0.2</td>
<td>1.14370</td>
<td>0.0</td>
<td>0.0</td>
<td>GGBP</td>
<td>1.16815</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>554746664</td>
<td>2020-03-25 16:38:14</td>
<td>1585154294401</td>
<td>0</td>
<td>3</td>
<td>0</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td>0.2</td>
<td>0.93851</td>
<td>0.0</td>
<td>0.0</td>
<td>EUR</td>
<td>GGBP</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>554746710</td>
<td>2020-03-25 16:38:17</td>
<td>1585154297022</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td>0.2</td>
<td>0.90527</td>
<td>0.0</td>
<td>0.0</td>
<td>EUR</td>
<td>GGBP</td>
<td></td>
</tr>
</tbody>
</table>

See also

[orders_total](#), [positions_get](#)
**order_calc_margin**

Return margin in the account currency to perform a specified trading operation.

```plaintext
order_calc_margin(
    action, // order type (ORDER_TYPE_BUY or ORDER_TYPE_SELL)
    symbol, // symbol name
    volume, // volume
    price  // open price
)
```

**Parameters**

- **action**  
  [in] Order type taking values from the `ORDER_TYPE` enumeration. Required unnamed parameter.

- **symbol**  

- **volume**  

- **price**  

**Return Value**

Real value if successful, otherwise None. The error info can be obtained using `last_error()`.

**Note**

The function allows estimating the margin necessary for a specified order type on the current account and in the current market environment without considering the current pending orders and open positions. The function is similar to `OrderCalcMargin`.

**ORDER_TYPE**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_TYPE_BUY</td>
<td>Market buy order</td>
</tr>
<tr>
<td>ORDER_TYPE_SELL</td>
<td>Market sell order</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY_LIMIT</td>
<td>Buy Limit pending order</td>
</tr>
<tr>
<td>ORDER_TYPE_SELL_LIMIT</td>
<td>Sell Limit pending order</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY_STOP</td>
<td>Buy Stop pending order</td>
</tr>
<tr>
<td>ORDER_TYPE_SELL_STOP</td>
<td>Sell Stop pending order</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY_STOP_LIMIT</td>
<td>Upon reaching the order price, Buy Limit pending order is placed at StopLimit price</td>
</tr>
<tr>
<td>ORDER_TYPE_SELL_STOP_LIMIT</td>
<td>Upon reaching the order price, Sell Limit pending order is placed at StopLimit price</td>
</tr>
</tbody>
</table>
Example:

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
quita

# get account currency
account_currency=mt5.account_info().currency
print("Account currency:", account_currency)

# arrange the symbol list
symbols=('EURUSD', 'GBPUSD', 'USDJPY', 'USDCNY', 'EURJPY', 'GBPJPY')
print("Symbols to check margin: ", symbols)
action=mt5.ORDER_TYPE_BUY
lot=0.1
for symbol in symbols:
    symbol_info=mt5.symbol_info(symbol)
    if symbol_info is None:
        print(symbol, "not found, skipped")
        continue
    if not symbol_info.visible:
        print(symbol, "is not visible, trying to switch on")
        if not mt5.symbol_select(symbol, True):
            print("symbol_select() failed, skipped", symbol)
            continue
    ask=mt5.symbol_info_tick(symbol).ask
    margin=mt5.order_calc_margin(action, symbol, lot, ask)
    if margin != None:
        print(" {} buy {} lot margin: {} {}".format(symbol, lot, margin, account_currency));
    else:
        print("order_calc_margin failed: , error code =", mt5.last_error())

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29
Account currency: USD
Symbols to check margin: ('EURUSD', 'GBPUSD', 'USDJPY', 'USDCNY', 'EURJPY', 'GBPJPY')
EURUSD buy 0.1 lot margin: 109.91 USD
GBPUSD buy 0.1 lot margin: 122.73 USD
Integration

<table>
<thead>
<tr>
<th>Currency Pair</th>
<th>Lot</th>
<th>Margin</th>
</tr>
</thead>
<tbody>
<tr>
<td>USDJPY</td>
<td>0.1</td>
<td>100.0 USD</td>
</tr>
<tr>
<td>USDCHF</td>
<td>0.1</td>
<td>100.0 USD</td>
</tr>
<tr>
<td>EURJPY</td>
<td>0.1</td>
<td>109.91 USD</td>
</tr>
<tr>
<td>GBPJPY</td>
<td>0.1</td>
<td>122.73 USD</td>
</tr>
</tbody>
</table>

See also

order_calc_profit, order_check
**order_calc_profit**

Return profit in the account currency for a specified trading operation.

```plaintext
order_calc_profit(
    action,       // order type (ORDER_TYPE_BUY or ORDER_TYPE_SELL)
    symbol,      // symbol name
    volume,      // volume
    price_open,  // open price
    price_close  // close price
);
```

**Parameters**

- `action`:
  - [in] Order type may take one of the two `ORDER_TYPE` enumeration values: ORDER_TYPE_BUY or ORDER_TYPE_SELL. Required unnamed parameter.

- `symbol`:

- `volume`:

- `price_open`:

- `price_close`:

**Return Value**

Real value if successful, otherwise None. The error info can be obtained using `last_error()`.

**Note**

The function allows estimating a trading operation result on the current account and in the current trading environment. The function is similar to `OrderCalcProfit`.

**Example:**

```plaintext
import MetaTrader5 as mt5
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
```
quit()

# get account currency
account_currency=mt5.account_info().currency
print("Account currency:",account_currency)

# arrange the symbol list
symbols = ("EURUSD","GBPUSD","USDJPY")
print("Symbols to check margin:", symbols)
# estimate profit for buying and selling
lot=1.0
distance=300
for symbol in symbols:
    symbol_info=mt5.symbol_info(symbol)
    if symbol_info is None:
        print(symbol,"not found, skipped")
        continue
    if not symbol_info.visible:
        print(symbol, "is not visible, trying to switch on")
        if not mt5.symbol_select(symbol,True):
            print("symbol_select({}) failed, skipped",symbol)
            continue
    point=mt5.symbol_info(symbol).point
    symbol_tick=mt5.symbol_info_tick(symbol)
    ask=symbol_tick.ask
    bid=symbol_tick.bid
    buy_profit=mt5.order_calc_profit(mt5.ORDER_TYPE_BUY,symbol,lot,ask,ask+distance*point)
    if buy_profit is None:
        print("   buy {} {} lot: profit on {} points = "{} {} ".format(symbol,lot,distance,buy_profit,account_currency));
    else:
        print("order_calc_profit(O 

sell_profit=mt5.order_calc_profit(mt5.ORDER_TYPE_SELL,symbol,lot,bid,bid-distance*point)
if sell_profit is None:
    print("sell {} {} lots: profit on {} points = "{} {} ".format(symbol,lot,distance,sell_profit,account_currency));
else:
    print("order_calc_profit(O 

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author:  MetaQuotes Software Corp.
MetaTrader5 package version:  5.0.29
Account currency: USD
Symbols to check margin: ('EURUSD', 'GBPUSD', 'USDJPY')
    buy EURUSD 1.0 lot: profit on 300 points => 300.0 USD
    sell EURUSD 1.0 lot: profit on 300 points => 300.0 USD
    buy GBPUSD 1.0 lot: profit on 300 points => 300.0 USD
    sell GBPUSD 1.0 lot: profit on 300 points => 300.0 USD
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>buy USDJPY 1.0 lot:</strong> profit on 300 points → 276.54 USD</td>
<td></td>
</tr>
<tr>
<td><strong>sell USDJPY 1.0 lot:</strong> profit on 300 points → 278.09 USD</td>
<td></td>
</tr>
</tbody>
</table>

See also

order calc margin, order check
**order_check**

Check funds sufficiency for performing a required trading operation. Check result are returned as the MqlTradeCheckResult structure.

```
order_check(
    request  // request structure
);
```

**Parameters**

`request`

[in]  MqlTradeRequest type structure describing a required trading action. Required unnamed parameter. Example of filling in a request and the enumeration content are described below.

**Return Value**

Check result as the MqlTradeCheckResult structure. The `request` field in the answer contains the structure of a trading request passed to order_check().

**Note**

Successful sending of a request does not entail that the requested trading operation will be executed successfully. The order_check function is similar to OrderCheck.

**TRADE_REQUEST_ACTIONS**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRADE_ACTION_DEAL</td>
<td>Place an order for an instant deal with the specified parameters (set a market order)</td>
</tr>
<tr>
<td>TRADE_ACTION_PENDING</td>
<td>Place an order for performing a deal at specified conditions (pending order)</td>
</tr>
<tr>
<td>TRADE_ACTION_SLTP</td>
<td>Change open position Stop Loss and Take Profit</td>
</tr>
<tr>
<td>TRADE_ACTION_MODIFY</td>
<td>Change parameters of the previously placed trading order</td>
</tr>
<tr>
<td>TRADE_ACTION_REMOVE</td>
<td>Remove previously placed pending order</td>
</tr>
<tr>
<td>TRADE_ACTION_CLOSE_BY</td>
<td>Close a position by an opposite one</td>
</tr>
</tbody>
</table>

**ORDER_TYPE_FILLING**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_FILLING_FOK</td>
<td>This execution policy means that an order can be executed only in the specified volume. If the necessary amount of a financial instrument is currently unavailable in the market, the order will not be executed. The desired volume can be made up of several available offers.</td>
</tr>
</tbody>
</table>
An agreement to execute a deal at the maximum volume available in the market within the volume specified in the order. If the request cannot be filled completely, an order with the available volume will be executed, and the remaining volume will be canceled.

This policy is used only for market (ORDER_TYPE_BUY and ORDER_TYPE_SELL), limit and stop limit orders (ORDER_TYPE_BUY_LIMIT, ORDER_TYPE_SELL_LIMIT, ORDER_TYPE_BUY_STOP_LIMIT and ORDER_TYPE_SELL_STOP_LIMIT) and only for the symbols with Market or Exchange execution modes. If filled partially, a market or limit order with the remaining volume is not canceled, and is processed further. During activation of the ORDER_TYPE_BUY_STOP_LIMIT and ORDER_TYPE_SELL_STOP_LIMIT orders, an appropriate limit order ORDER_TYPE_BUY_LIMIT/ORDER_TYPE_SELL_LIMIT with the ORDER_FILLING_RETURN type is created.

The order stays in the queue until it is manually canceled.

The order is active only during the current trading day.

The order is active until the specified date.

The order is active until 23:59:59 of the specified day. If this time appears to be out of a trading session, the expiration is processed at the nearest trading time.

Example:

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("Initialize() failed, error code =", mt5.last_error())
```
```python
quit()

# get account currency
account_currency = mt5.account_info().currency
print("Account currency:", account_currency)

# prepare the request structure
symbol = "USDJPY"
symbol_info = mt5.symbol_info(symbol)
if symbol_info is None:
    print(symbol, "not found, can not call order_check()")
    mt5.shutdown()
quit()

# if the symbol is unavailable in MarketWatch, add it
if not symbol_info.visible:
    print(symbol, "is not visible, trying to switch on")
    if not mt5.symbol_select(symbol, True):
        print("symbol_select([{}]) failed, exit", symbol)
        mt5.shutdown()
quit()

# prepare the request
point = mt5.symbol_info(symbol).point
request = {
    "action": mt5.TRADE_ACTION DEAL,
    "symbol": symbol,
    "volume": 1.0,
    "type": mt5.ORDER_TYPE_BUY,
    "price": mt5.symbol_info_tick(symbol).ask,
    "sl": mt5.symbol_info_tick(symbol).ask - 100 * point,
    "tp": mt5.symbol_info_tick(symbol).ask + 100 * point,
    "_deviation": 10,
    "magic": 234000,
    "comment": "python script",
    "type_time": mt5.ORDER_TIME_GTC,
    "type_filling": mt5.ORDER_FILLING_RETURN,
}

# perform the check and display the result 'as is'
result = mt5.order_check(request)
print(result);
# request the result as a dictionary and display it element by element
result_dict = result._asdict()
for field in result_dict.keys():
    print("   {}={}".format(field, result_dict[field]))
    # if this is a trading request structure, display it element by element as well
    if field == "request" :
        trade_request_dict = result_dict[field]._asdict()
        for trade_req_filed in trade_request_dict:
            print("       trade_request: {}={}".format(trade_req_filed, trade_request_dict[trade_req_filed]))
```

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# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29

Account currency: USD
  retcode=0
  balance=101300.53
  equity=68319.53
  profit=-32981.0
  margin=51193.67
  margin_free=17125.86
  margin_level=133.45308121101692
  comment=Done
request=TradeRequest(action=1, magic=234000, order=0, symbol='USDJPY', volume=1.0,
  traderequest: action=1
  traderequest: magic=234000
  traderequest: order=0
  traderequest: symbol=USDJPY
  traderequest: volume=1.0
  traderequest: price=108.081
  traderequest: stoplimit=0.0
  traderequest: sl=107.98100000000001
  traderequest: tp=108.181
  traderequest: deviation=10
  traderequest: type=0
  traderequest: type_filling=2
  traderequest: type_time=0
  traderequest: expiration=0
  traderequest: comment=python script
  traderequest: position=0
  traderequest: position_by=0

See also
order_send, OrderCheck, Trading operation types, Trading request structure, Structure of the trading request check results, Structure of the trading request result
order_send

Send a request to perform a trading operation from the terminal to the trade server. The function is similar to OrderSend.

```c
order_send(
    request  // request structure
);
```

Parameters

`request`

[in] MqlTradeRequest type structure describing a required trading action. Required unnamed parameter. Example of filling in a request and the enumeration content are described below.

Return Value

Execution result as the MqlTradeResult structure. The `request` field in the answer contains the structure of a trading request passed to order_send().

The MqlTradeRequest trading request structure

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>action</td>
<td>Trading operation type. The value can be one of the values of the TRADE_REQUEST_ACTIONS enumeration</td>
</tr>
<tr>
<td>magic</td>
<td>EA ID. Allows arranging the analytical handling of trading orders. Each EA can set a unique ID when sending a trading request</td>
</tr>
<tr>
<td>order</td>
<td>Order ticket. Required for modifying pending orders</td>
</tr>
<tr>
<td>symbol</td>
<td>The name of the trading instrument, for which the order is placed. Not required when modifying orders and closing positions</td>
</tr>
<tr>
<td>volume</td>
<td>Requested volume of a deal in lots. A real volume when making a deal depends on an order execution type</td>
</tr>
<tr>
<td>price</td>
<td>Price at which an order should be executed. The price is not set in case of market orders for instruments of the &quot;Market Execution&quot; (SYMBOL_TRADE_EXECUTION_MARKET) type having the TRADE_ACTION_DEAL type</td>
</tr>
<tr>
<td>stoplimit</td>
<td>A price a pending Limit order is set at when the price reaches the 'price' value (this condition is mandatory). The pending order is not passed to the trading system until that moment</td>
</tr>
<tr>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>sl</td>
<td>A price a Stop Loss order is activated at when the price moves in an unfavorable direction</td>
</tr>
<tr>
<td>tp</td>
<td>A price a Take Profit order is activated at when the price moves in a favorable direction</td>
</tr>
<tr>
<td>deviation</td>
<td>Maximum acceptable deviation from the requested price, specified in points</td>
</tr>
<tr>
<td>type</td>
<td>Order type. The value can be one of the values of the ORDER_TYPE enumeration</td>
</tr>
<tr>
<td>type_filling</td>
<td>Order filling type. The value can be one of the ORDER_TYPE_FILLING values</td>
</tr>
<tr>
<td>type_time</td>
<td>Order type by expiration. The value can be one of the ORDER_TYPE_TIME values</td>
</tr>
<tr>
<td>expiration</td>
<td>Pending order expiration time (for TIME_Specified type orders)</td>
</tr>
<tr>
<td>comment</td>
<td>Comment to an order</td>
</tr>
<tr>
<td>position</td>
<td>Position ticket. Fill it when changing and closing a position for its clear identification. Usually, it is the same as the ticket of the order that opened the position.</td>
</tr>
<tr>
<td>position_by</td>
<td>Opposite position ticket. It is used when closing a position by an opposite one (opened at the same symbol but in the opposite direction).</td>
</tr>
</tbody>
</table>

**Note**

A trading request passes several verification stages on the trade server. First, the validity of all the necessary request fields is checked. If there are no errors, the server accepts the order for further handling. See the OrderSend function description for the details about executing trading operations.

**Example:**

```python
ingore time
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)  
print("MetaTrader5 package version: ", mt5.__version__)  

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =",mt5.last_error())
    quit()

# prepare the buy request structure
```
symbol = "USDJPY"
symbol_info = mt5.symbol_info(symbol)
if symbol_info is None:
    print(symbol, "not found, can not call order_check()")
    mt5.shutdown()
    quit()

# if the symbol is unavailable in MarketWatch, add it
if not symbol_info.visible:
    print(symbol, "is not visible, trying to switch on")
    if not mt5.symbol_select(symbol, True):
        print("symbol_select() failed, exit", symbol)
        mt5.shutdown()
        quit()

lot = 0.1
point = mt5.symbol_info(symbol).point
price = mt5.symbol_info_tick(symbol).ask
development = 20
request = {
    "action": mt5.TRADE_ACTION DEAL,
    "symbol": symbol,
    "volume": lot,
    "type": mt5.ORDER_TYPEBUY,
    "price": price,
    "sl": price - 100 * point,
    "tp": price + 100 * point,
    "deviation": development,
    "magic": 234000,
    "comment": "python script open",
    "type_time": mt5.ORDER_TIME_GTC,
    "type_filling": mt5.ORDER_FILLING RETURN,
}

# send a trading request
result = mt5.order_send(request)

# check the execution result
print("1. order_send(): by {} {} lots at {} with deviation={} points".format(symbol, lot, price, development))

if result.retcode != mt5.TRADE RETCODE DONE:
    print("2. order_send failed, retcode={}".format(result.retcode))
    result_dict = result._asdict()
    request = result_dict["request"]
    traderequest_dict = request._asdict()
    for tradereq_field in traderequest_dict:
        print("   traderequest: {}={}".format(tradereq_field, traderequest_dict[tradereq_field]))
print("shutdown() and quit")
mt5.shutdown()
quit()

print("2. order_send done, ", result)
print(" opened position with POSITION_TICKET={}".format(result.order))
print(" sleep 2 seconds before closing position #{}".format(result.order))
time.sleep(2)

# create a close request
position_id=result.order
price=mt5.symbol_info_tick(symbol).bid
deviation=20
request=
    "action": mt5.TRADE_ACTION_DEAL,
    "symbol": symbol,
    "volume": lot,
    "type": mt5.ORDER_TYPE_SELL,
    "position": position_id,
    "price": price,
    "deviation": deviation,
    "magic": 234000,
    "comment": "python script close",
    "type_time": mt5.ORDER_TIME_GTC,
    "type_filling": mt5.ORDER_FILLING_RETURN,
}

# send a trading request
result=mt5.order_send(request)

# check the execution result
print("3. close position #: sell {} {} lots at {} with deviation={} points".format(position_id, symbol, lot, price, deviation))

if result.retcode != mt5.TRADE_RETCODE_DONE:
    print("4. order_send failed, retcode={}".format(result.retcode))
    print(" result", result)
else:
    print("4. position #{} closed, {}".format(position_id, result))
    # request the result as a dictionary and display it element by element
    result_dict=result._asdict()
    for field in result_dict.keys():
        print(" {}=\".format(field,result_dict[field])
        # if this is a trading request structure, display it element by element as well.
        if field=="request":
            traderequest_dict=result_dict[field]._asdict()
            for tradereq Filed in traderequest_dict:
                print(" traderequest: {}=\".format(tradereq Filed,traderequest_}

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result

MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29

1. `order_send()` by USDJPY 0.1 lots at 108.023 with deviation=20 points

2. `order_send` done, `OrderSendResult(retcode=10009, deal=535084512, order=557416535, ` opened position with `POSITION_TICKET=557416535`

   sleep 2 seconds before closing position #557416535

3. close position #557416535: sell USDJPY 0.1 lots at 108.018 with deviation=20 points

4. position #557416535 closed, `OrderSendResult(retcode=10009, deal=535084631, order=557416535`, volume=0.1, price=108.018, `retcode=10009`

   `deal=535084631`

   `order=557416535`

   `volume=0.1`

   `price=108.015`

   `bid=108.015`

   `ask=108.02`

   `comment=Request executed`

   `request_id=55`

   `retcode_external=0`

   `request=TradeRequest(action=1, magic=234000, order=0, symbol='USDJPY', volume=0.1,`

   `traderequest: action=1`

   `traderequest: magic=234000`

   `traderequest: order=0`

   `traderequest: symbol=USDJPY`

   `traderequest: volume=0.1`

   `traderequest: price=108.018`

   `traderequest: stoplimit=0.0`

   `traderequest: sl=0.0`

   `traderequest: tp=0.0`

   `traderequest: deviation=20`

   `traderequest: type=1`

   `traderequest: type_filling=2`

   `traderequest: type_time=0`

   `traderequest: expiration=0`

   `traderequest: comment=python script close`

   `traderequest: position=557416535`

   `traderequest: position_by=0`

See also

`order_check`, `OrderSend`, `Trading operation types`, `Trading request structure`, `Structure of the trading request check results`, `Structure of the trading request result`
**positions_total**

Get the number of open positions.

```
positions_total()
```

**Return Value**

Integer value.

**Note**

The function is similar to `PositionsTotal`.

**Example:**

```python
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# check the presence of open positions
positions_total=mt5.positions_total()
if positions_total>0:
    print("Total positions=", positions_total)
else:
    print("Positions not found")

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

**See also**

`positions_get`, `orders_total`
positions_get

Get open positions with the ability to filter by symbol or ticket. There are three call options.

Call without parameters. Return open positions for all symbols.

```csharp
positions_get()
```

Call specifying a symbol open positions should be received for.

```csharp
positions_get(
    symbol="SYMBOL" // symbol name
)
```

Call specifying a group of symbols open positions should be received for.

```csharp
positions_get(
    group="GROUP" // filter for selecting positions by symbols
)
```

Call specifying a position ticket.

```csharp
positions_get(
    ticket=TICKET // ticket
)
```

Parameters

- `symbol="SYMBOL"`
  - [in] Symbol name. Optional named parameter. If a symbol is specified, the ticket parameter is ignored.

- `group="GROUP"`
  - [in] The filter for arranging a group of necessary symbols. Optional named parameter. If the group is specified, the function returns only positions meeting a specified criteria for a symbol name.

- `ticket=TICKET`

Return Value

Return info in the form of a named tuple structure (namedtuple). Return None in case of an error. The info on the error can be obtained using last_error().

Note

The function allows receiving all open positions within one call similar to the PositionsTotal and PositionSelect tandem.

The `group` parameter may contain several comma separated conditions. A condition can be set as a mask using ". The logical negation symbol '!' can be used for an exclusion. All conditions are applied sequentially, which means conditions of including to a group should be specified first followed by an exclusion condition. For example, `group="*, !EUR"` means that positions for all symbols should be selected first and the ones containing "EUR" in symbol names should be excluded afterwards.
Example:

```python
import MetaTrader5 as mt5
import pandas as pd
pd.set_option('display.max_columns', 500)  # number of columns to be displayed
pd.set_option('display.width', 1500)       # max table width to display
# print data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5._author_)
print("MetaTrader5 package version: ", mt5._version_)
print()
# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# get open positions on USDCHF
positions=mt5.positions_get(symbol="USDCHF")
if positions==None:
    print("No positions on USDCHF, error code=").format(mt5.last_error())
elif len(positions)>0:
    print("Total positions on USDCHF =", len(positions))
    # display all open positions
    for position in positions:
        print(position)

# get the list of positions on symbols whose names contain "*USD*"
usd_positions=mt5.positions_get(group="*USD*")
if usd_positions==None:
    print("No positions with group=\"*USD*\", error code=").format(mt5.last_error())
else:
    print("positions_get(group=\"*USD*\")={}").format(len(usd_positions))
    # display these positions as a table using pandas.DataFrame
df=pd.DataFrame(list(usd_positions),columns=usd_positions[0]._asdict().keys())
df[\'time\'] = pd.to_datetime(df[\'time\'], unit='s')
df.drop([\'time_update\', \'time_msc\', \'time_update_msc\', \'external_id\'], axis=1, inplace=True)
print(df)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

Result:

MetaTrader5 package author:  MetaQuotes Software Corp.
MetaTrader5 package version:  5.0.29

```
ticket    time          type  magic   identifier   reason  volume  price_open  sl  tp  price_current  swap  profit  symbol comment
0  548297723  2020-03-18 15:00:55     1      0  548297723       3    0.01     1.09301  1.11490  1.06236        1.10104 -0.10   -8.03  EUR
1  548655158  2020-03-18 20:31:26     0      0  548655158       3    0.01     1.08676  1.06107  1.12446        1.10099 -0.08  14.23  EUR
```
See also

positions_total, orders_get
**history_orders_total**

Get the number of orders in trading history within the specified interval.

```csharp
history_orders_total(
    date_from,  // date the orders are requested from
    date_to    // date, up to which the orders are requested
)
```

**Parameters**

- **date_from**
  
  [in] Date the orders are requested from. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

- **date_to**
  
  [in] Date, up to which the orders are requested. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

**Return Value**

Integer value.

**Note**

The function is similar to `HistoryOrdersTotal`.

**Example:**

```csharp
from datetime import datetime
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# get the number of orders in history
from_date = datetime(2020, 1, 1)
to_date = datetime.now()
history_orders = mt5.history_orders_total(from_date, datetime.now())
if history_orders > 0:
    print("Total history orders=", history_orders)
else:
    print("Orders not found in history")

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```
Integration

See also

history_orders_get, history_deals_total
**history_orders_get**

Get orders from trading history with the ability to filter by ticket or position. There are three call options.

**Call specifying a time interval. Return all orders falling within the specified interval.**

```python
history_orders_get{
    date_from,       // date the orders are requested from
    date_to,         // date, up to which the orders are requested
    group="GROUP"   // filter for selecting orders by symbols
}
```

**Call specifying the order ticket. Return an order with the specified ticket.**

```python
positions_get{
    ticket=TICKET  // order ticket
}
```

**Call specifying the position ticket. Return all orders with a position ticket specified in the ORDER_POSITION_ID property.**

```python
positions_get{
    position=POSITION // position ticket
}
```

**Parameters**

`date_from`

[in] Date the orders are requested from. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter is specified first.

`date_to`

[in] Date, up to which the orders are requested. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter is specified second.

`group="GROUP"`

[in] The filter for arranging a group of necessary symbols. Optional named parameter. If the group is specified, the function returns only orders meeting a specified criteria for a symbol name.

`ticket=TICKET`

[in] Order ticket that should be received. Optional parameter. If not specified, the filter is not applied.

`position=POSITION`

[in] Ticket of a position (stored in ORDER_POSITION_ID) all orders should be received for. Optional parameter. If not specified, the filter is not applied.

**Return Value**

Return info in the form of a named tuple structure (namedtuple). Return None in case of an error. The info on the error can be obtained using `last_error()`.

**Note**
The function allows receiving all history orders within a specified period in a single call similar to the HistoryOrdersTotal and HistoryOrderSelect tandem.

The group parameter may contain several comma separated conditions. A condition can be set as a mask using "*". The logical negation symbol '!' can be used for an exclusion. All conditions are applied sequentially, which means conditions of including to a group should be specified first followed by an exclusion condition. For example, group="*, !EUR" means that deals for all symbols should be selected first and the ones containing "EUR" in symbol names should be excluded afterwards.

Example:

```python
from datetime import datetime
import MetaTrader5 as mt5
import pandas as pd

df.set_option('display.max_columns', 500)  # number of columns to be displayed
df.set_option('display.width', 1500)       # max table width to display

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# get the number of orders in history
from_date = datetime(2020, 1, 1)
to_date = datetime.now()

history_orders = mt5.history_orders_get(from_date, to_date, group="*GBP*")
if history_orders==None:
    print("No history orders with group="*, error code={}".format(mt5.last_error()))
elif len(history_orders)>0:
    print("history_orders_get({}, {}, group="*GBP*")={}".format(from_date, to_date, len(history_orders)))

# display all historical orders by a position ticket
position_id=530218319

position_history_orders = mt5.history_orders_get(position=position_id)
if position_history_orders==None:
    print("No orders with position #{}".format(position_id))
    print("error code =", mt5.last_error())
elif len(position_history_orders)>0:
    print("Total history orders on position #{}: {}".format(position_id, len(position_history_orders)))
    # display all historical orders having a specified position ticket
    for position_order in position_history_orders:
        print(position_order)

    # display these orders as a table using pandas.DataFrame
    df = pd.DataFrame(list(position_history_orders), columns=position_history_orders[0].
    df.drop(['time_expiration', 'type_time', 'state', 'position_by_id', 'reason', 'volume_'])
```
df['time_setup'] = pd.to_datetime(df['time_setup'], unit='s')
df['time_done'] = pd.to_datetime(df['time_done'], unit='s')
print(df)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()

Result:
MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29

history_orders_get(2020-01-01 00:00:00, 2020-03-25 17:17:32.058795, group="*GBP")=14

Total history orders on position #530218319: 2
TradeOrder(ticket=530218319, time_setup=1582282114, time_setup_msc=1582282114681, time...
TradeOrder(ticket=535548147, time_setup=1583176242, time_setup_msc=1583176242265, time...

<table>
<thead>
<tr>
<th>ticket</th>
<th>time_setup</th>
<th>time_setup_msc</th>
<th>time_done</th>
<th>time_done_msc</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>530218319 2020-02-21 10:48:34</td>
<td>1582282114681</td>
<td>2020-02-21 16:49:37</td>
<td>1582303777582</td>
</tr>
<tr>
<td>1</td>
<td>535548147 2020-03-02 19:10:42</td>
<td>1583176242265</td>
<td>2020-03-02 19:10:42</td>
<td>1583176242265</td>
</tr>
</tbody>
</table>

See also

history_deals_total, history_deals_get
**history_deals_total**

Get the number of deals in trading history within the specified interval.

```plaintext
history_deals_total(
    date_from,  // date the deals are requested from
    date_to    // date, up to which the deals are requested
)
```

**Parameters**

- **date_from**
  
  - [in] Date the deals are requested from. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

- **date_to**
  
  - [in] Date, up to which the deals are requested. Set by the `datetime` object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter.

**Return Value**

- Integer value.

**Note**

The function is similar to `HistoryDealsTotal`.

**Example:**

```python
from datetime import datetime
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)

# establish connection to MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code =", mt5.last_error())
    quit()

# get the number of deals in history
from_date=datetime(2020,1,1)
to_date=datetime.now()
deals=mt5.history_deals_total(from_date, to_date)
if deals>0:
    print("Total deals=",deals)
else:
    print("Deals not found in history")

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```
Integration

See also

history_deals_get, history_orders_total
## history_deals_get

Get deals from trading history within the specified interval with the ability to filter by ticket or position.

**Call specifying a time interval. Return all deals falling within the specified interval.**

```cpp
history_deals_get(
    date_from,  // date the deals are requested from
    date_to,  // date, up to which the deals are requested
    group="GROUP"  // filter for selecting deals for symbols
)
```

**Call specifying the order ticket. Return all deals having the specified order ticket in the DEAL_ORDER property.**

```cpp
history_deals_get(
    ticket=TICKET  // order ticket
)
```

**Call specifying the position ticket. Return all deals having the specified position ticket in the DEAL_POSITION_ID property.**

```cpp
history_deals_get(
    position=POSITION  // position ticket
)
```

### Parameters

- **date_from**
  
  [in] Date the orders are requested from. Set by the ‘datetime’ object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter is specified first.

- **date_to**
  
  [in] Date, up to which the orders are requested. Set by the ‘datetime’ object or as a number of seconds elapsed since 1970.01.01. Required unnamed parameter is specified second.

- **group="GROUP"**
  
  [in] The filter for arranging a group of necessary symbols. Optional named parameter. If the group is specified, the function returns only deals meeting a specified criteria for a symbol name.

- **ticket=TICKET**
  
  [in] Ticket of an order (stored in DEAL_ORDER) all deals should be received for. Optional parameter. If not specified, the filter is not applied.

- **position=POSITION**
  
  [in] Ticket of a position (stored in DEAL_POSITION_ID) all deals should be received for. Optional parameter. If not specified, the filter is not applied.

### Return Value

Return info in the form of a named tuple structure (namedtuple). Return None in case of an error. The info on the error can be obtained using `last_error()`.
Note

The function allows receiving all history deals within a specified period in a single call similar to the *HistoryDealsTotal* and *HistoryDealSelect* tandem.

The *group* parameter allows sorting out deals by symbols. "*" can be used at the beginning and the end of a string.

The *group* parameter may contain several comma separated conditions. A condition can be set as a mask using "*". The logical negation symbol '!' can be used for an exclusion. All conditions are applied sequentially, which means conditions of including to a group should be specified first followed by an exclusion condition. For example, *group="*, !EUR"* means that deals for all symbols should be selected first and the ones containing "EUR" in symbol names should be excluded afterwards.

Example:

```python
import MetaTrader5 as mt5
from datetime import datetime
import pandas as pd

pd.set_option('display.max_columns', 500)  # number of columns to be displayed
pd.set_option('display.width', 1500)  # max table width to display
#
# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
print("MetaTrader5 package version: ", mt5.__version__)
print()
#
# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print("initialize() failed, error code=", mt5.last_error())
    quit()
#
# get the number of deals in history
from_date = datetime(2020,1,1)
to_date = datetime.now()
#
# get deals for symbols whose names contain "GBP" within a specified interval
deals = mt5.history_deals_get(from_date, to_date, group="*GBP")
if deals==None:
    print("No deals with group="USD", error code={}".format(mt5.last_error()))
elif len(deals)>0:
    print("history_deals_get({}, {}, group="GBP")={}".format(from_date, to_date, len(deals)))
#
# get deals for symbols whose names contain neither "EUR" nor "GBP"
deals = mt5.history_deals_get(from_date, to_date, group="*, !EUR, !GBP")
if deals == None:
    print("No deals, error code={}".format(mt5.last_error()))
else:
    print("history_deals_get({}, {}, !EUR, !GBP")={}".format(from_date, to_date, len))
    # display all obtained deals 'as is'
    for deal in deals:
        print("  ",deal)
    print()
#
# display these deals as a table using pandas.DataFrame
```
df = pd.DataFrame(list(deals), columns=deals[0]._asdict().keys())
df['time'] = pd.to_datetime(df['time'], unit='s')
print(df)
print(''

# get all deals related to the position #530218319
position_id = 530218319
position_deals = mt5.history_deals_get(position=position_id)
if position_deals == None:
    print(No deals with position #{}.format(position_id))
    print("error code =", mt5.last_error())
elif len(position_deals) > 0:
    print("Deals with position id {}: {}".format(position_id, len(position_deals)))
    df = pd.DataFrame(list(position_deals), columns=position_deals[0]._asdict().keys())
    df['time'] = pd.to_datetime(df['time'], unit='s')
    print(df)

# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
See also

history_deals_total, history_orders_get
Standard Library

This group of chapters contains the technical details of the MQL5 Standard Library and descriptions of all its key components.

MQL5 Standard Library is written in MQL5 and is designed to facilitate writing programs (indicators, scripts, experts) for end users. Library provides convenient access to the most of the internal MQL5 functions.

MQL5 Standard Library is placed in the working directory of the terminal in the 'Include' folder.

<table>
<thead>
<tr>
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Mathematics

Multiple libraries are provided to perform calculations in various areas of mathematics:

- **Statistics** - functions for working with various distributions of the Probability theory
- **Fuzzy logic** - library that implements Mamdani and Sugeno fuzzy inference systems
- **ALGLIB** - data analysis (clustering, decision trees, linear regression, neural networks), solving differential equations, Fourier transform, numerical integration, optimization problems, statistical analysis, and more.
Statistics

The Statistical Library provides a convenient way of working with the basic statistical distributions.

The library provides 5 functions for each distribution:

1. Calculation of probability density - functions of the form MathProbabilityDensityX()
2. Calculation of probabilities - functions of the form MathCumulativeDistributionX()
3. Calculation of distribution quantiles - functions of the form MathQuantileX()
4. Generation of random numbers with the specified distribution - functions of the form MathRandomX()
5. Calculation of the theoretical moments of the distributions - functions of the form MathMomentsX()

In addition to calculation of values for the individual random variables, the library also provides overloads for the functions, which perform the same calculations for arrays.

- Statistical Characteristics
- Normal Distribution
- Log-normal distribution
- Beta distribution
- Noncentral beta distribution
- Gamma distribution
- Chi-squared distribution
- Noncentral chi-squared distribution
- Exponential distribution
- F-distribution
- Noncentral F-distribution
- t-distribution
- Noncentral t-distribution
- Logistic distribution
- Cauchy distribution
- Uniform distribution
- Weibull distribution
- Binomial distribution
- Negative binomial distribution
- Geometric distribution
- Hypergeometric distribution
- Poisson distribution
- Subfunctions

Example:
#include <Math\Stat\Normal.mqh>

void OnStart()
{
    //--- set the parameters of the normal distribution
    double mu=5.0;
    double sigma=1.0;
    PrintFormat("Normal distribution with parameters mu=%G and sigma=%G, calculation examples:");
    //--- set the interval
    double x1=mu-sigma;
    double x2=mu+sigma;
    //--- variables for probability calculation
    double cdf1,cdf2,probability;
    //--- variables for error codes
    int error_code1,error_code2;
    //--- calculate the values of distribution functions
    cdf1=MathCumulativeDistributionNormal(x1,mu,sigma,error_code1);
    cdf2=MathCumulativeDistributionNormal(x2,mu,sigma,error_code2);
    //--- check the error codes
    if(error_code1==ERR_OK && error_code2==ERR_OK)
    {
        //--- calculate probability of a random variable in the range
        probability=cdf2-cdf1;
        //--- output the result
        PrintFormat("1. Calculate probability of a random variable within the range of %.5f<x<%.5f
        Answer: Probability = %5.8f",probability);
    }
    //--- Find the value range of random variable x, corresponding to the 95% confidence level
    probability=0.95;
    // set the confidence probability
    //--- set the probabilities at the interval bounds
    double p1=(1.0-probability)*0.5;
    double p2=probability+(1.0-probability)*0.5;
    //--- calculate the interval bounds
    x1=MathQuantileNormal(p1,mu,sigma,error_code1);
    x2=MathQuantileNormal(p2,mu,sigma,error_code2);
    //--- check the error codes
    if(error_code1==ERR_OK && error_code2==ERR_OK)
    {
        //--- output the result
        PrintFormat("2. For confidence interval = %.2f, find the range of random variable
        Answer: range is  %5.8f <= x <=%5.8f",x1,x2);
    }
    PrintFormat("3. Compute the first 4 calculated and theoretical moments of the distribution
    Generate an array of random numbers, calculate the first 4 moments and compare
    
    int data_count=1000000; // set the number of values and prepare an array
    double data[];
    ArrayResize(data,data_count);
    //--- generate random values and store them into the array
    

for (int i=0; i<data_count; i++)
{
    data[i] = MathRandomNormal(mu, sigma, error_code1);
}

//--- set the index of the initial value and the amount of data for calculation
int start=0;
int count=data_count;

//--- calculate the first 4 moments of the generated values
double mean=MathMean(data, start, count);
double variance=MathVariance(data, start, count);
double skewness=MathSkewness(data, start, count);
double kurtosis=MathKurtosis(data, start, count);

//--- variables for the theoretical moments
double normal_mean=0;
double normal_variance=0;
double normal_skewness=0;
double normal_kurtosis=0;

//--- display the values of the calculated moments
PrintFormat("            Mean           Variance          Skewness          Kurtosis"");
PrintFormat("Calculated   %.10f   %.10f      %.10f      %.10f",mean,variance,skewness,kurtosis);

//--- calculate the theoretical values of the moments and compare them with the obtained values
if (MathMomentsNormal(mu, sigma, normal_mean, normal_variance, normal_skewness, normal_kurtosis,error_code1))
{
    PrintFormat("Theoretical   %.10f   %.10f      %.10f      %.10f",normal_mean,normal_variance,normal_skewness,normal_kurtosis);
    PrintFormat("Difference  %.10f   %.10f      %.10f      %.10f",mean-normal_mean,variance-normal_variance,skewness-normal_skewness,kurtosis-normal_kurtosis);
}
**Statistical Characteristics**

This group of functions calculates the Statistical Characteristics of the array elements:

- mean,
- variance,
- skewness,
- kurtosis,
- median,
- root-mean-square and
- standard deviation.

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MathMean

Calculates the mean (first moment) of array elements. Analog of the `mean()` in R.

```c
double MathMean(
    const double& array[]);  // array with data
```

**Parameters**

- `array`
  
  [in] Array with data for calculation of the mean.

- `start=0`
  
  [in] Initial index for calculation.

- `count=WHOLE_ARRAY`
  
  [in] The number of elements for calculation.

**Return Value**

The mean of array elements. In case of error it returns `NaN` (not a number).
MathVariance

Calculates the variance (second moment) of array elements. Analog of the `var()` in R.

```c
double MathVariance(
    const double& array[] // array with data
);
```

**Parameters**

- `array`  

- `start`=0  
  [in] Initial index for calculation.

- `count`=WHOLE_ARRAY  
  [in] The number of elements for calculation.

**Return Value**

- Variance of array elements. In case of error it returns `Nan` (not a number).
MathSkewness

Calculates the skewness (third moment) of array elements. Analog of the `skewness()` in R (e1071 library).

```cpp
double MathSkewness(
    const double& array[]  // array with data
);
```

**Parameters**

- `array`
  - [in] Array with data for calculation.

- `start=0`
  - [in] Initial index for calculation.

- `count=WHOLE_ARRAY`
  - [in] The number of elements for calculation.

**Return Value**

Skewness of array elements. In case of error it returns `Nan` (not a number).
MathKurtosis

Calculates the kurtosis (fourth moment) of array elements. Analog of the `kurtosis()` in R (e1071 library).

```c
double MathKurtosis(
    const double& array[] // array with data
);
```

Parameters

array


start=0

[in] Initial index for calculation.

count=WHOLE_ARRAY

[in] The number of elements for calculation.

Return Value

Kurtosis of array elements. In case of error it returns `NaN` (not a number).

Disclaimer

Calculation of the kurtosis is performed using the excess kurtosis around the normal distribution (excess kurtosis=kurtosis-3), i.e. the excess kurtosis of a normal distribution is zero.

It is positive if the peak of the distribution around the expected value is sharp, and negative if the peak is flat.
MathMoments
Calculates the first 4 moments (mean, variance, skewness, kurtosis) of array elements.

```cpp
double MathMoments(
    const double& array[], // array with data
    double& mean,          // mean (1st moment)
    double& variance,      // variance (2nd moment)
    double& skewness,      // skewness (3rd moment)
    double& kurtosis,      // kurtosis (4th moment)
    const int start=0,     // initial index
    const int count=WHOLE_ARRAY // the number of elements
);```

Parameters

- `mean` - [out] Variable for the mean (1st moment)
- `variance` - [out] Variable for the variance (2nd moment)
- `skewness` - [out] Variable for the skewness (3rd moment)
- `kurtosis` - [out] Variable for the kurtosis (4th moment)
- `start=0` - [in] Initial index for calculation.
- `count=WHOLE_ARRAY` - [in] The number of elements for calculation.

Return Value

Returns true if the moments have been calculated successfully, otherwise false.

Disclaimer

Calculation of the kurtosis is performed using the excess kurtosis around the normal distribution (excess kurtosis=kurtosis-3), i.e. the excess kurtosis of a normal distribution is zero.

It is positive if the peak of the distribution around the expected value is sharp, and negative if the peak is flat.
MathMedian

Calculates the median value of array elements. Analog of the `median()` in R.

```c
double MathMedian(
    const double& array[] // array with data
);
```

**Parameters**

- `array`
  - [in] Array with data for calculation.
- `start=0`
  - [in] Initial index for calculation.
- `count=WHOLE_ARRAY`
  - [in] The number of elements for calculation.

**Return Value**

The median value of array elements. In case of error it returns `NaN` (not a number).
MathStandardDeviation

Calculates the standard deviation of array elements. Analog of the \texttt{sd()} in R.

```cpp
double MathStandardDeviation(
    const double& array[] // array with data
);
```

**Parameters**

- \texttt{array}
  

- \texttt{start=0}
  
  [in] Initial index for calculation.

- \texttt{count=WHOLE ARRAY}
  
  [in] The number of elements for calculation.

**Return Value**

The standard deviation of array elements. In case of error it returns \texttt{NaN} (not a number).
**MathAverageDeviation**

Calculates the average absolute deviation of array elements. Analog of the `aad()` in R.

```c
double MathAverageDeviation(
    const double& array[]       // array with data
);
```

**Parameters**

- **array**
  - [in] Array with data for calculation.
- **start=0**
  - [in] Initial index for calculation.
- **count=WHOLE_ARRAY**
  - [in] The number of elements for calculation.

**Return Value**

The average absolute deviation of array elements. In case of error it returns `NaN` (not a number).
Normal Distribution

This section contains functions for working with normal distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the normal law. The distribution is defined by the following formula:

\[ f_{\text{Normal}}(x | \mu, \sigma) = \frac{1}{\sigma \sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}} \]

where:
- \( x \) — value of the random variable
- \( \mu \) — expected value
- \( \sigma \) — root-mean-square deviation

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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<td><code>MathCumulativeDistributionNormal</code></td>
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<tr>
<td><code>MathQuantileNormal</code></td>
<td>Calculates the value of the inverse normal distribution function for the specified probability</td>
</tr>
<tr>
<td><code>MathRandomNormal</code></td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the normal law</td>
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</table>
Function | Description
---|---
MathMomentsNormal | Calculates the theoretical numerical values of the first 4 moments of the normal distribution

Example:

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Normal.mqh>
#include <Math\Stat\Math.mqh>

@property script_show_inputs

//--- input parameters
input double mean_value=0; // expected value (mean)
input double std_dev=1; // root-mean-square deviation (standard deviation)

//--- Script program start function
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=51; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the int
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample
    //--- obtain a sample from the normal distribution
    MathRandomNormal(mean_value,std_dev,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max,min,step);
    step=MathMin(step,(max-min)/ncells);
    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min,max,step,x2);
    MathProbabilityDensityNormal(x2,mean_value,std_dev,false,y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];//---
    double k=sample_max/theor_max;
}```
for(int i=0; i<ncells; i++)
    y[i]/=k;
//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundImage(StringFormat("Normal distribution mu=%G sigma=%G",mean_value, std_dev));
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
//--- plot all curves
graphic.CurvePlotAll();
graphic.Update();

//+------------------------------------------------------------------+
//|  Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency)
    double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
        { 
            intervals[i]=minv+(i+0.5)*width;
            frequency[i]=0;
        }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
        
            }
    return (true);
//+------------------------------------------------------------------+
//| Calculates values for sequence generation                        |
//+------------------------------------------------------------------+

void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range = MathAbs(maxv - minv);
    int degree = (int)MathRound(MathLog10(range));

    //--- normalize the maximum and minimum values to the specified precision
    maxv = NormalizeDouble(maxv, degree);
    minv = NormalizeDouble(minv, degree);

    //--- sequence generation step is also set based on the specified precision
    stepv = NormalizeDouble(MathPow(10, -degree), degree);
    if ((maxv - minv) / stepv < 10)
        stepv /= 10.0;
}
MathProbabilityDensityNormal

Calculates the value of the probability density function of normal distribution with the mu and sigma parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityNormal(
    const double x, // value of random variable
    const double mu, // mean parameter of the distribution (expected value
    const double sigma, // sigma parameter of the distribution (root-mean-square deviation)
    const bool log_mode, // calculate the logarithm of the value
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of normal distribution with the mu and sigma parameters for an array of random variables x[]. In case of error it returns false. Analog of the dnorm() in R.

```cpp
bool MathProbabilityDensityNormal(
    const double x[], // array with the values of random variable
    const double mu, // mean parameter of the distribution (expected value
    const double sigma, // sigma parameter of the distribution (root-mean-square deviation)
    const bool log_mode, // calculate the logarithm of the value
    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability density function of normal distribution with the mu and sigma parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityNormal(
    const double x[], // array with the values of random variable
    const double mu, // mean parameter of the distribution (expected value
    const double sigma, // sigma parameter of the distribution (root-mean-square deviation)
    double& result[] // array for values of the probability density function
);
```

Parameters

- **x**
  - [in] Value of random variable.
  - x[]
[in] Array with the values of random variable.

\( \mu \)

[in] mean parameter of the distribution (expected value).

\( \sigma \)

[in] sigma parameter of the distribution (root-mean-square deviation).

log_mode

[in] Flag to calculate the logarithm of the value. If \( \text{log}\_\text{mode}=\text{true} \), then the natural logarithm of the probability density is returned.

error_code

[out] Variable to get the error code.

result[]

[out] Array to obtain the values of the probability density function.
MathCumulativeDistributionNormal

Calculates the value of the normal distribution function with the mu and sigma parameters for a
random variable \( x \). In case of error it returns \( \text{NaN} \).

```c
double MathCumulativeDistributionNormal(
    const double x,                     // value of random variable
    const double mu,                    // expected value
    const double sigma,                 // root-mean-square deviation
    const bool tail,                    // flag for calculation of tail
    const bool log_mode,                // calculate the logarithm of the value
    int& error_code)                   // variable to store the error code
);
```

Calculates the value of the normal distribution function with the mu and sigma parameters for an array
of random variables \( x[] \). In case of error it returns false. Analog of the `dnorm()` in R.

```c
bool MathCumulativeDistributionNormal(
    const double x[],                  // array with the values of random variable
    const double mu,                   // expected value
    const double sigma,                // root-mean-square deviation
    const bool tail,                   // flag for calculation of tail
    const bool log_mode,               // calculate the logarithm of the value
    double& result[])                 // array for values of the probability function
);
```

Calculates the value of the normal distribution function with the mu and sigma parameters for an array
of random variables \( x[] \). In case of error it returns false.

```c
bool MathCumulativeDistributionNormal(
    const double x[],                  // array with the values of random variable
    const double mu,                   // expected value
    const double sigma,                // root-mean-square deviation
    double& result[])                 // array for values of the probability function
);
```

**Parameters**

\( x \)


\( x[] \)
Array with the values of random variable.

mu
[in] mean parameter of the distribution (expected value).

sigma
[in] sigma parameter of the distribution (root-mean-square deviation).

tail
[in] Flag of calculation. If tail=true, then the probability of random variable not exceeding x is calculated.

log_mode
[in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

error_code
[out] Variable to get the error code.

result[]
[out] Array to obtain the values of the probability function.
MathQuantileNormal

For the specified probability, the function calculates the value of inverse normal distribution function with the mu and sigma parameters. In case of error it returns NaN.

```c
double MathQuantileNormal(
    const double probability,  // probability value of random variable
    const double mu,          // expected value
    const double sigma,       // root-mean-square deviation
    const bool tail,          // flag for calculation of tail
    const bool log_mode,      // calculate the logarithm of the value
    int& error_code           // variable to store the error code
);
```

For the specified probability array of probability values, the function calculates the values of inverse normal distribution function with the mu and sigma parameters. In case of error it returns false. Analog of the qnorm() in R.

```c
bool MathQuantileNormal(
    const double& probability[],  // array with probability values of random variable
    const double mu,               // expected value
    const double sigma,            // root-mean-square deviation
    const bool tail,               // flag for calculation of tail
    const bool log_mode,           // calculate the logarithm of the value
    double& result[]              // array with values of quantiles
);
```

Parameters

**probability**

[in] Probability value of random variable.
**probability[]**

[**in**] Array with probability values of random variable.

**mu**

[**in**] mean parameter of the distribution (expected value).

**sigma**

[**in**] sigma parameter of the distribution (root-mean-square deviation).

**tail**

[**in**] Flag of calculation. If false, then calculation is performed for 1.0 - probability.

**log_mode**

[**in**] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

**error_code**

[**out**] Variable to get the error code.

**result[]**

[**out**] Array to obtain the quantiles.
**MathRandomNormal**

Generates a pseudorandom variable distributed according to the normal law with the mu and sigma parameters. In case of error it returns NaN.

```cpp
double MathRandomNormal(
    const double mu, // expected value
    const double sigma, // root-mean-square deviation
    int& error_code // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the normal law with the mu and sigma parameters. In case of error it returns false. Analog of the `rnorm()` in R.

```cpp
bool MathRandomNormal(
    const double mu, // expected value
    const double sigma, // root-mean-square deviation
    const int data_count, // amount of required data
    double& result[] // array to obtain the pseudorandom variables
);
```

**Parameters**

- **mu**
  - [in] mean parameter of the distribution (expected value).

- **sigma**
  - [in] sigma parameter of the distribution (root-mean-square deviation).

- **data_count**
  - [in] The number of pseudorandom variables to be obtained.

- **error_code**
  - [out] Variable to get the error code.

- **result[]**
  - [out] Array to obtain the values of pseudorandom variables.
MathMomentsNormal

Calculates the theoretical numerical values of the first 4 moments of the normal distribution.

double MathMomentsNormal(
    const double  mu,          // expected value
    const double  sigma,       // root-mean-square deviation
    double&      mean,         // variable for the mean
    double&      variance,     // variable for the variance
    double&      skewness,     // variable for the skewness
    double&      kurtosis,     // variable for the kurtosis
    int&         error_code    // variable to store the error code
);

Parameters

mu
    [in]  mean parameter of the distribution (expected value).

sigma
    [in]  sigma parameter of the distribution (root-mean-square deviation).

mean
    [out] Variable to get the mean value.

variance
    [out] Variable to get the variance.

skewness
    [out] Variable to get the skewness.

kurtosis
    [out] Variable to get the kurtosis.

error_code
    [out] Variable to get the error code.

Return Value

Returns true if the moments have been calculated successfully, otherwise false.
Log-normal distribution

This section contains functions for working with log-normal distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the log-normal law. The log-normal distribution is defined by the following formula:

\[
\frac{1}{x\sigma\sqrt{2\pi}} e^{-\frac{(\ln(x) - \mu)^2}{2\sigma^2}}
\]

where:

- \( x \) — value of the random variable
- \( \mu \) — logarithm of the expected value
- \( \sigma \) — logarithm of the root-mean-square deviation

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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Function | Description
---|---
**MathMomentsLognormal** | Calculates the theoretical numerical values of the first 4 moments of the log-normal distribution

Example:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Lognormal.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs

//--- input parameters
input double mean_value=1.0;  // logarithm of the expected value (log mean)
input double std_dev=0.25;    // logarithm of the root-mean-square deviation (log std
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000;       // the number of values in the sample
    int ncells=51;       // the number of intervals in the histogram
    double x[];         // centers of the histogram intervals
    double y[];         // the number of values from the sample falling within the int
    double data[];      // sample of random values
    double max, min;    // the maximum and minimum values in the sample

    //--- obtain a sample from the log-normal distribution
    MathRandomLognormal(mean_value, std_dev, n, data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, max, min, ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max, min, step);
    step=MathMin(step, (max-min)/ncells);
    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min, max, step, x2);
    MathProbabilityDensityLognormal(x2, mean_value, std_dev, false, y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
```
double k=sample_max/theor_max;
for(int i=0; i<ncells; i++)
    y[i] /= k;

//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Lognormal distribution mu=%G sigma=%G",mean_v,
        std_dev));
graphic.BackgroundMainSize(16);

//--- disable automatic scaling of the Y axis
graphic.YAxis().AutoScale(false);
graphic.YAxis().Max(theor_max);
graphic.YAxis().Min(0);

//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");

//--- plot all curves
graphic.CurvePlotAll();
graphic.Update();

//***************************************************************************
//| Calculate frequencies for data set                                       |
//***************************************************************************

bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency[], double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size = ArraySize(data);
    if(size<cells*10) return (false);
    minv = data[ArrayMinimum(data)];
    maxv = data[ArrayMaximum(data)];
    double range = maxv-minv;
    double width = range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);

//--- define the interval centers
    for(int i=0; i<cells; i++)
        { 
            intervals[i] = minv+(i+0.5)*width;
            frequency[i] = 0;
        }

//--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
        { 
            int ind = int((data[i]-minv)/width);
            }
if(ind>=cells) ind=cells-1;
    frequency[ind]++;
}
return (true);

//+------------------------------------------------------------------+
//| Calculates values for sequence generation                       |
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normali:
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normaliize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
MathProbabilityDensityLognormal

Calculates the value of the probability density function of log-normal distribution with the mu and sigma parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityLognormal{
    const double x, // value of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log std deviation)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
};
```

Calculates the value of the probability density function of log-normal distribution with the mu and sigma parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityLognormal{
    const double x, // value of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log std deviation)
    int& error_code // variable to store the error code
};
```

Calculates the value of the probability density function of log-normal distribution with the mu and sigma parameters for an array of random variables x[]. In case of error it returns NaN. Analog of the dlnorm() in R.

```cpp
bool MathProbabilityDensityLognormal{
    const double& x[], // array with the values of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log std deviation)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density function is calculated
    double& result[] // array for values of the probability density function
};
```

Calculates the value of the probability density function of log-normal distribution with the mu and sigma parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityLognormal{
    const double& x[], // array with the values of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log std deviation)
    double& result[] // array for values of the probability density function
};
```

Parameters

x


x[]
Standard Library

- **[in]** Array with the values of random variable.

  - **mu**
    - **[in]** Logarithm of the expected value (log_mean).

  - **sigma**
    - **[in]** Logarithm of the root-mean-square deviation (log standard deviation).

  - **log_mode**
    - **[in]** Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

  - **error_code**
    - **[out]** Variable to store the error code.

  - **result[]**
    - **[out]** Array to obtain the values of the probability density function.
MathCumulativeDistributionLognormal

Calculates the log-normal distribution function of probabilities with the mu and sigma parameters for a random variable x. In case of error it returns NaN.

```c
double MathCumulativeDistributionLognormal(
    const double x, // value of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log :
    const bool tail, // flag of calculation, if true, then the probability:
    const bool log_mode, // calculate the logarithm of the value, if log_mode:
    int& error_code // variable to store the error code
);
```

Calculates the log-normal distribution function of probabilities with the mu and sigma parameters for a random variable x. In case of error it returns NaN.

```c
double MathCumulativeDistributionLognormal(
    const double x, // value of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log :
    const bool tail, // flag of calculation, if true, then the probability:
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode:
    int& error_code // variable to store the error code
);
```

Calculates the log-normal distribution function of probabilities with the mu and sigma parameters for an array of random variables x[]. In case of error it returns false. Analog of the plnorm() in R.

```c
bool MathCumulativeDistributionLognormal(
    const double& x[], // array with the values of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log :
    const bool tail, // flag of calculation, if true, then the probability:
    const bool log_mode, // flag to calculate the logarithm of the value, if
    double& result[] // array for values of the probability function
);
```

Calculates the log-normal distribution function of probabilities with the mu and sigma parameters for an array of random variables x[]. In case of error it returns false.

```c
bool MathCumulativeDistributionLognormal(
    const double& x[], // array with the values of random variable
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log :
    double& result[] // array for values of the probability function
);
```

**Parameters**

- **x**
  - [in] Value of random variable.

- **x[]**
Standard Library

[in] Array with the values of random variable.

mu

[in] Logarithm of the expected value (log mean).

sigma

[in] Logarithm of the root-mean-square deviation (log standard deviation).

tail

[in] Flag of calculation, if true, then the probability of random variable not exceeding x is calculated.

log_mode

[in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability is calculated.

tail

error_code

[out] Variable to store the error code.

result[]

[out] Array to obtain the values of the probability function.
MathQuantileLognormal

For the specified probability, the function calculates the value of inverse log-normal distribution function with the mu and sigma parameters. In case of error it returns NaN.

```c
double MathQuantileLognormal(
    const double  probability,  // probability value of random variable occurrence
    const double  mu,          // logarithm of the expected value (log mean)
    const double  sigma,       // logarithm of the root-mean-square deviation (log std deviation)
    const bool    tail,        // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool    log_mode,    // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int&          error_code   // variable to store the error code
);
```

For the specified probability array of probability values, the function calculates the value of inverse log-normal distribution function with the mu and sigma parameters. In case of error it returns false. Analog of the qlnorm() in R.

```c
bool MathQuantileLognormal(
    const double&  probability[],  // array with probability values of random variable occurrence
    const double&  mu,              // logarithm of the expected value (log mean)
    const double&  sigma,           // logarithm of the root-mean-square deviation (log std deviation)
    const bool&    tail,            // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool&    log_mode,        // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double&        result[]        // array with values of quantiles
);
```

Parameters

- `probability`  
probability[]
[in] Array with probability values of random variable.

mu
[in] Logarithm of the expected value (log\_mean).

sigma
[in] Logarithm of the root-mean-square deviation (log standard deviation).

tail
[in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

log\_mode
[in] Flag of calculation, if log\_mode=true, calculation is performed for Exp(probability).

error\_code
[out] Variable to store the error code.

result[]
[out] Array with values of quantiles.
MathRandomLognormal

Generates a pseudorandom variable distributed according to the log-normal law with the mu sigma parameters. In case of error it returns NaN.

```cpp
double MathRandomLognormal(
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log std deviation)
    int& error_code // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the log-normal law with the mu sigma parameters. In case of error it returns false. Analog of the rlnorm() in R.

```cpp
double MathRandomLognormal(
    const double mu, // logarithm of the expected value (log mean)
    const double sigma, // logarithm of the root-mean-square deviation (log std deviation)
    const int data_count, // amount of required data
    double& result[] // array with values of pseudorandom variables
);
```

**Parameters**

- **mu**
  - [in] Logarithm of the expected value (log_mean).

- **sigma**
  - [in] Logarithm of the root-mean-square deviation (log standard deviation).

- **data_count**
  - [in] Amount of required data.

- **error_code**
  - [out] Variable to store the error code.

- **result[]**
  - [out] Array with values of pseudorandom variables.
MathMomentsLognormal

Calculates the theoretical numerical values of the first 4 moments of the log-normal distribution. Returns true if calculation of the moments has been successful, otherwise false.

```c
double MathMomentsLognormal(
    const double mu,       // logarithm of the expected value (log mean)
    const double sigma,    // logarithm of the root-mean-square deviation (log standard deviation)
    double& mean,          // variable for the mean
    double& variance,      // variable for the variance
    double& skewness,      // variable for the skewness
    double& kurtosis,      // variable for the kurtosis
    int& error_code        // variable to store the error code
);
```

Parameters

- **mu**
  - [in] Logarithm of the expected value (log mean).

- **sigma**
  - [in] Logarithm of the root-mean-square deviation (log standard deviation).

- **mean**
  - [in] Variable for the mean.

- **variance**
  - [out] Variable for the variance.

- **skewness**
  - [out] Variable for the skewness.

- **kurtosis**
  - [out] Variable for the kurtosis.

- **error code**
  - [out] Variable to store the error code.

Return Value

Returns true if the moments have been calculated successfully, otherwise false.
Beta distribution

This section contains functions for working with beta distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the corresponding law. The beta distribution is defined by the following formula:

\[ f_{\text{Beta}}(x | a, b) = \frac{1}{B(a, b)} x^{a-1} (1-x)^{b-1} \]

where:
- \( x \) — value of the random variable
- \( a \) — the first parameter of beta distribution
- \( b \) — the second parameter of beta distribution

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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## Function

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</thead>
<tbody>
<tr>
<td>MathMomentsBeta</td>
<td>Calculates the theoretical numerical values of the first 4 moments of the beta distribution</td>
</tr>
</tbody>
</table>

### Example:

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Beta.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double alpha=2; // the first parameter of beta distribution (shape1)
input double beta=5;  // the second parameter of beta distribution (shape2)

void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000;   // the number of values in the sample
    int ncells=51;   // the number of intervals in the histogram
    double x[];     // centers of the histogram intervals
    double y[];     // the number of values from the sample falling within the intervals
    double data[];  // sample of random values
    double max, min;  // the maximum and minimum values in the sample

    MathRandomBeta(alpha, beta, n, data);

    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, max, min, ncells);

    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMinMaxStepValues(max, min, step);
    step=MathMin(step, (max-min)/ncells);

    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min, max, step, x2);
    MathProbabilityDensityBeta(x2, alpha, beta, false, y2);

    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
}```
for(int i=0; i<ncells; i++)
    y[i]=k;
//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Beta distribution alpha=%G beta=%G",alpha,beta));
graphic.BackgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,StringValue("Sample")).HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,StringValue("Theory"));
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}

bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency[],
double &maxv,double &minv,const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
        { 
            intervals[i]=minv+(i+0.5)*width;
            frequency[i]=0;
        }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
        { 
            int ind=int((data[i]-minv)/width);
            if(ind>=cells) ind=cells-1;
            frequency[ind]++;
        }
    return (true);
}
```c
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range = MathAbs(maxv-minv);
    int degree = (int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv = NormalizeDouble(maxv, degree);
    minv = NormalizeDouble(minv, degree);
    //--- sequence generation step is also set based on the specified precision
    stepv = NormalizeDouble(MathPow(10, -degree), degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
```
MathProbabilityDensityBeta

Calculates the value of the probability density function of beta distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityBeta(
    const double x, // value of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of beta distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityBeta(
    const double x, // value of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of beta distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the dbeta() in R.

```cpp
bool MathProbabilityDensityBeta(
    const double x[], // array with the values of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density funct.
);
```

Calculates the value of the probability density function of beta distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityBeta(
    const double x[], // array with the values of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    double& result[] // array for values of the probability density funct.
);
```

**Parameters**

- **x**
  - [in] Value of random variable.
  - x[]

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[in] Array with the values of random variable.

$a$

[in] The first parameter of beta distribution (shape 1).

$b$

[in] The second parameter of beta distribution (shape 2)

$log\_mode$

[in] Flag to calculate the logarithm of the value. If $log\_mode$=true, then the natural logarithm of the probability density is returned.

$error\_code$

[out] Variable to store the error code.

$result[]$

[out] Array for values of the probability density function.
MathCumulativeDistributionBeta

Calculates the probability distribution function of beta distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionBeta(
    const double x, // value of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is returned
    int& error_code // variable to store the error code
);
```

Calculates the probability distribution function of beta distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the pbeta() in R.

```cpp
bool MathCumulativeDistributionBeta(
    const double& x[], // array with the values of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[] // array for values of the probability function
);
```

#### Parameters

- **x**


  x[]
Array with the values of random variable.

\( a \)

The first parameter of beta distribution (shape 1).

\( b \)

The second parameter of beta distribution (shape 2)

\( \text{tail} \)

Flag of calculation, if true, then the probability of random variable not exceeding \( x \) is calculated.

\( \text{log_mode} \)

Flag to calculate the logarithm of the value. If \( \text{log_mode}=\text{true} \), then the natural logarithm of the probability is calculated.

\( \text{error_code} \)

Variable to store the error code.

\( \text{result[]} \)

Array for values of the probability function.
MathQuantileBeta

For the specified probability, the function calculates the value of inverse beta distribution function with the a and b parameters. In case of error it returns NaN.

double MathQuantileBeta(
    const double probability, // probability value of random variable occurrence
    const double a,           // the first parameter of beta distribution (shape1)
    const double b,           // the second parameter of beta distribution (shape2)
    const bool tail,          // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code           // variable to store the error code
);

For the specified probability array of probability values, the function calculates the values of inverse beta distribution function with the a and b parameters. In case of error it returns false. Analog of the qbeta() in R.

double MathQuantileBeta(
    const double& probability[], // array with probability values of random variable occurrence
    const double a,               // the first parameter of beta distribution (shape1)
    const double b,               // the second parameter of beta distribution (shape2)
    const bool tail,              // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,          // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]             // array with values of quantiles
);

For the specified probability array of probability values, the function calculates the values of inverse beta distribution function with the a and b parameters. In case of error it returns false.

bool MathQuantileBeta(
    const double& probability[], // array with probability values of random variable occurrence
    const double a,               // the first parameter of beta distribution (shape1)
    const double b,               // the second parameter of beta distribution (shape2)
    double& result[]             // array with values of quantiles
);

Parameters

probability

[in] Probability value of random variable.
**Standard Library**

`probability[]`

[in] Array with probability values of random variable.

`a`

[in] The first parameter of beta distribution (shape1).

`b`

[in] The second parameter of beta distribution (shape2).

`tail`

[in] Flag of calculation, if lower_tail=false, then calculation is performed for 1.0-probability.

`log_mode`

[in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

`error_code`

[不出] Variable to get the error code.

`result[]`

[不出] Array with values of quantiles.
MathRandomBeta

Generates a pseudorandom variable distributed according to the law of beta distribution with the a and b parameters. In case of error it returns NaN.

```c
double MathRandomBeta(
    const double a,       // the first parameter of beta distribution (shape1)
    const double b,       // the second parameter of beta distribution (shape2)
    int& error_code       // variable to store the error code
);```

Generates pseudorandom variables distributed according to the law of beta distribution with the a and b parameters. In case of error it returns false. Analog of the `rbeta()` in R.

```c
bool MathRandomBeta(
    const double a,       // the first parameter of beta distribution (shape1)
    const double b,       // the second parameter of beta distribution (shape2)
    const int data_count, // amount of required data
    double& result[]      // array to obtain the pseudorandom variables
);```

Parameters

- `a` [in] The first parameter of beta distribution (shape1).
- `b` [in] The second parameter of beta distribution (shape2).
- `data_count` [in] The number of pseudorandom variables to be obtained.
- `error_code` [out] Variable to store the error code.
- `result[]` [out] Array to obtain the values of pseudorandom variables.
MathMomentsBeta

Calculates the theoretical numerical values of the first 4 moments of the beta distribution.

def double MathMomentsBeta(
    const double a,    // the first parameter of beta distribution (shape1)
    const double b,    // the second parameter of beta distribution (shape2)
    double& mean,     // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code   // variable for the error code
){
}

Parameters

a
    [in] The first parameter of beta distribution (shape1).

b
    [in] The second parameter of beta distribution (shape2).

mean
    [out] Variable to get the mean value.

variance
    [out] Variable to get the variance.

skewness
    [out] Variable to get the skewness.

kurtosis
    [out] Variable to get the kurtosis.

error_code
    [out] Variable to get the error code.

Return Value

Returns true if the moments have been calculated successfully, otherwise false.
Noncentral beta distribution

This section contains functions for working with noncentral beta distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the corresponding law. The noncentral beta distribution is defined by the following formula:

\[ f_{\text{NoncentralBeta}}(x \mid a, b, \lambda) = \sum_{r=0}^{\infty} e^{-\frac{\lambda}{2}} \frac{\lambda^r}{r!} x^{a+r-1}(1-x)^{b-1} \frac{1}{B(a+r,b)} \]

where:

- \( x \) — value of the random variable
- \( a \) — the first parameter of beta distribution
- \( b \) — the second parameter of beta distribution
- \( \lambda \) — noncentrality parameter

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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</table>
Function | Description
--- | ---
MathMomentsNoncentralBeta | Calculates the theoretical numerical values of the first 4 moments of the noncentral beta distribution

Example:

```c++
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NoncentralBeta.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double a_par=2; // the first parameter of beta distribution (shape1)
input double b_par=5; // the second parameter of beta distribution (shape2)
input double l_par=1; // noncentrality parameter (lambda)

void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=53; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the int
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample

    //--- obtain a sample from the noncentral beta distribution
    MathRandomNoncentralBeta(a_par, b_par, l_par, n, data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, max, min, ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max, min, step);
    step=MathMin(step, (max-min)/ncells);

    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min, max, step, x2);
    MathProbabilityDensityNoncentralBeta(x2, a_par, b_par, l_par, false, y2);
```
//--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double x=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]/=k;
//--- output charts
    CGraphic graphic;
    if(ObjectFind(chart,name)<0)
        graphic.Create(chart,name,0,0,0,780,380);
    else
        graphic.Attach(chart,name);
    graphic.BackgroundMain(StringFormat("Noncentral Beta distribution alpha=%G beta=%G a_par,b_par,l_par"),
        a_par,b_par,l_par);
    graphic.BackgroundMainSize(16);
//--- plot all curves
    graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
    graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
    graphic.CurvePlotAll();
//--- plot all curves
    graphic.Update();

bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency[], double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
    }
if(ind>=cells) ind=cells-1;
    frequency[ind]++;
}
return (true);

// Calculates values for sequence generation
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.0;
}

# MathProbabilityDensityNoncentralBeta

Calculates the value of the probability density function of noncentral beta distribution with the \( a \), \( b \) and \( \lambda \) parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

\[
\text{MathProbabilityDensityNoncentralBeta}
\]

```cpp
double MathProbabilityDensityNoncentralBeta(
    const double x, // value of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const double lambda, // noncentrality parameter
    const double log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of noncentral beta distribution with the \( a \), \( b \) and \( \lambda \) parameters for an array of random variables \( x[] \). In case of error it returns \( \text{false} \). Analog of the \( \text{dbeta()} \) in \( \text{R} \).

```cpp
bool MathProbabilityDensityNoncentralBeta(
    const double x[], // array with the values of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const double lambda, // noncentrality parameter
    const double log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability density function of noncentral beta distribution with the \( a \), \( b \) and \( \lambda \) parameters for an array of random variables \( x[] \). In case of error it returns \( \text{false} \).

```cpp
bool MathProbabilityDensityNoncentralBeta(
    const double x[], // array with the values of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const double lambda, // noncentrality parameter
    double& result[] // array for values of the probability density function
);
```

## Parameters
x

x[]
  [in] Array with the values of random variable.

a
  [in] The first parameter of beta distribution (shape 1).

b
  [in] The second parameter of beta distribution (shape 2)

lambda
  [in] Noncentrality parameter

log_mode
  [in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of
  the probability density is returned.

error_code
  [out] Variable to store the error code.

result[]
  [out] Array for values of the probability density function.
MathCumulativeDistributionNoncentralBeta

Calculates the probability distribution function of noncentral beta distribution with the a, b and lambda parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionNoncentralBeta(
    const double x, // value of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const double lambda, // noncentrality parameter
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true
    int& error_code // variable to store the error code
);
```

Calculates the probability distribution function of noncentral beta distribution with the a, b and lambda parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionNoncentralBeta(
    const double x, // value of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const double lambda, // noncentrality parameter
    int& error_code // variable to store the error code
);
```

Calculates the probability distribution function of noncentral beta distribution with the a, b and lambda parameters for an array of random variables x[]. In case of error it returns false. Analog of the pbeta() in R.

```cpp
bool MathCumulativeDistributionNoncentralBeta(
    const double& x[], // array with the values of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const double lambda, // noncentrality parameter
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true
    double& result[] // array for values of the probability function
);
```

Calculates the probability distribution function of noncentral beta distribution with the a, b and lambda parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathCumulativeDistributionNoncentralBeta(
    const double& x[], // array with the values of random variable
    const double a, // the first parameter of beta distribution (shape1)
    const double b, // the second parameter of beta distribution (shape2)
    const double lambda, // noncentrality parameter
    double& result[] // array for values of the probability function
);
```
Parameters

- $x$
  - [in] Value of random variable.

- $x[]$
  - [in] Array with the values of random variable.

- $a$
  - [in] The first parameter of beta distribution (shape 1).

- $b$
  - [in] The second parameter of beta distribution (shape 2)

- $\lambda$
  - [in] Noncentrality parameter

- $tail$
  - [in] Flag of calculation. If true, then the probability of random variable not exceeding $x$ is calculated.

- $log\_mode$
  - [in] Flag to calculate the logarithm of the value. If $log\_mode=true$, then the natural logarithm of the probability is calculated.

- $error\_code$
  - [out] Variable to store the error code.

- $result[]$
  - [out] Array for values of the probability function.
**MathQuantileNoncentralBeta**

Calculates the value of the inverse probability distribution function of noncentral beta distribution with the a, b and lambda parameters for the occurrence probability of a random variable `probability`. In case of error it returns `NaN`.

```c++
double MathQuantileNoncentralBeta(
    const double probability, // probability value of random variable occurrence
    const double a,           // the first parameter of beta distribution (shape1)
    const double b,           // the second parameter of beta distribution (shape2)
    const double lambda,      // noncentrality parameter
    const bool tail,          // flag of calculation, if false, then calculation is
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation
    int& error_code           // variable to store the error code
);
```

For the specified probability[] array of probability values, the function calculates the value of the inverse probability distribution function of noncentral beta distribution with the a, b and lambda parameters. In case of error it returns false. Analog of the `qbeta()` in R.

```c++
double MathQuantileNoncentralBeta(
    const double probability[], // array with probability values of random variable
    const double a,             // the first parameter of beta distribution (shape1)
    const double b,             // the second parameter of beta distribution (shape2)
    const double lambda,        // noncentrality parameter
    const bool tail,            // flag of calculation, if false, then calculation is
    const bool log_mode,        // flag of calculation, if log_mode=true, calculation
    double& result[]            // array with values of quantiles
);
```

For the specified probability[] array of probability values, the function calculates the value of the inverse probability distribution function of noncentral beta distribution with the a, b and lambda parameters. In case of error it returns false.

```c++
bool MathQuantileNoncentralBeta(
    const double probability[], // array with probability values of random variable
    const double a,             // the first parameter of beta distribution (shape1)
    const double b,             // the second parameter of beta distribution (shape2)
    const double lambda,        // noncentrality parameter
    const bool tail,            // flag of calculation, if false, then calculation is
    const bool log_mode,        // flag of calculation, if log_mode=true, calculation
    double& result[]            // array with values of quantiles
);
```


```c
const double lambda, // noncentrality parameter
double& result[]   // array with values of quantiles
);  
```

**Parameters**

*probability*

- `[in]` Probability value of random variable.

*probability[]*

- `[in]` Array with probability values of random variable.

*a*

- `[in]` The first parameter of beta distribution (shape1).

*b*

- `[in]` The second parameter of beta distribution (shape2).

*lambda*

- `[in]` Noncentrality parameter.

*tail*

- `[in]` Flag of calculation, if false, then calculation is performed for 1.0-probability.

*log_mode*

- `[in]` Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

*error_code*

- `[out]` Variable to get the error code.

*result[]*

- `[out]` Array with values of quantiles.
MathRandomNoncentralBeta

Generates a pseudorandom variable distributed according to the law of noncentral beta distribution the a, b and lambda parameters. In case of error it returns NaN.

```cpp
double MathRandomNoncentralBeta(
    const double a,          // the first parameter of beta distribution (shape1)
    const double b,          // the second parameter of beta distribution (shape2)
    const double lambda,     // noncentrality parameter
    int& error_code          // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of noncentral beta distribution the a, b and lambda parameters. In case of error it returns false. Analog of the rbeta() in R.

```cpp
bool MathRandomNoncentralBeta(
    const double a,          // the first parameter of beta distribution (shape1)
    const double b,          // the second parameter of beta distribution (shape2)
    const double lambda,     // noncentrality parameter
    const int data_count,    // amount of required data
    double& result[]         // array to obtain the pseudorandom variables
);
```

Parameters

- **a**
  - [in] The first parameter of beta distribution (shape1)

- **b**
  - [in] The second parameter of beta distribution (shape2).

- **lambda**
  - [in] Noncentrality parameter

- **error_code**
  - [out] Variable to store the error code.

- **data_count**
  - [out] Amount of required data.

- **result[]**
  - [out] Array to obtain the values of pseudorandom variables.
MathMomentsNoncentralBeta

Calculates the theoretical numerical values of the first 4 moments of the noncentral beta distribution with the a, b and lambda parameters.

```cpp
double MathMomentsNoncentralBeta(
    const double a,          // the first parameter of beta distribution (shape1)
    const double b,          // the second parameter of beta distribution (shape2)
    const double lambda,     // noncentrality parameter
    double& mean,            // variable for the mean
    double& variance,        // variable for the variance
    double& skewness,        // variable for the skewness
    double& kurtosis,        // variable for the kurtosis
    int& error_code          // variable for the error code
);
```

**Parameters**

- **a**
  - [in] The first parameter of beta distribution (shape1).

- **b**
  - [in] The second parameter of beta distribution (shape2).

- **lambda**
  - [in] Noncentrality parameter

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

**Return Value**

Returns true if calculation of the moments has been successful, otherwise false.
Gamma distribution

This section contains functions for working with gamma distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the corresponding law. The gamma distribution is defined by the following formula:

\[ f_{\text{gamma}}(x|a,b) = \frac{1}{b^a \Gamma(a)} x^{a-1} e^{-\frac{x}{b}} \]

where:
- \( x \) — value of the random variable
- \( a \) — the first parameter of distribution
- \( b \) — the second parameter of distribution

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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<tr>
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<td>Calculates the theoretical numerical values of the first 4 moments of the gamma distribution</td>
</tr>
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</table>

**Example:**

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Gamma.mqh>
#include <Math\Stat\Math.mqh>

@property script_show_inputs
//--- input parameters
input double alpha=9;  // the first parameter of distribution (shape)
input double beta=0.5;  // the second parameter of distribution (scale)
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000;       // the number of values in the sample
    int ncells=51;       // the number of intervals in the histogram
    double x[];         // centers of the histogram intervals
    double y[];         // the number of values from the sample falling within the int
    double data[];      // sample of random values
    double max,min;     // the maximum and minimum values in the sample
    //--- obtain a sample from the gamma distribution
    MathRandomGamma(alpha,beta,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMinMaxStepValues(max,min,step);
    step=MathMin(step,(max-min)/ncells);
    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min,max,step,x2);
    MathProbabilityDensityGamma(x2,alpha,beta,false,y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
```
```csharp
for(int i=0; i<ncells; i++)
    y[i]/=k;
//--- output charts
CGraphic graphic;
if(ToObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundColor(StringFormat("Gamma distribution alpha=%G beta=%G",alpha,beta),0);
//--- disable automatic scaling of the Y axis
graphic.YAxis().AutoScale(false);
graphic.YAxis().Max(NormalizeDouble(theor_max,1));
graphic.YAxis().Min(0);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,Sample).HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,Theory);
//--- plot all curves
graphic.Update();
}

bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency[],
                              double &maxv,double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if(ind>=cells) ind=cells-1;
    }
```
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
  //--- calculate the absolute range of the sequence to obtain the precision of normaliza:
  double range=MathAbs(maxv-minv);
  int degree=(int)MathRound(MathLog10(range));
  //--- normalize the maximum and minimum values to the specified precision
  maxv=NormalizeDouble(maxv,degree);
  minv=NormalizeDouble(minv,degree);
  //--- sequence generation step is also set based on the specified precision
  stepv=NormalizeDouble(MathPow(10,-degree),degree);
  if((maxv-minv)/stepv<10)
    stepv/=10.0;
}
MathProbabilityDensityGamma

Calculates the value of the probability density function of gamma distribution with the \(a\) and \(b\) parameters for a random variable \(x\). In case of error it returns \(\text{NaN}\).

```cpp
double MathProbabilityDensityGamma(
    const double x,          // value of random variable
    const double a,          // the first parameter of the distribution (shape)
    const double b,          // the second parameter of the distribution (scale)
    const bool log_mode,     // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code          // variable to store the error code
);
```

Calculates the value of the probability density function of gamma distribution with the \(a\) and \(b\) parameters for an array of random variables \(x[]\). In case of error it returns false. Analog of the \(\text{dgamma()}\) in R.

```cpp
bool MathProbabilityDensityGamma(
    const double& x[],       // array with the values of random variable
    const double a,          // the first parameter of the distribution (shape)
    const double b,          // the second parameter of the distribution (scale)
    const bool log_mode,     // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[]         // array for values of the probability density function
);
```

Calculates the value of the probability density function of gamma distribution with the \(a\) and \(b\) parameters for an array of random variables \(x[]\). In case of error it returns false.

```cpp
bool MathProbabilityDensityGamma(
    const double& x[],       // array with the values of random variable
    const double a,          // the first parameter of the distribution (shape)
    const double b,          // the second parameter of the distribution (scale)
    double& result[]         // array for values of the probability density function
);
```

**Parameters**

\(x\)

- **[in]** Value of random variable.

\(x[]\)
Array with the values of random variable.

$a$

The first parameter of the distribution (shape).

$b$

The second parameter of the distribution (scale).

$log\_mode$

Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

$error\_code$

Variable to store the error code.

$result[]$

Array for values of the probability density function.
MathCumulativeDistributionGamma

Calculates the probability distribution function of gamma distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionGamma(
    const double x,            // value of random variable
    const double a,            // the first parameter of the distribution (shape)
    const double b,            // the second parameter of the distribution (scale)
    const bool tail,           // flag of calculation, if true, then the probability
    const bool log_mode,       // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is returned
    int& error_code            // variable to store the error code
);
```

Calculates the probability distribution function of gamma distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the `pgamma()` in R.

```cpp
bool MathCumulativeDistributionGamma(
    const double& x[],         // array with the values of random variable
    const double a,            // the first parameter of the distribution (shape)
    const double b,            // the second parameter of the distribution (scale)
    const bool tail,           // flag of calculation, if true, then the probability
    const bool log_mode,       // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[]          // array for values of the probability function
);
```

Calculates the probability distribution function of gamma distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathCumulativeDistributionGamma(
    const double& x[],         // array with the values of random variable
    const double a,            // the first parameter of the distribution (shape)
    const double b,            // the second parameter of the distribution (scale)
    double& result[]          // array for values of the probability function
);
```

**Parameters**

- `x`
  

- `x[]`
[in] Array with the values of random variable.

\( a \)
[in] The first parameter of the distribution (shape).

\( b \)
[in] The second parameter of the distribution (scale)

\textit{tail}
[in] Flag of calculation. If true, then the probability of random variable not exceeding \( x \) is calculated.

\textit{log_mode}
[in] Flag to calculate the logarithm of the value. If \textit{log_mode}=true, then the natural logarithm of the probability is calculated.

\textit{error_code}
[out] Variable to store the error code.

\textit{result[]}
[out] Array for values of the probability function.
MathQuantileGamma

For the specified `probability`, the function calculates the value of inverse gamma distribution function with the `a` and `b` parameters. In case of error it returns `NaN`.

```cpp
double MathQuantileGamma(
    const double probability, // probability value of random variable occurrence
    const double a, // the first parameter of the distribution (shape)
    const double b, // the second parameter of the distribution (scale)
    const bool tail, // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode, // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code // variable to store the error code
);
```

For the specified `probability` array of probability values, the function calculates the value of inverse gamma distribution function with the `a` and `b` parameters. In case of error it returns false. Analog of the `qgamma()` in R.

```cpp
double MathQuantileGamma(
    const double& probability[], // array with probability values of random variable occurrence
    const double a, // the first parameter of the distribution (shape)
    const double b, // the second parameter of the distribution (scale)
    const bool tail, // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode, // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[] // array with values of quantiles
);
```

Parameters

`probability`  
[in] Probability value of random variable.
probability[]
  [in]  Array with probability values of random variable.

a
  [in]  The first parameter of the distribution (shape).

b
  [in]  The second parameter of the distribution (scale).

tail
  [in]  Flag of calculation, if false, then calculation is performed for 1.0-probability.

log_mode
  [in]  Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

error_code
  [out]  Variable to get the error code.

result[]
  [out]  Array with values of quantiles.
MathRandomGamma

Generates a pseudorandom variable distributed according to the law of gamma distribution with the \(a\) and \(b\) parameters. In case of error it returns \(\text{NaN}\).

\[
\text{double MathRandomGamma}\left(\text{const double } a, \text{ const double } b, \text{ int}\& \text{ error_code}\right);
\]

Generates pseudorandom variables distributed according to the law of gamma distribution with the \(a\) and \(b\) parameters. In case of error it returns false. Analog of the \(\text{rgamma()}\) in R.

\[
\text{bool MathRandomGamma}\left(\text{const double } a, \text{ const double } b, \text{ const int } \text{ data_count}, \text{ double}\& \text{ result[]}\right);
\]

Parameters

\(a\)

[in] The first parameter of the distribution (shape).

\(b\)

[in] The second parameter of the distribution (scale).

\(\text{error_code}\)

[out] Variable to store the error code.

\(\text{data_count}\)

[out] Amount of required data.

\(\text{result[]}\)

[out] Array to obtain the values of pseudorandom variables.
MathMomentsGamma

Calculates the theoretical numerical values of the first 4 moments of the gamma distribution with the a and b parameters.

```cpp
double MathMomentsGamma(
    const double a,  // the first parameter of the distribution (shape)
    const double b,  // the second parameter of the distribution (scale)
    double& mean,    // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code   // variable for the error code
);
```

Parameters

- **a**
  - [in] The first parameter of the distribution (shape).
- **b**
  - [in] The second parameter of the distribution (scale).
- **mean**
  - [out] Variable to get the mean value.
- **variance**
  - [out] Variable to get the variance.
- **skewness**
  - [out] Variable to get the skewness.
- **kurtosis**
  - [out] Variable to get the kurtosis.
- **error_code**
  - [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Chi-squared distribution

This section contains functions for working with chi-squared distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the corresponding law. The chi-squared distribution is defined by the following formula:

\[
    f_{\text{Chi-Square}}(x | \nu) = \frac{x^{\frac{\nu}{2}} e^{-\frac{x}{2}}}{2^{\frac{\nu}{2}} \Gamma\left(\frac{\nu}{2}\right)}
\]

where:

- \( x \) — value of the random variable
- \( \nu \) — number of degrees of freedom

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityChiSquare</td>
<td>Calculates the probability density function of the chi-squared distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionChiSquare</td>
<td>Calculates the value of the chi-squared probability distribution function</td>
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<tr>
<td>MathQuantileChiSquare</td>
<td>Calculates the value of the inverse chi-squared distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomChiSquare</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the chi-squared distribution law</td>
</tr>
</tbody>
</table>
**MathMomentsChiSquare**

Calculates the theoretical numerical values of the first 4 moments of the chi-squared distribution.

**Example:**

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\ChiSquare.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double nu_par=5;  // the number of degrees of freedom

//--- initialize the random number generator
MathSrand(GetTickCount());

//--- generate a sample of the random variable
long chart=0;

string name="GraphicNormal";

int n=1000000;        // the number of values in the sample
int ncells=51;         // the number of intervals in the histogram
double x[];           // centers of the histogram intervals
double y[];           // the number of values from the sample falling within the interval
double data[];        // sample of random values

double max,min;

//--- obtain a sample from the chi-squared distribution
MathRandomChiSquare(nu_par,n,data);

//--- calculate the data to plot the histogram
CalculateHistogramArray(data,x,y,max,min,ncells);

//--- obtain the sequence boundaries and the step for plotting the theoretical curve
double step;
GetMaxMinStepValues(max,min,step);
step=MathMin(step,(max-min)/ncells);

//--- obtain the theoretically calculated data at the interval of [min,max]
double x2[];

double y2[];

MathSequence(min,max,step,x2);
MathProbabilityDensityChiSquare(x2,nu_par,false,y2);

//--- set the scale
double theor_max=y2[ArrayMaximum(y2)];

double sample_max=y[ArrayMaximum(y)];

double k=sample_max/theor_max;
```
```csharp
for (int i=0; i<nCells; i++)
    y[i]/=k;

//--- output charts
CGraphic graphic;
if (ObjectFind(chart, name)<0)
    graphic.Create(chart, name, 0, 0, 780, 380);
else
    graphic.Attach(chart, name);
graphic.BackgroundMain(StringFormat("ChiSquare distribution nu=%G ", nu_par));
graphic.BackgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x, y, CURVE_HISTOGRAM, "Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2, y2, CURVE_LINES, "Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();

//+------------------------------------------------------------------+
//|  Calculate frequencies for data set                             |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency[],
    double &maxv, double &minv, const int cells=10)
{
  if (cells<=1) return (false);
  int size=ArraySize(data);
  if (size<=cells) return (false);
  minv=data[ArrayMinimum(data)];
  maxv=data[ArrayMaximum(data)];
  double range=maxv-minv;
  double width=range/cells;
  if (width==0) return false;
  ArrayResize(intervals, cells);
  ArrayResize(frequency, cells);
  //--- define the interval centers
  for (int i=0; i<cells; i++)
  {
    intervals[i]=minv+(i+0.5)*width;
    frequency[i]=0;
  }
  //--- fill the frequencies of falling within the interval
  for (int i=0; i<size; i++)
  {
    int ind=int((data[i]-minv)/width);
    if (ind>=cells) ind=cells-1;
    frequency[ind]++;
  }
  return (true);
}
```
//+------------------------------------------------------------------+
//| Calculates values for sequence generation                       |
//+------------------------------------------------------------------+

void GetMaxMinStepValues(double &maxv, double &minv, double &stepv) {
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range = MathAbs(maxv - minv);
    int degree = (int)MathRound(MathLog10(range));

    //--- normalize the maximum and minimum values to the specified precision
    maxv = NormalizeDouble(maxv, degree);
    minv = NormalizeDouble(minv, degree);

    //--- sequence generation step is also set based on the specified precision
    stepv = NormalizeDouble(MathPow(10, -degree), degree);
    if ((maxv - minv) / stepv < 10) stepv /= 10;
}
**MathProbabilityDensityChiSquare**

Calculates the value of the probability density function of chi-squared distribution with the \( \nu \) parameter for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathProbabilityDensityChiSquare(
    const double x, // value of random variable
    const double \( \nu \), // parameter of distribution (number of degrees of freedom)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of chi-squared distribution with the \( \nu \) parameter for an array of random variables \( x[] \). In case of error it returns false. Analog of the \( \text{dchisq}() \) in R.

```cpp
bool MathProbabilityDensityChiSquare(
    const double x[], // array with the values of random variable
    const double \( \nu \), // parameter of distribution (number of degrees of freedom)
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability density function of chi-squared distribution with the \( \nu \) parameter for an array of random variables \( x[] \). In case of error it returns false.

```cpp
bool MathProbabilityDensityChiSquare(
    const double& x[], // array with the values of random variable
    const double \( \nu \), // parameter of distribution (number of degrees of freedom)
    double& result[] // array for values of the probability density function
);
```

**Parameters**

- \( x \)
  - [in] Value of random variable.

- \( x[] \)
  - [in] Array with the values of random variable.

- \( \nu \)
  - [in] Parameter of distribution (number of degrees of freedom)

- \( \log\_mode \)
Flag to calculate the logarithm of the value. If \texttt{log\_mode=ture}, then the natural logarithm of the probability density is returned.

\texttt{error\_code}

[\texttt{out}] Variable to store the error code.

\texttt{result[]}

[\texttt{out}] Array for values of the probability density function.
# MathCumulativeDistributionChiSquare

Calculates the probability distribution function of chi-squared distribution with the nu parameter for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathCumulativeDistributionChiSquare(
    const double x, // value of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is returned
    int& error_code // variable to store the error code
);
```

Calculates the probability distribution function of chi-squared distribution with the nu parameter for a random variable \( x \). In case of error it returns \( \text{NaN} \)

```cpp
double MathCumulativeDistributionChiSquare(
    const double x, // value of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    int& error_code // variable to store the error code
);
```

Calculates the probability distribution function of chi-squared distribution with the nu parameter for an array of random variables \( x[] \). In case of error it returns false. Analog of the \texttt{pchisq()} in R.

```cpp
bool MathCumulativeDistributionChiSquare(
    const double& x[], // array with the values of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[] // array for values of the probability function
);
```

Calculates the probability distribution function of chi-squared distribution with the nu parameter for an array of random variables \( x[] \). In case of error it returns false.

```cpp
bool MathCumulativeDistributionChiSquare(
    const double& x[], // array with the values of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    double& result[] // array for values of the probability function
);
```

## Parameters

- **\( x \)**
  - [in] Value of random variable.

- **\( x[] \)**
  - [in] Array with the values of random variable.

- **\( nu \)**
  - [in] Parameter of distribution (number of degrees of freedom).
tail
    [in] Flag of calculation. If true, then the probability of random variable not exceeding \( x \) is calculated.

log_mode
    [in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability is calculated.

error_code
    [out] Variable to store the error code.

result[]
    [out] Array for values of the probability function.
# MathQuantileChiSquare

For the specified `probability`, the function calculates the value of inverse chi-squared distribution function. In case of error it returns `NaN`.

```cpp
double MathQuantileChiSquare(
    const double  probability, // probability value of random variable occurrence
    const double  nu,          // parameter of distribution (number of degrees of freedom)
    const bool    tail,        // flag of calculation, if false, then calculation is
    const bool    log_mode,    // flag of calculation, if log_mode=true, calculation
    int&          error_code   // variable to store the error code
);
```

For the specified `probability` array of probability values, the function calculates the value of inverse chi-squared distribution function. In case of error it returns `false`. Analog of the `qchisq()` in R.

```cpp
double MathQuantileChiSquare(
    const double& probability[], // array with probability values of random variable
    const double  nu,          // parameter of distribution (number of degrees of freedom)
    const bool    tail,        // flag of calculation, if false, then calculation is
    const bool    log_mode,    // flag of calculation, if log_mode=true, calculation
    double&       result[]     // array with values of quantiles
);
```

For the specified `probability[]` array of probability values, the function calculates the value of inverse chi-squared distribution function. In case of error it returns `false`.

```cpp
bool MathQuantileChiSquare(
    const double& probability[], // array with probability values of random variable
    const double  nu,          // parameter of distribution (number of degrees of freedom)
    double&       result[]     // array with values of quantiles
);
```

## Parameters

- **`probability`**
  - `[in]` Probability value of random variable.

- **`probability[]`**
  - `[in]` Array with probability values of random variable.

- **`nu`**
  - `[in]` Parameter of distribution (number of degrees of freedom).
tail
  [in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

log_mode
  [in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

error_code
  [out] Variable to get the error code.

result[]
  [out] Array with values of quantiles.
MathRandomChiSquare

Generates a pseudorandom variable distributed according to the law of chi-squared distribution with the nu parameter. In case of error it returns NaN.

```cpp
double MathRandomChiSquare(
    const double nu,   // parameter of distribution (number of degrees of freedom)
    int& error_code    // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of chi-squared distribution with the nu parameter. In case of error it returns false. Analog of the rchisq() in R.

```cpp
bool MathRandomChiSquare(
    const double nu,   // parameter of distribution (number of degrees of freedom)
    const int data_count,  // amount of required data
    double& result[]  // array with values of pseudorandom variables
);
```

**Parameters**

- **nu**
  
  [in] Parameter of distribution (number of degrees of freedom).

- **error_code**
  
  [out] Variable to store the error code.

- **data_count**
  
  [out] Amount of required data.

- **result[]**
  
  [out] Array to obtain the values of pseudorandom variables.
MathMomentsChiSquare

Calculates the theoretical numerical values of the first 4 moments of the chi-squared distribution with the nu parameter.

```cpp
double MathMomentsChiSquare(
    const double nu,  // parameter of distribution (number of degrees of freedom)
    double& mean,     // variable for the mean
    double& variance,  // variable for the variance
    double& skewness,  // variable for the skewness
    double& kurtosis,  // variable for the kurtosis
    int& error_code    // variable for the error code
);
```

**Parameters**

- `nu`  
  [in] Parameter of distribution (number of degrees of freedom).

- `mean`  
  [out] Variable to get the mean value.

- `variance`  
  [out] Variable to get the variance.

- `skewness`  
  [out] Variable to get the skewness.

- `kurtosis`  
  [out] Variable to get the kurtosis.

- `error_code`  
  [out] Variable to get the error code.

**Return Value**

Returns true if calculation of the moments has been successful, otherwise false.
Noncentral chi-squared distribution

This section contains functions for working with noncentral chi-squared distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the corresponding law. The noncentral chi-squared distribution is defined by the following formula:

\[
    f_{\text{NoncentralChiSquare}}(x|\nu, \sigma) = \frac{1}{2^\frac{\nu}{2} \Gamma\left(\frac{\nu}{2}\right)} \exp\left(-\frac{x}{2}\right) \left(\frac{x}{2}\right)^{\frac{\nu-1}{2}} \sum_{r=0}^{\infty} \frac{\lambda^r}{(2r)!} \Gamma\left(\frac{\nu}{2} + r\right)
\]

where:
- \(x\) — value of the random variable
- \(\nu\) — number of degrees of freedom
- \(\sigma\) — noncentrality parameter

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityNoncentralChiSquare</td>
<td>Calculates the probability density function of the noncentral chi-squared distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionNoncentralChiSquare</td>
<td>Calculates the value of the noncentral chi-squared probability distribution function</td>
</tr>
<tr>
<td>MathQuantileNoncentralChiSquare</td>
<td>Calculates the value of the inverse noncentral chi-squared distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomNoncentralChiSquare</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according</td>
</tr>
</tbody>
</table>
Function | Description
---|---
**MathMomentsNoncentralChiSquare** | Calculates the theoretical numerical values of the first 4 moments of the noncentral chi-squared distribution law

Example:

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NoncentralChiSquare.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double nu_par=8; // the number of degrees of freedom
input double si_par=1; // noncentrality parameter

// Script program start function
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=51; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the interval
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample

    //--- obtain a sample from the noncentral chi-squared distribution
    MathRandomNoncentralChiSquare(nu_par,si_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);

    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max,min,step);
    step=MathMin(step,(max-min)/ncells);

    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min,max,step,x2);
    MathProbabilityDensityNoncentralChiSquare(x2,nu_par,si_par,false,y2);
    //--- set the scale
```
double theor_max=y2[ArrayMaximum(y2)];
double sample_max=y[ArrayMaximum(y)];
double k=sample_max/theor_max;
for(int i=0; i<ncells; i++)
    y[i]/=k;

//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Noncentral ChiSquare distribution nu=%G sigma=%G",nu_par,sig_par));
graphic.BackgroundMainSize(16);
//--- disable automatic scaling of the X axis
graphic.XAxis().AutoScale(false);
graphic.XAxis().Max(NormalizeDouble(max,0));
graphic.XAxis().Min(min);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}

bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequencies[], double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequencies,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequencies[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
```cpp
int ind = int((data[i] - minv) / width);
if (ind >= cells) ind = cells - 1;
frequency[ind]++;
}
return (true);
}

// Calculates values for sequence generation
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range = MathAbs(maxv - minv);
    int degree = (int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv = NormalizeDouble(maxv, degree);
    minv = NormalizeDouble(minv, degree);
    //--- sequence generation step is also set based on the specified precision
    stepv = NormalizeDouble(MathPow(10, -degree), degree);
    if ((maxv - minv) / stepv < 10)
        stepv /= 10.0;
}
```
MathProbabilityDensityNoncentralChiSquare

Calculates the value of the probability density function of noncentral chi-squared distribution with the nu and sigma parameters for a random variable x. In case of error it returns NaN.

```c++
double MathProbabilityDensityNoncentralChiSquare(
    const double x,  // value of random variable
    const double nu,  // parameter of distribution (number of degrees of freedom)
    const double sigma,  // noncentrality parameter
    const bool log_mode,  // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code  // variable to store the error code
);
```

Calculates the value of the probability density function of noncentral chi-squared distribution with the nu and sigma parameters for an array of random variables x[]. In case of error it returns false. Analog of the `dchisq()` in R.

```c++
bool MathProbabilityDensityNoncentralChiSquare(
    const double x[],  // array with the values of random variable
    const double nu,  // parameter of distribution (number of degrees of freedom)
    const double sigma,  // noncentrality parameter
    const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[]  // array for values of the probability density function
);
```

Calculates the value of the probability density function of noncentral chi-squared distribution with the nu parameter for an array of random variables x[]. In case of error it returns false.

```c++
bool MathProbabilityDensityNoncentralChiSquare(
    const double x[],  // array with the values of random variable
    const double nu,  // parameter of distribution (number of degrees of freedom)
    const double sigma,  // noncentrality parameter
    double& result[]  // array for values of the probability density function
);
```

**Parameters**

- `x`
  - [in] Value of random variable.
- `x[]`
Array with the values of random variable.

nu

Parameter of distribution (number of degrees of freedom).

sigma

Noncentrality parameter.

log_mode

Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

error_code

Variable to store the error code.

result[]

Array for values of the probability density function.
MathCumulativeDistributionNoncentralChiSquare

Calculates the probability distribution function of noncentral chi-squared distribution with the nu and sigma parameters for a random variable \( x \). In case of error it returns NaN.

```cpp
double MathCumulativeDistributionNoncentralChiSquare(
    const double x, // value of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    const bool tail, // flag of calculation, if lower_tail=true, then the
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then
    int& error_code // variable to store the error code
);
```

Calculates the probability distribution function of noncentral chi-squared distribution with the nu and sigma parameters for an array of random variables \( x[] \). In case of error it returns false. Analog of the `pchisq()` in R.

```cpp
bool MathCumulativeDistributionNoncentralChiSquare(
    const double& x[], // array with the values of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    const bool tail, // flag of calculation, if lower_tail=true, then the
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then
    double& result[] // array for values of the probability function
);
```

Calculates the probability distribution function of noncentral chi-squared distribution with the nu and sigma parameters for an array of random variables \( x[] \). In case of error it returns false.

```cpp
bool MathCumulativeDistributionNoncentralChiSquare(
    const double& x[], // array with the values of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    double& result[] // array for values of the probability function
);
```

Parameters

\( x \)

x[]
    [in] Array with the values of random variable.

nu
    [in] Parameter of distribution (number of degrees of freedom).

sigma
    [in] Noncentrality parameter.

tail
    [in] Flag of calculation. If true, then the probability of random variable not exceeding x is calculated.

log_mode
    [in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability is calculated.

tail
    [out] Variable to store the error code.

result[]
    [out] Array for values of the probability function.
**MathQuantileNoncentralChiSquare**

For the specified `probability`, the function calculates the value of inverse noncentral chi-squared distribution function with the `nu` and `sigma` parameters. In case of error it returns `NaN`.

```cpp
double MathQuantileNoncentralChiSquare(
    const double probability,   // probability value of random variable occurrence
    const double nu,            // parameter of distribution (number of degrees of freedom)
    const double sigma,         // noncentrality parameter
    const bool tail,            // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,        // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code             // variable to store the error code
);
```

For the specified `probability[]` array of probability values, the function calculates the value of inverse noncentral chi-squared distribution function with the `nu` and `sigma` parameters. In case of error it returns false. Analog of the `qchisq()` in R.

```cpp
double MathQuantileNoncentralChiSquare(
    const double& probability[],  // array with probability values of random variable occurrence
    const double nu,               // parameter of distribution (number of degrees of freedom)
    const double sigma,            // noncentrality parameter
    const bool tail,               // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,           // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]              // array with values of quantiles
);
```

For the specified `probability[]` array of probability values, the function calculates the value of inverse noncentral chi-squared distribution function. In case of error it returns false.

```cpp
bool MathQuantileNoncentralChiSquare(
    const double& probability[],  // array with probability values of random variable occurrence
    const double nu,               // parameter of distribution (number of degrees of freedom)
    const double sigma,            // noncentrality parameter
    double& result[]               // array with values of quantiles
);
```

**Parameters**

`probability`

[in] Probability value of random variable.
**probability[]**

[in] Array with probability values of random variable.

**nu**

[in] Parameter of distribution (number of degrees of freedom).

**sigma**

[in] Noncentrality parameter.

**tail**

[in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

**log_mode**

[in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

**error_code**

[out] Variable to get the error code.

**result[]**

[out] Array with values of quantiles.
**MathRandomNoncentralChiSquare**

Generates a pseudorandom variable distributed according to the law of noncentral chi-squared distribution with the \( \nu \) and \( \sigma \) parameters. In case of error it returns \texttt{NaN}.

```cpp
double MathRandomNoncentralChiSquare(const double nu, // parameter of distribution (number of degrees of freedom)
const double sigma, // noncentrality parameter
int& error_code // variable to store the error code);
```

Generates pseudorandom variables distributed according to the law of noncentral chi-squared distribution with the \( \nu \) and \( \sigma \) parameters. In case of error it returns false. Analog of the \texttt{rchisq()} in R.

```cpp
bool MathRandomNoncentralChiSquare(const double nu, // parameter of distribution (number of degrees of freedom)
const double sigma, // noncentrality parameter
const int data_count, // amount of required data
double& result[] // array with values of pseudorandom variables);
```

### Parameters

**\( \nu \)**
- [in] Parameter of distribution (number of degrees of freedom).

**\( \sigma \)**
- [in] Noncentrality parameter.

**\( \text{error\_code} \)**
- [out] Variable to store the error code.

**\( \text{data\_count} \)**
- [out] Amount of required data.

**\( \text{result[]} \)**
- [out] Array to obtain the values of pseudorandom variables.
MathMomentsNoncentralChiSquare

Calculates the theoretical numerical values of the first 4 moments of the noncentral chi-squared distribution with the nu and sigma parameters.

```cpp
double MathMomentsNoncentralChiSquare(
    const double nu, // parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code // variable for the error code
);
```

**Parameters**

- **nu**
  - [in] Parameter of distribution (number of degrees of freedom).

- **sigma**
  - [in] Noncentrality parameter.

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

**Return Value**

Returns true if calculation of the moments has been successful, otherwise false.
Exponential

This section contains functions for working with exponential distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the law of exponential distribution. The exponential distribution is defined by the following formula:

\[ f_{\text{Exponential}}(x | \mu) = \frac{1}{\mu} e^{-\frac{x}{\mu}} \]

where:
- \( x \) — value of the random variable
- \( \mu \) — expected value

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
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<td>Calculates the probability density function of the exponential distribution</td>
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<td>Calculates the theoretical numerical values of the first 4 moments of the exponential</td>
</tr>
</tbody>
</table>
Example:

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Exponential.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double mu_par=1.5;  // the number of degrees of freedom

void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000;  // the number of values in the sample
    int ncells=51;   // the number of intervals in the histogram
    double x[];     // centers of the histogram intervals
    double y[];     // the number of values from the sample falling within the intervals
    double data[];  // sample of random values
    double max, min; // the maximum and minimum values in the sample
    //--- obtain a sample from the exponential distribution
    MathRandomExponential(mu_par, n, data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, max, min, ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max, min, step);
    step=MathMin(step, (max-min)/ncells);
    //--- obtain the theoretically calculated data at the interval of [min, max]
    double x2[];
    double y2[];
    MathSequence(min, max, step, x2);
    MathProbabilityDensityExponential(x2, mu_par, false, y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]=k;
}
```

```cpp
//--- output charts
CGraphic graphic;
if (ObjectFind(chart, name)<0)
    graphic.Create(chart, name, 0, 0, 780, 380);
else
    graphic.Attach(chart, name);
graphic.BackgroundMain(StringFormat("Exponential distribution mu=%G",mu_par));
graphic.BackgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x,y, CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2, CURVE_LINES,"Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}
//+------------------------------------------------------------------+
//|  Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency[], double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+i*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if(ind>=cells) ind=cells-1;
        frequency[ind]++;
    }
    return (true);
}
//+------------------------------------------------------------------+
//|  Calculates values for sequence generation                       |
```
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
MathProbabilityDensityExponential

Calculates the value of the probability density function of exponential distribution with the mu parameter for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityExponential(
    const double x, // value of random variable
    const double mu, // parameter of the distribution (expected value)
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of exponential distribution with the mu parameter for an array of random variables x[]. In case of error it returns false. Analog of the `dexp()` in R.

```cpp
bool MathProbabilityDensityExponential(
    const double& x[], // array with the values of random variable
    const double& mu, // parameter of the distribution (expected value)
    double& result[] // array for values of the probability density function
);
```

Parameters

- **x**
  - [in] Value of random variable.
- **x[]**
  - [in] Array with the values of random variable.
- **mu**
  - [in] Parameter of the distribution (expected value)
- **log_mode**
Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

**error_code**

[out] Variable to store the error code.

**result[]**

[out] Array for values of the probability density function.
MathCumulativeDistributionExponential

Calculates the exponential distribution function of probabilities with the mu parameter for a random variable x. In case of error it returns \(\text{NaN}\).

\[
\text{double MathCumulativeDistributionExponential}(
    \text{const double } x, \quad \text{\{value of random variable\}}
    \text{const double } \mu, \quad \text{\{parameter of the distribution (expected value)\}}
    \text{const bool } \text{tail,} \quad \text{\{flag of calculation, if true, then the probability\}}
    \text{const bool } \text{log_mode,} \quad \text{\{calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is returned\}}
    \text{int} & \text{error_code} \quad \text{\{variable to store the error code\}}
)\;
\]

Calculates the exponential distribution function of probabilities with the mu parameter for a random variable x. In case of error it returns \(\text{NaN}\).

\[
\text{double MathCumulativeDistributionExponential}(
    \text{const double } x, \quad \text{\{value of random variable\}}
    \text{const double } \mu, \quad \text{\{parameter of the distribution (expected value)\}}
    \text{int} & \text{error_code} \quad \text{\{variable to store the error code\}}
)\;
\]

Calculates the exponential distribution function of probabilities with the mu parameter for an array of random variables \(x[]\). In case of error it returns \(\text{false}\). Analog of the \(\text{pexp()}\) in R.

\[
\text{bool MathCumulativeDistributionExponential}(
    \text{const double} & x[], \quad \text{\{array with the values of random variable\}}
    \text{const double } \mu, \quad \text{\{parameter of the distribution (expected value)\}}
    \text{const bool } \text{tail,} \quad \text{\{flag of calculation, if true, then the probability\}}
    \text{const bool } \text{log_mode,} \quad \text{\{flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated\}}
    \text{double} & \text{result[]} \quad \text{\{array for values of the probability function\}}
)\;
\]

Calculates the exponential distribution function of probabilities with the mu parameter for an array of random variables \(x[]\). In case of error it returns \(\text{false}\).

\[
\text{bool MathCumulativeDistributionExponential}(
    \text{const double} & x[], \quad \text{\{array with the values of random variable\}}
    \text{const double } \mu, \quad \text{\{parameter of the distribution (expected value)\}}
    \text{double} & \text{result[]} \quad \text{\{array for values of the probability function\}}
)\;
\]

Parameters

\(x\)
- [in] Value of random variable.

\(x[]\)
- [in] Array with the values of random variable.

\(\mu\)
- [in] Parameter of the distribution (expected value).
tail
  [in] Flag of calculation. If true, then the probability of random variable not exceeding x is calculated.

log_mode
  [in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability is calculated.

error_code
  [out] Variable to store the error code.

result[]
  [out] Array for values of the probability function.
MathQuantileExponential

For the specified probability, the function calculates the value of inverse exponential distribution function with the mu parameter. In case of error it returns NaN.

```cpp
double MathQuantileExponential(
    const double probability, // probability value of random variable occurrence
    const double mu, // parameter of the distribution (expected value)
    const bool tail, // flag of calculation, if false, then calculation is
    const bool log_mode, // flag of calculation, if log_mode=true, calculation
    int& error_code // variable to store the error code
);
```

For the specified probability array of probability values, the function calculates the value of inverse exponential distribution function with the mu parameter. In case of error it returns false. Analog of the qexp() in R.

```cpp
double MathQuantileExponential(
    const double probability[], // array with probability values of random variable occurrence
    const double mu, // parameter of the distribution (expected value)
    const bool tail, // flag of calculation, if false, then calculation is
    const bool log_mode, // flag of calculation, if log_mode=true, calculation
    double& result[] // array with values of quantiles
);
```

Parameters

`probability`
- `[in]` Probability value of random variable.

`probability[]`
- `[in]` Array with probability values of random variable.

`mu`
Parameter of the distribution (expected value).

[\text{tail}] Flag of calculation, if false, then calculation is performed for 1.0-probability.

[\text{log\_mode}] Flag of calculation, if log\_mode=true, calculation is performed for \text{Exp}(\text{probability}).

[\text{error\_code}] Variable to get the error code.

[\text{result}] Array with values of quantiles.
MathRandomExponential

Generates a pseudorandom variable distributed according to the law of exponential distribution with the mu parameter. In case of error it returns NaN.

```c
double MathRandomExponential(  
    const double mu,                // parameter of the distribution (expected value)  
    int& error_code                 // variable to store the error code  
);  
```

Generates pseudorandom variables distributed according to the law of exponential distribution with the mu parameter. In case of error it returns false. Analog of the rexp() in R.

```c
bool MathRandomExponential(  
    const double mu,                // parameter of the distribution (expected value)  
    const int data_count,           // amount of required data  
    double& result[]               // array with values of pseudorandom variables  
);  
```

Parameters

- **mu**
  - [in] Parameter of the distribution (expected value).
- **error_code**
  - [out] Variable to store the error code.
- **data_count**
  - [out] Amount of required data.
- **result[]**
  - [out] Array to obtain the values of pseudorandom variables.
MathMomentsExponential

Calculates the theoretical numerical values of the first 4 moments of the exponential distribution with the mu parameter.

```cpp
double MathMomentsExponential(
    const double mu,       // parameter of the distribution (expected value)
    double& mean,          // variable for the mean
    double& variance,      // variable for the variance
    double& skewness,      // variable for the skewness
    double& kurtosis,      // variable for the kurtosis
    int& error_code        // variable for the error code
);
```

Parameters

- **mu**
  - [in] Parameter of the distribution (expected value).

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
F-distribution

This section contains functions for working with F-distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the law of Fisher's F-distribution. The F-distribution is defined by the following formula:

\[
 f_F(x \mid \nu_1, \nu_2) = \frac{\Gamma\left(\frac{\nu_1 + \nu_2}{2}\right)}{\Gamma\left(\frac{\nu_1}{2}\right)\Gamma\left(\frac{\nu_2}{2}\right)} \left(\frac{\nu_2}{\nu_2 + x^2}\right)^{\frac{\nu_1}{2}} \left(1 + \frac{\nu_1}{\nu_2} x^2\right)^{-\frac{\nu_1 + \nu_2}{2}}
\]

where:
- \(x\) — value of the random variable
- \(\nu_1\) — the first parameter of distribution (number of degrees of freedom)
- \(\nu_2\) — the second parameter of distribution (number of degrees of freedom)

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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</tr>
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<td>Calculates the value of the F-distribution function</td>
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<td>MathQuantileF</td>
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<tr>
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<tr>
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<tr>
<td>MathMomentsF</td>
<td>Calculates the theoretical numerical values of the first 4 moments of the Fisher's F-distribution</td>
</tr>
</tbody>
</table>

Example:

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\F.mqh>
#include <Math\Stat\Math.mqh>

property script_show_inputs

//--- input parameters
input double nu_1=100;  // the first number of degrees of freedom
input double nu_2=100;  // the second number of degrees of freedom

//--- script program start function
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);

    //--- initialize the random number generator
    MathSrand(GetTickCount());

    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";

    int n=1000000;  // the number of values in the sample
    int ncells=51;  // the number of intervals in the histogram
    double x[];  // centers of the histogram intervals
    double y[];  // the number of values from the sample falling within the intervals
    double data[];  // sample of random values
    double max,min;  // the maximum and minimum values in the sample

    //--- obtain a sample from the Fisher's F-distribution
    MathRandomF(nu_1, nu_2, n, data);

    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, max, min, ncells);

    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max, min, step);
    step=MathMin(step, (max-min)/ncells);

    //--- obtain the theoretically calculated data at the interval of [min, max]
    double x2[];
    double y2[];
    MathSequence(min, max, step, x2);
```
MathProbabilityDensityF(x2, nu_1, nu_2, false, y2);

--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]/=k;

--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("F-distribution nu1=%G nu2=%G", nu_1, nu_2));
graphic.BackgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(4);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}

bool CalculateHistogramArray(const double &data[] , double &intervals[], double &frequency[],
    double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<=cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        frequency[ind]++;
    }
}
if(ind>=cells) ind=cells-1;
frequency[ind]++;
}
return (true);

} //+------------------------------------------------------------------+

//| Calculates values for sequence generation                       |
//+------------------------------------------------------------------+

void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
MathProbabilityDensityF

Calculates the value of the probability density function of Fisher’s F-distribution with the nu1 and nu2 parameters for a random variable x. In case of error it returns \textit{NaN}.

```cpp
double MathProbabilityDensityF(
    const double x, // value of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of Fisher’s F-distribution with the nu1 and nu2 parameters for an array of random variables x[]. In case of error it returns false. Analog of the \texttt{df()} in R.

```cpp
bool MathProbabilityDensityF(
    const double x[], // array with the values of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability density function of Fisher’s F-distribution with the nu1 and nu2 parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityF(
    const double x[], // array with the values of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    double& result[] // array for values of the probability density function
);
```

### Parameters

- **x**
  - [in] Value of random variable.
  - x[]
[in] Array with the values of random variable.

\textit{nu1}

[in] The first parameter of distribution (number of degrees of freedom).

\textit{nu2}

[in] The second parameter of distribution (number of degrees of freedom).

\textit{log\_mode}

[in] Flag to calculate the logarithm of the value. If \textit{log\_mode}=true, then the natural logarithm of the probability density is returned.

\textit{error\_code}

[out] Variable to store the error code.

\textit{result[]}

[ out] Array for values of the probability density function.
MathCumulativeDistributionF

Calculates the value of the probability distribution function of Fisher's F-distribution with the nu1 and nu2 parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionF(
    const double x,   // value of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const bool tail,  // flag of calculation, if true, then the probability
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is returned
    int& error_code  // variable to store the error code
);
```

Calculates the value of the probability distribution function of Fisher's F-distribution with the nu1 and nu2 parameters for an array of random variables x[]. In case of error it returns false. Analog of the pf() in R.

```cpp
bool MathCumulativeDistributionF(
    const double& x[],  // array with the values of random variable
    const double nu1,    // the first parameter of distribution (number of degrees of freedom)
    const double nu2,    // the second parameter of distribution (number of degrees of freedom)
    const bool tail,     // flag of calculation, if true, then the probability
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true
    double& result[]    // array for values of the probability function
);
```

Calculates the value of the probability distribution function of Fisher's F-distribution with the nu1 and nu2 parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathCumulativeDistributionF(
    const double& x[],  // array with the values of random variable
    const double nu1,    // the first parameter of distribution (number of degrees of freedom)
    const double nu2,    // the second parameter of distribution (number of degrees of freedom)
    double& result[]    // array for values of the probability function
);
```

**Parameters**

x

`x[]`  
[in] Array with the values of random variable.

`nu1`  
[in] The first parameter of distribution (number of degrees of freedom).

`nu2`  
[in] The second parameter of distribution (number of degrees of freedom).

`tail`  
[in] Flag of calculation. If true, then the probability of random variable not exceeding `x` is calculated.

`log_mode`  
[in] Flag to calculate the logarithm of the value. If `log_mode`-true, then the natural logarithm of the probability is calculated.

`error_code`  
[out] Variable to store the error code.

`result[]`  
[out] Array for values of the probability function.
MathQuantileF

For the specified probability, the function calculates the value of inverse Fisher's F-distribution function with the nu1 and nu2 parameters. In case of error it returns NaN.

double MathQuantileF(
    const double probability, // probability value of random variable occurrence
    const double nu1,         // the first parameter of distribution (number of degrees of freedom)
    const double nu2,         // the second parameter of distribution (number of degrees of freedom)
    const bool tail,          // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code           // variable to store the error code
);

For the specified probability array of probability values, the function calculates the value of inverse Fisher's F-distribution function with the nu1 and nu2 parameters. In case of error it returns false. Analog of the qf() in R.

double MathQuantileF(
    const double& probability[], // array with probability values of random variable occurrence
    const double nu1,             // the first parameter of distribution (number of degrees of freedom)
    const double nu2,             // the second parameter of distribution (number of degrees of freedom)
    const bool tail,              // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,          // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]             // array with values of quantiles
);

For the specified probability[] array of probability values, the function calculates the value of inverse Fisher's F-distribution function with the nu1 and nu2 parameters. In case of error it returns false.

bool MathQuantileF(
    const double& probability[], // array with probability values of random variable occurrence
    const double nu1,             // the first parameter of distribution (number of degrees of freedom)
    const double nu2,             // the second parameter of distribution (number of degrees of freedom)
    double& result[]             // array with values of quantiles
);

Parameters

probability
   [in] Probability value of random variable.
`probability[]`  
[in] Array with probability values of random variable.

`nu1`  
[in] The first parameter of distribution (number of degrees of freedom).

`nu2`  
[in] The second parameter of distribution (number of degrees of freedom).

`tail`  
[in] Flag of calculation, if `lower_tail=false`, then calculation is performed for 1.0-probability.

`log_mode`  
[in] Flag of calculation, if `log_mode=true`, calculation is performed for `Exp(probability)`.

`error_code`  
[out] Variable to get the error code.

`result[]`  
[out] Array with values of quantiles.
MathRandomF

Generates a pseudorandom variable distributed according to the law of Fisher’s F-distribution with the \( \nu_1 \) and \( \nu_2 \) parameters. In case of error it returns \( \text{NaN} \).

```cpp
double MathRandomF(
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    int& error_code // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of Fisher’s F-distribution with the \( \nu_1 \) and \( \nu_2 \) parameters. In case of error it returns false. Analog of the `rf()` in R.

```cpp
bool MathRandomF(
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const int data_count, // amount of required data
    double& result[] // array with values of pseudorandom variables
);
```

Parameters

\( \nu_1 \)
- [in] The first parameter of distribution (number of degrees of freedom).

\( \nu_2 \)
- [in] The second parameter of distribution (number of degrees of freedom).

\( \text{error code} \)
- [out] Variable to store the error code.

\( \text{data count} \)
- [out] Amount of required data.

\( \text{result[]} \)
- [out] Array to obtain the values of pseudorandom variables.
MathMomentsF

Calculates the theoretical numerical values of the first 4 moments of the Fisher's F-distribution with the nu1 and nu2 parameters.

double MathMomentsF(
    const double nu1,        // the first parameter of distribution (number of degrees of freedom)
    const double nu2,        // the second parameter of distribution (number of degrees of freedom)
    double& mean,            // variable for the mean
    double& variance,        // variable for the variance
    double& skewness,        // variable for the skewness
    double& kurtosis,        // variable for the kurtosis
    int& error_code          // variable for the error code
);

Parameters

nu1
    [in] The first parameter of distribution (number of degrees of freedom).

nu2
    [in] The second parameter of distribution (number of degrees of freedom).

mean
    [out] Variable to get the mean value.

variance
    [out] Variable to get the variance.

skewness
    [out] Variable to get the skewness.

kurtosis
    [out] Variable to get the kurtosis.

error_code
    [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Noncentral F-distribution

This section contains functions for working with noncentral F-distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the law of noncentral Fisher’s F-distribution. The noncentral F-distribution is defined by the following formula:

\[
f_{\text{Noncentral F}}(x|V_1,V_2,\sigma) = e^{-\frac{x}{2}} \sum_{r=0}^{\infty} \frac{1}{r!} \left( \frac{\sigma}{2} \right)^r \frac{\Gamma \left( \frac{V_1}{2} + r \right)}{\Gamma \left( \frac{V_2}{2} + r \right)} \left( \frac{V_1}{V_2} \right)^{\frac{V_1}{2} - r} \frac{\sigma^{V_1 + V_2}}{\left(1 + \frac{\sigma}{V_2} x\right)^{V_1 + V_2 + r}}
\]

where:
- \(x\) — value of the random variable
- \(V_1\) — the first parameter of distribution (number of degrees of freedom)
- \(V_2\) — the second parameter of distribution (number of degrees of freedom)
- \(\sigma\) — noncentrality parameter

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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**Example:**

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NoncentralF.mqh>
#include <Math\Stat\Math.mqh>

#define script_show_inputs

input double nu_1=20; // the first number of degrees of freedom
input double nu_2=20; // the second number of degrees of freedom
input double sig=10;  // noncentrality parameter

void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000;    // the number of values in the sample
    int ncells=51;     // the number of intervals in the histogram
    double x[];       // centers of the histogram intervals
    double y[];       // the number of values from the sample falling within the int
    double data[];    // sample of random values
    double max,min;   // the maximum and minimum values in the sample

    //--- obtain a sample from the noncentral Fisher's F-distribution
    MathRandomNoncentralF(nu_1, nu_2, sig, n, data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, max, min, ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max, min, step);
    step=MathMin(step, (max-min)/ncells);
    //--- obtain the theoretically calculated data at the interval of [min, max]
    double x2[];
    double y2[];
}```
MathSequence(min,max,step,x2);
MathProbabilityDensityNoncentralF(x2,nu_1,nu_2,sig,false,y2);

//--- set the scale
double theor_max=y2[ArrayMaximum(y2)];
double sample_max=y[ArrayMaximum(y)];
double k=sample_max/theor_max;
for(int i=0; i<ncells; i++)
    y[i]=k;

//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain( StringFormat("Noncentral F-distribution nu1=%G nu2=%G sigma=%G",nu_1,nu_2,sig);

//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
graphic.CurvePlotAll();

//--- plot all curves
graphic.Update();
}

//+------------------------------------------------------------------+
//| Calculate frequencies for data set                              |
//+------------------------------------------------------------------+

bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency[],
double &maxv,double &minv,const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);

    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }

    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
int ind=int((data[i]-minv)/width);
   if(ind>=cells) ind=cells-1;
   frequency[ind]++;
}
return (true);
}

// Calculates values for sequence generation
//+------------------------------------------------------------------+

void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
   //--- calculate the absolute range of the sequence to obtain the precision of normalization
   double range=MathAbs(maxv-minv);
   int degree=(int)MathRound(MathLog10(range));

   //--- normalize the maximum and minimum values to the specified precision
   maxv=NormalizeDouble(maxv,degree);
   minv=NormalizeDouble(minv,degree);

   //--- sequence generation step is also set based on the specified precision
   stepv=NormalizeDouble(MathPow(10,-degree),degree);
   if((maxv-minv)/stepv<10)
      stepv/=10.;
}
MathProbabilityDensityNoncentralF

Calculates the value of the probability density function of noncentral Fisher's F-distribution with the \( \nu_1 \), \( \nu_2 \) and \( \sigma \) parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathProbabilityDensityNoncentralF(
    const double x, // value of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of noncentral Fisher's F-distribution with the \( \nu_1 \), \( \nu_2 \) and \( \sigma \) parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathProbabilityDensityNoncentralF(
    const double x, // value of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of noncentral Fisher's F-distribution with the \( \nu_1 \), \( \nu_2 \) and \( \sigma \) parameters for an array of random variables \( x[] \). In case of error it returns false. Analog of the \( \text{df()} \) in R.

```cpp
bool MathProbabilityDensityNoncentralF(
    const double& x[], // array with the values of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true
    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability density function of noncentral Fisher's F-distribution with the \( \nu_1 \), \( \nu_2 \) and \( \sigma \) parameters for an array of random variables \( x[] \). In case of error it returns false.

```cpp
bool MathProbabilityDensityNoncentralF(
    const double& x[], // array with the values of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    double& result[] // array for values of the probability density function
);
```

Parameters
\( x \)

\( x[] \)
  [in] Array with the values of random variable.

\( nu1 \)
  [in] The first parameter of distribution (number of degrees of freedom).

\( nu2 \)
  [in] The second parameter of distribution (number of degrees of freedom).

\( sigma \)
  [in] Noncentrality parameter.

\( log\_mode \)
  [in] Flag to calculate the logarithm of the value. If \( log\_mode=true \), then the natural logarithm of the probability density is returned.

\( error\_code \)
  [out] Variable to store the error code.

\( result[] \)
  [out] Array for values of the probability density function.
MathCumulativeDistributionNoncentralF

Calculates the value of the probability distribution function of noncentral Fisher’s F-distribution with the nu1, nu2 and sigma parameters for a random variable x. In case of error it returns NaN.

double MathCumulativeDistributionNoncentralF(const double x,  // value of random variable
c       const double nu1,  // the first parameter of distribution (number of degrees of freedom)
c       const double nu2,  // the second parameter of distribution (number of degrees of freedom)
c       const double sigma,  // noncentrality parameter
nc       const bool tail,  // flag of calculation, if true, then the probability of random variable exceeding x is calculated
nc       const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
nc       int& error_code  // variable to store the error code
);

Calculates the value of the probability distribution function of noncentral Fisher’s F-distribution with the nu1, nu2 and sigma parameters for an array of random variables x[]. In case of error it returns false. Analog of the pf() in R.

bool MathCumulativeDistributionNoncentralF(const double& x[],  // array with the values of random variable
nc       const double nu1,  // the first parameter of distribution (number of degrees of freedom)
nc       const double nu2,  // the second parameter of distribution (number of degrees of freedom)
c       const double sigma,  // noncentrality parameter
nc       const bool tail,  // flag of calculation, if true, then the probability of random variable exceeding x is calculated
nc       const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
nc       double& result[]  // array for values of the probability function
);

Calculates the value of the probability distribution function of noncentral Fisher’s F-distribution with the nu1, nu2 and sigma parameters for an array of random variables x[]. In case of error it returns false.

bool MathCumulativeDistributionNoncentralF(const double& x[],  // array with the values of random variable
nc       const double nu1,  // the first parameter of distribution (number of degrees of freedom)
nc       const double nu2,  // the second parameter of distribution (number of degrees of freedom)
c       const double sigma,  // noncentrality parameter
nc       double& result[]  // array for values of the probability function
Parameters

\( x \)
  

\( x[] \)
  
  [in] Array with the values of random variable.

\( nul \)
  
  [in] The first parameter of distribution (number of degrees of freedom).

\( nu2 \)
  
  [in] The second parameter of distribution (number of degrees of freedom).

\( sigma \)
  
  [in] Noncentrality parameter.

\( tail \)
  
  [in] Flag of calculation. If true, then the probability of random variable not exceeding \( x \) is calculated.

\( log\_mode \)
  
  [in] Flag to calculate the logarithm of the value. If \( log\_mode=true \), then the natural logarithm of the probability is calculated.

\( error\_code \)
  
  [out] Variable to store the error code.

\( result[] \)
  
  [out] Array for values of the probability function.
MathQuantileF

For the specified probability, the function calculates the value of inverse noncentral Fisher’s F-distribution function with the nu1, nu2 and sigma parameters. In case of error it returns NaN.

```c++
double MathQuantileF(
    const double probability, // probability value of random variable occurrence
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    const bool tail, // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode, // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code // variable to store the error code
);
```

For the specified probability array of probability values, the function calculates the value of inverse noncentral Fisher’s F-distribution function with the nu1, nu2 and sigma parameters. In case of error it returns false. Analog of the qf() in R.

```c++
double MathQuantileF(
    const double& probability[], // array with probability values of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    const bool tail, // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode, // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[] // array with values of quantiles
);
```

For the specified probability[] array of probability values, the function calculates the value of inverse noncentral Fisher’s F-distribution function with the nu1, nu2 and sigma parameters. In case of error it returns false.

```c++
bool MathQuantileF(
    const double& probability[], // array with probability values of random variable
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    double& result[] // array with values of quantiles
);
```
Parameters

`probability`
- [in] Probability value of random variable.

`probability[]`
- [in] Array with probability values of random variable.

`nu1`
- [in] The first parameter of distribution (number of degrees of freedom).

`nu2`
- [in] The second parameter of distribution (number of degrees of freedom).

`sigma`
- [in] Noncentrality parameter.

`tail`
- [in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

`log_mode`
- [in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

`error_code`
- [out] Variable to get the error code.

`result[]`
- [out] Array with values of quantiles.
MathRandomNoncentralF

Generates a pseudorandom variable distributed according to the law of noncentral Fisher’s F-distribution with the nu1, nu2 and sigma parameters. In case of error it returns NaN.

```cpp
double MathRandomNoncentralF(
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    int& error_code // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of noncentral Fisher’s F-distribution with the nu1, nu2 and sigma parameters. In case of error it returns false. Analog of the rf() in R.

```cpp
bool MathRandomNoncentralF(
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    const int data_count, // amount of required data
    double& result[] // array with values of pseudorandom variables
);
```

Parameters

- `nu1`  
  *in* The first parameter of distribution (number of degrees of freedom).

- `nu2`  
  *in* The second parameter of distribution (number of degrees of freedom).

- `sigma`  
  *in* Noncentrality parameter.

- `error_code`  
  *out* Variable to store the error code.

- `data_count`  
  *out* Amount of required data.

- `result[]`  
  *out* Array to obtain the values of pseudorandom variables.
MathMomentsNoncentralF

Calculates the theoretical numerical values of the first 4 moments of the noncentral Fisher's F-distribution with the nu1, nu2 and sigma parameters.

double MathMomentsNoncentralF(
    const double nu1, // the first parameter of distribution (number of degrees of freedom)
    const double nu2, // the second parameter of distribution (number of degrees of freedom)
    const double sigma, // noncentrality parameter
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code // variable for the error code
);

Parameters

nu1
    [in] The first parameter of distribution (number of degrees of freedom).

nu2
    [in] The second parameter of distribution (number of degrees of freedom).

sigma
    [in] Noncentrality parameter.

mean
    [out] Variable to get the mean value.

variance
    [out] Variable to get the variance.

skewness
    [out] Variable to get the skewness.

kurtosis
    [out] Variable to get the kurtosis.

error_code
    [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
t-distribution

This section contains functions for working with Student's t-distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the Student's law. The t-distribution is defined by the following formula:

\[ f_T(x|\nu) = \frac{\Gamma\left(\frac{\nu+1}{2}\right)}{\sqrt{\pi \nu}} \frac{1}{\Gamma\left(\frac{\nu}{2}\right)} \frac{1}{\left(1 + \frac{x^2}{\nu}\right)^{\frac{\nu+1}{2}}} \]

where:

- \( x \) — value of the random variable
- \( \nu \) — parameter of distribution (number of degrees of freedom)

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
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</table>
### Function: `MathMomentsT`

Calculates the theoretical numerical values of the first 4 moments of the Student's t-distribution.

#### Example:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\T.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs

input double nu_par=10; // the number of degrees of freedom

void OnStart()
{
    ChartSetInteger(0, CHART_SHOW, false);
    MathSrand(GetTickCount());
    n=1000000; // the number of values in the sample
    ncells=51; // the number of intervals in the histogram
    x[]; // centers of the histogram intervals
    y[]; // the number of values from the sample falling within the interval
    data[]; // sample of random values
    max, min; // the maximum and minimum values in the sample

    MathRandomT(nu_par, n, data);
    double x2[]; // the sequence boundaries and the step for plotting the theoretical curve
    double step;
    step=MathMin(step, (max-min)/ncells);

    MathSequences(min, max, step, x2);
    MathProbabilityDensityT(x2, nu_par, false, y2);
    double theor_max=y2[ArrayMaximum(y2)];
}```
double sample_max=y[ArrayMaximum(y)];
double k=sample_max/theor_max;
for(int i=0; i<ncells; i++)
    y[i]/=k;

//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);

graphic.BackgroundMain(StringFormat("t-distribution nu=%G",nu_par));
graphic.BackgroundMainSize(16);

//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
graphic.CurvePlotAll();

//--- plot all curves
graphic.Update();

//+------------------------------------------------------------------+
//|  Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency,
    double &maxv,double &minv,const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);

    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }

    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if(ind>=cells) ind=cells-1;
        frequency[ind]++;
    }
```c
return (true);
}
//+------------------------------------------------------------------+
//|  Calculates values for sequence generation                       |
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
//--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
//--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
//--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
```
MathProbabilityDensityT

Calculates the value of the probability density function of Student’s t-distribution with the nu parameter for a random variable x. In case of error it returns NaN.

```c
double MathProbabilityDensityT(
    const double x, // value of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of Student’s t-distribution with the nu parameter for an array of random variables x[]. In case of error it returns false. Analog of the `dt()` in R.

```c
bool MathProbabilityDensityT(
    const double x[], // array with the values of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability density function of Student’s t-distribution with the nu parameter for an array of random variables x[]. In case of error it returns false.

```c
bool MathProbabilityDensityT(
    const double x[], // array with the values of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    double& result[] // array for values of the probability density function
);
```

Parameters

x


x[]

[in] Array with the values of random variable.

nu

[in] Parameter of distribution (number of degrees of freedom).

log_mode
[in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

error_code

[out] Variable to store the error code.

result[]

[out] Array for values of the probability density function.
MathCumulativeDistributionT

Calculates the value of the Student's t-distribution function with the nu parameter for a random variable \( x \). In case of error it returns NaN.

```cpp
double MathCumulativeDistributionT(
    const double x,          // value of random variable
    const double nu,         // parameter of distribution (number of degrees of freedom)
    const bool tail,         // flag of calculation, if true, then the probability
    const bool log_mode,     // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    int& error_code);       // variable to store the error code
```

Calculates the value of the Student's t-distribution function with the nu parameter for a random variable \( x \). In case of error it returns NaN.

```cpp
double MathCumulativeDistributionT(
    const double x,          // value of random variable
    const double nu,         // parameter of distribution (number of degrees of freedom)
    int& error_code);       // variable to store the error code
```

Calculates the value of the Student's t-distribution function with the nu parameter for an array of random variables \( x[] \). In case of error it returns false. Analog of the \texttt{pt()} in R.

```cpp
bool MathCumulativeDistributionT(
    const double& x[],       // array with the values of random variable
    const double nu,         // parameter of distribution (number of degrees of freedom)
    const bool tail,         // flag of calculation, if true, then the probability
    const bool log_mode,     // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[]);      // array for values of the probability function
```

Calculates the value of the Student's t-distribution function with the nu parameter for an array of random variables \( x[] \). In case of error it returns false.

```cpp
bool MathCumulativeDistributionT(
    const double& x[],       // array with the values of random variable
    const double nu,         // parameter of distribution (number of degrees of freedom)
    double& result[]);      // array for values of the probability function
```

**Parameters**

- \( x \)
  - [in] Value of random variable.
- \( x[] \)
  - [in] Array with the values of random variable.
- \( nu \)
  - [in] Parameter of distribution (number of degrees of freedom).
tail
  [in] Flag of calculation. If true, then the probability of random variable not exceeding x is calculated.

log_mode
  [in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability is calculated.

error_code
  [out] Variable to store the error code.

result[]
  [out] Array for values of the probability function.
MathQuantileT

For the specified probability, the function calculates the value of inverse Student's t-distribution function with the nu parameter. In case of error it returns NaN.

double MathQuantileT(
    const double probability, // probability value of random variable occurrence
    const double nu, // parameter of distribution (number of degrees of freedom)
    const bool tail, // flag of calculation, if false, then calculation is
    const bool log_mode, // flag of calculation, if log_mode=true, calculation
    int& error_code // variable to store the error code
);

For the specified probability[] array of probability values, the function calculates the value of inverse Student's t-distribution function with the nu parameter. In case of error it returns false. Analog of the qt() in R.

double MathQuantileT(
    const double probability[], // array with probability values of random variable occurrence
    const double nu, // parameter of distribution (number of degrees of freedom)
    const bool tail, // flag of calculation, if false, then calculation is
    const bool log_mode, // flag of calculation, if log_mode=true, calculation
    double& result[] // array with values of quantiles
);

For the specified probability[] array of probability values, the function calculates the value of inverse Student's t-distribution function with the nu parameter. In case of error it returns false.

bool MathQuantileT(
    const double probability[], // array with probability values of random variable occurrence
    const double nu, // parameter of distribution (number of degrees of freedom)
    double& result[] // array with values of quantiles
);

Parameters

probability
  [in] Probability value of random variable.

probability[]
  [in] Array with probability values of random variable.

nu
Parameter of distribution (number of degrees of freedom).

Tail
[tail] Flag of calculation, if false, then calculation is performed for 1.0-probability.

Log mode
[log_mode] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

Error code
[error_code] Variable to get the error code.

Result[]
[result] Array with values of quantiles.
MathRandomT

Generates a pseudorandom variable distributed according to the law of Student’s t-distribution with the nu parameter. In case of error it returns NaN.

```cpp
double MathRandomT(
    const double nu,          // parameter of distribution (number of degrees of freedom)
    int& error_code           // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of Student’s t-distribution with the nu parameter. In case of error it returns false. Analog of the rt() in R.

```cpp
bool MathRandomT(
    const double nu,          // parameter of distribution (number of degrees of freedom)
    const int data_count,     // amount of required data
    double& result[]          // array with values of pseudorandom variables
);
```

Parameters

**nu**
- [in] Parameter of distribution (number of degrees of freedom).

**error_code**
- [out] Variable to store the error code.

**data_count**
- [out] Amount of required data.

**result[]**
- [out] Array to obtain the values of pseudorandom variables.
**MathMomentsT**

Calculates the theoretical numerical values of the first 4 moments of the Student's t-distribution with the nu parameter.

```cpp
double MathMomentsT(
    const double nu, // parameter of distribution (number of degrees of freedom)
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code // variable for the error code
);
```

**Parameters**

- **nu**  
  [in] Parameter of distribution (number of degrees of freedom).

- **mean**  
  [out] Variable to get the mean value.

- **variance**  
  [out] Variable to get the variance.

- **skewness**  
  [out] Variable to get the skewness.

- **kurtosis**  
  [out] Variable to get the kurtosis.

- **error_code**  
  [out] Variable to get the error code.

**Return Value**

Returns true if calculation of the moments has been successful, otherwise false.
t-distribution

This section contains functions for working with noncentral Student’s t-distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the law of noncentral t-distribution. The noncentral t-distribution is defined by the following formula:

\[
 f_{\text{NoncentralT}}(x | \nu, \delta) = \frac{\nu^{\nu/2} e^{-\nu x^2/2}}{\Gamma\left(\frac{\nu}{2}\right)\sqrt{\pi (\nu + x^2)^{3/2}}} \sum_{r=0}^{\infty} \frac{(\nu \delta)^r}{r!} \left(\frac{2}{\nu + x^2}\right)^{r/2} \Gamma\left(\frac{\nu + r + 1}{2}\right)
\]

where:
- \(x\) — value of the random variable
- \(\nu\) — parameter of distribution (number of degrees of freedom)
- \(\delta\) — noncentrality parameter

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
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<th>Function</th>
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<tbody>
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<td>Calculates the probability density function of the noncentral t-distribution</td>
</tr>
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<td><code>MathCumulativeDistributionNoncentralT</code></td>
<td>Calculates the value of the noncentral t-distribution function</td>
</tr>
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<td><code>MathQuantileNoncentralT</code></td>
<td>Calculates the value of the inverse noncentral t-distribution function for the specified probability</td>
</tr>
<tr>
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<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according</td>
</tr>
</tbody>
</table>
**Function**

<table>
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<tr>
<th>Function</th>
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</thead>
<tbody>
<tr>
<td>MathMomentsNoncentralT</td>
<td>Calculates the theoretical numerical values of the first 4 moments of the noncentral Student's t-distribution</td>
</tr>
</tbody>
</table>

**Example:**

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NoncentralT.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double nu_par=30; // the number of degrees of freedom
input double delta_par=5; // noncentrality parameter

//--- initialize the random number generator
MathSrand(GetTickCount());

//--- generate a sample of the random variable
long chart=0;
string name="GraphicNormal";
int n=1000000; // the number of values in the sample
int ncells=51; // the number of intervals in the histogram
double x[]; // centers of the histogram intervals
double y[]; // the number of values from the sample falling within the interval
double data[]; // sample of random values
double max,min; // the maximum and minimum values in the sample

MathRandomNoncentralT(nu_par,delta_par,n,data);
CalculateHistogramArray(data,x,y,max,min,ncells);

//--- obtain the sequence boundaries and the step for plotting the theoretical curve
double step;
GetMaxMinStepValues(max,min,step); // step=MathMin(step,(max-min)/ncells);

//--- obtain the theoretically calculated data at the interval of [min,max]
double x2[];
double y2[];
MathSequence(min,max,step,x2);
MathProbabilityDensityNoncentralT(x2,nu_par,delta_par,false,y2);
```
```cpp
double theor_max=y2[ArrayMaximum(y2)];
double sample_max=y[ArrayMaximum(y)];
double k=sample_max/theor_max;
for(int i=0; i<ncells; i++)
    y[i]/=k;
//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Noncentral t-distribution nu=%d delta=%d",nu,delta);
graphic.BackgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}
```

```cpp
bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency[],
    double &maxv,double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if(ind>=cells) ind=cells-1;
        frequency[ind]++;
    }
}
```cpp
return (true);
}

//+------------------------------------------------------------------+
//|  Calculates values for sequence generation                       |
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
```
MathProbabilityDensityNoncentralT

Calculates the value of the probability density function of noncentral Student’s t-distribution with the nu and delta parameters for a random variable x. In case of error it returns NaN.

```c
double MathProbabilityDensityNoncentralT(
    const double x,    // value of random variable
    const double nu,   // parameter of distribution (number of degrees of freedom)
    const double delta, // noncentrality parameter
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code     // variable for the error code
);
```

Calculates the value of the probability density function of noncentral Student’s t-distribution with the nu and delta parameters for an array of random variables x[]. In case of error it returns false. Analog of the `dt()` in R.

```c
bool MathProbabilityDensityNoncentralT(
    const double x[],   // array with the values of random variable
    const double nu,    // parameter of distribution (number of degrees of freedom)
    const double delta, // noncentrality parameter
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[]    // array for values of the probability density function
);
```

Parameters

- **x**
  - [in] Value of random variable.
  - x[]
Standard Library

[in] Array with the values of random variable.

nu
[in] Parameter of distribution (number of degrees of freedom).

delta
[in] Noncentrality parameter.

log_mode
[in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of
the probability density is returned.

error_code
[ot] Variable to store the error code.

result[]
[ot] Array for values of the probability density function.
**MathCumulativeDistributionNoncentralT**

Calculates the probability distribution function of noncentral Student’s t-distribution with the nu and delta parameters for a random variable `x`. In case of error it returns `NaN`.

```cpp
double MathCumulativeDistributionNoncentralT(
    const double x, // value of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const double delta, // noncentrality parameter
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    int& error_code // variable to store the error code
);
```

Calculates the probability distribution function of noncentral Student’s t-distribution with the nu and delta parameters for an array of random variables `x[]`. In case of error it returns false. Analog of the `pt()` in R.

```cpp
bool MathCumulativeDistributionNoncentralT(
    const double& x[], // array with the values of random variable
    const double nu, // parameter of distribution (number of degrees of freedom)
    const double delta, // noncentrality parameter
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[] // array for values of the probability function
);
```

**Parameters**

`x`
- [in] Value of random variable.
x[]
  [in] Array with the values of random variable.

nu
  [in] Parameter of distribution (number of degrees of freedom).

delta
  [in] Noncentrality parameter.

tail
  [in] Flag of calculation. If true, then the probability of random variable not exceeding x is calculated.

log_mode
  [in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability is calculated.

error_code
  [out] Variable to store the error code.

result[]
  [out] Array for values of the probability function.
**MathQuantileNoncentralT**

For the specified *probability*, the function calculates the value of inverse noncentral Student’s *t*-distribution function with the *nu* and *delta* parameters. In case of error it returns *NaN*.

```cpp
double MathQuantileNoncentralT(
    const double probability, // probability value of random variable occurrence
    const double nu,          // parameter of distribution (number of degrees of freedom)
    const double delta,       // noncentrality parameter
    const bool tail,          // flag of calculation, if lower_tail=false, then calculation is performed for 1.0-probability
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code           // variable to store the error code
);
```

For the specified *probability*, the function calculates the value of inverse noncentral Student’s *t*-distribution function with the *nu* and *delta* parameters. In case of error it returns *NaN*.

```cpp
double MathQuantileNoncentralT(
    const double probability, // probability value of random variable occurrence
    const double nu,          // parameter of distribution (number of degrees of freedom)
    const double delta,       // noncentrality parameter
    int& error_code           // variable to store the error code
);
```

For the specified *probability* array of probability values, the function calculates the value of inverse noncentral Student’s *t*-distribution function with the *nu* and *delta* parameters. In case of error it returns false. Analog of the `qt()` in R.

```cpp
double MathQuantileNoncentralT(
    const double& probability[],  // array with probability values of random variable occurrence
    const double nu,               // parameter of distribution (number of degrees of freedom)
    const double delta,            // noncentrality parameter
    const bool tail,               // flag of calculation, if lower_tail=false, then calculation is performed for 1.0-probability
    const bool log_mode,           // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]              // array with values of quantiles
);
```

For the specified *probability* array of probability values, the function calculates the value of inverse noncentral Student’s *t*-distribution function with the *nu* and *delta* parameters. In case of error it returns false.

```cpp
bool MathQuantileNoncentralT(
    const double& probability[],  // array with probability values of random variable occurrence
    const double nu,               // parameter of distribution (number of degrees of freedom)
    const double delta,            // noncentrality parameter
    double& result[]              // array with values of quantiles
);
```

**Parameters**

*probability*
Standard Library

- **probability[]**
  - **[in]** Probability value of random variable.

- **nu**
  - **[in]** Parameter of distribution (number of degrees of freedom).

- **delta**
  - **[in]** Noncentrality parameter.

- **tail**
  - **[in]** Flag of calculation, if false, then calculation is performed for 1.0-probability.

- **log_mode**
  - **[in]** Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

- **error_code**
  - **[out]** Variable to get the error code.

- **result[]**
  - **[out]** Array with values of quantiles.
MathRandomNoncentralT

Generates a pseudorandom variable distributed according to the law of noncentral Student's t-distribution with the nu and delta parameters. In case of error it returns NaN.

```c
double MathRandomNoncentralT(
    const double nu,  // parameter of distribution (number of degrees of freedom)
    const double delta,  // noncentrality parameter
    int& error_code  // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of noncentral Student's t-distribution with the nu and delta parameters. In case of error it returns false. Analog of the rt() in R.

```c
bool MathRandomNoncentralT(
    const double nu,  // parameter of distribution (number of degrees of freedom)
    const double delta,  // noncentrality parameter
    const int data_count,  // amount of required data
    double& result[]  // array with values of pseudorandom variables
);
```

**Parameters**

- `nu`
  - [in] Parameter of distribution (number of degrees of freedom).

- `delta`
  - [in] Noncentrality parameter.

- `error_code`
  - [out] Variable to store the error code.

- `data_count`
  - [out] Amount of required data.

- `result[]`
  - [out] Array to obtain the values of pseudorandom variables.
MathMomentsNoncentralT

Calculates the theoretical numerical values of the first 4 moments of the noncentral Student's t-distribution with the nu and delta parameters.

def double MathMomentsNoncentralT(
    const double nu, // parameter of distribution (number of degrees of freedom)
    const double delta, // noncentrality parameter
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code // variable for the error code
);

Parameters

- **nu**
  - [in] Parameter of distribution (number of degrees of freedom).

- **delta**
  - [in] Noncentrality parameter.

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Logistic distribution

This section contains functions for working with logistic distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the logistic law. The logistic distribution is defined by the following formula:

\[ f_{\text{Logistic}}(x | \mu, \sigma) = \frac{e^{\frac{x-\mu}{\sigma}}}{\sigma \left(1 + e^{\frac{x-\mu}{\sigma}}\right)^2} \]

where:
- \( x \) — value of the random variable
- \( \mu \) — mean parameter of the distribution
- \( \sigma \) — scale parameter of the distribution

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>MathProbabilityDensityLogistic</td>
<td>Calculates the probability density function of the logistic distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionLogistic</td>
<td>Calculates the value of the logistic probability distribution function</td>
</tr>
<tr>
<td>MathQuantileLogistic</td>
<td>Calculates the value of the inverse logistic distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomLogistic</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according</td>
</tr>
</tbody>
</table>
**MathMomentsLogistic**

Calculates the theoretical numerical values of the first 4 moments of the logistic distribution.

Example:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Logistic.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs
   //--- input parameters
   input double mu_par=6;   // mean parameter of the distribution
   input double sigma_par=2; // scale parameter of the distribution

   //+------------------------------------------------------------------+
   //| Script program start function                                    |
   //+------------------------------------------------------------------+
void OnStart()
{
   //--- hide the price chart
   ChartSetInteger(0,CHART_SHOW,false);
   //--- initialize the random number generator
   MathSrand(GetTickCount());
   //--- generate a sample of the random variable
   long chart=0;
   string name="GraphicNormal";
   int n=1000000;   // the number of values in the sample
   int ncells=51;   // the number of intervals in the histogram
   double x[];     // centers of the histogram intervals
   double y[];     // the number of values from the sample falling within the interval
   double data[];  // sample of random values
   double max,min; // the maximum and minimum values in the sample

   //--- obtain a sample from the logistic distribution
   MathRandomLogistic(mu_par,sigma_par,n,data);
   //--- calculate the data to plot the histogram
   CalculateHistogramArray(data,x,y,max,min,ncells);
   //--- obtain the sequence boundaries and the step for plotting the theoretical curve
   double step;
   GetMinMaxStepValues(max,min,step);
   step=MathMin(step,(max-min)/ncells);
   //--- obtain the theoretically calculated data at the interval of [min,max]
   double x2[];
   double y2[];
   MathSequence(min,max,step,x2);
   MathProbabilityDensityLogistic(x2,mu_par,sigma_par,false,y2);
   //--- set the scale
   double theor_max=y2[ArrayMaximum(y2)];
}
```
double sample_max = y[ArrayMaximum(y)];
double k = sample_max / theor_max;
for(int i = 0; i < ncells; i++)
    y[i] /= k;

//--- output charts
CGraphic graphic;
if(ObjectFind(chart, name) < 0)
    graphic.Create(chart, name, 0, 0, 0, 780, 380);
else
    graphic.Attach(chart, name);
graphic.BackgroundMain(StringFormat("Logistic distribution mu=%G sigma=%G", mu_par, 
    sigma_par),
    graphic.BackgroundMainSize(16);

//--- disable automatic scaling of the Y axis
graphic.YAxis().AutoScale(false);
graphic.YAxis().Max(theor_max);
graphic.YAxis().Min(0);

//--- plot all curves
graphic.CurveAdd(x, y, CURVE_HISTOGRAM, "Sample").HistogramWidth(6);

//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2, y2, CURVE_LINES, "Theory");
graphic.CurvePlotAll();

//--- plot all curves
graphic.Update();

//+------------------------------------------------------------------+
//|  Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency,
    double &maxv, double &minv, const int cells = 10)
{
    if (cells <= 1) return (false);
    int size = ArraySize(data);
    if (size < cells * 10) return (false);
    minv = data[ArrayMinimum(data)];
    maxv = data[ArrayMaximum(data)];
    double range = maxv - minv;
    double width = range / cells;
    if (width == 0) return false;
    ArrayResize(intervals, cells);
    ArrayResize(frequency, cells);

    //--- define the interval centers
    for (int i = 0; i < cells; i++)
    {
        intervals[i] = minv + (i + 0.5) * width;
        frequency[i] = 0;
    }

    //--- fill the frequencies of falling within the interval
    for (int i = 0; i < size; i++)
    {
```c
int ind=int((data[i]-minv)/width);
if(ind>=cells) ind=cells-1;
frequency[ind]++;
}
return (true);
}
//+------------------------------------------------------------------+
//| Calculates values for sequence generation |
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
```
MathProbabilityDensityLogistic

Calculates the value of the probability density function of logistic distribution with the mu and sigma parameters for a random variable x. In case of error it returns NaN.

double MathProbabilityDensityLogistic(
    const double  x,       // value of random variable
    const double  mu,       // mean parameter of the distribution
    const double  sigma,   // scale parameter of the distribution
    const bool    log_mode, // calculate the logarithm of the value, if log_mode=true then the natural logarithm of the probability density is calculated
    int&          error_code // variable to store the error code
);
Standard Library

[in] Array with the values of random variable.

\( \mu \)
[in] mean parameter of the distribution.

\( \sigma \)
[in] scale parameter of the distribution.

\( \log\_mode \)
[in] Flag to calculate the logarithm of the value. If \( \log\_mode=\text{true} \), then the natural logarithm of the probability density is returned.

\( \text{error\_code} \)
[out] Variable to store the error code.

\( \text{result[]} \)
[out] Array for values of the probability density function.
**MathCumulativeDistributionLogistic**

Calculates the logistic distribution function of probabilities with the mu and sigma parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathCumulativeDistributionLogistic(
    const double x,    // value of random variable
    const double mu,   // mean parameter of the distribution
    const double sigma, // scale parameter of the distribution
    const bool tail,   // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability
    int& error_code    // variable to store the error code
);
```

Calculates the logistic distribution function of probabilities with the mu and sigma parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathCumulativeDistributionLogistic(
    const double x,    // value of random variable
    const double mu,   // mean parameter of the distribution
    const double sigma, // scale parameter of the distribution
    int& error_code    // variable to store the error code
);
```

Calculates the logistic distribution function of probabilities with the mu and sigma parameters for an array of random variables \( x[] \). In case of error it returns false.

```cpp
bool MathCumulativeDistributionLogistic(
    const double& x[], // array with the values of random variable
    const double mu,   // mean parameter of the distribution
    const double sigma, // scale parameter of the distribution
    const bool tail,   // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability
    double& result[]   // array for values of the probability function
);
```

Calculates the logistic distribution function of probabilities with the mu and sigma parameters for an array of random variables \( x[] \). In case of error it returns false. Analog of the \( \text{plogis()} \) in R.

```cpp
bool MathCumulativeDistributionLogistic(
    const double& x[], // array with the values of random variable
    const double mu,   // mean parameter of the distribution
    const double sigma, // scale parameter of the distribution
    double& result[]   // array for values of the probability function
);
```

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>( x )</td>
<td>Value of random variable.</td>
</tr>
<tr>
<td>( x[] )</td>
<td>Array of random variables</td>
</tr>
</tbody>
</table>

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Standard Library

[in] Array with the values of random variable.

\(\mu\)


\(\sigma\)

[in] Scale parameter of the distribution.

\(\text{tail}\)

[in] Flag of calculation. If true, then the probability of random variable not exceeding \(x\) is calculated.

\(\log\_\text{mode}\)

[in] Flag to calculate the logarithm of the value. If \(\log\_\text{mode}=\text{true}\), then the natural logarithm of the probability is calculated.

\(\text{error\_code}\)

[ out] Variable to store the error code.

\(\text{result[]}\)

[ out] Array for values of the probability function.
MathQuantileLogistic

For the specified probability, the function calculates the value of inverse logistic distribution function with the mu and sigma parameters. In case of error it returns NaN.

```cpp
double MathQuantileLogistic(
    const double probability,  // probability value of random variable occurrence
    const double mu,           // mean parameter of the distribution
    const double sigma,        // scale parameter of the distribution
    const bool tail,           // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,       // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code)           // variable to store the error code
);```

For the specified probability array of probability values, the function calculates the value of inverse logistic distribution function with the mu and sigma parameters. In case of error it returns false. Analog of the qlogis() in R.

```cpp
double MathQuantileLogistic(
    const double& probability[],  // array with probability values of random variable occurrence
    const double mu,               // mean parameter of the distribution
    const double sigma,            // scale parameter of the distribution
    const bool tail,               // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,           // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]              // array with values of quantiles
);```

Parameters

`probability`

[in] Probability value of random variable.
Standard Library

probability[]
  [in] Array with probability values of random variable.

mu
  [in] mean parameter of the distribution.

sigma
  [in] scale parameter of the distribution.

tail
  [in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

log_mode
  [in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

error_code
  [out] Variable to get the error code.

result[]
  [out] Array with values of quantiles.
MathRandomLogistic

Generates a pseudorandom variable distributed according to the law of logistic distribution with the mu and sigma parameters. In case of error it returns NaN.

```cpp
double MathRandomLogistic(
    const double mu,   // mean parameter of the distribution
    const double sigma,   // scale parameter of the distribution
    int& error_code       // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of logistic distribution with the mu and sigma parameters. In case of error it returns false. Analog of the rlogis() in R.

```cpp
bool MathRandomLogistic(
    const double mu,   // mean parameter of the distribution
    const double sigma,   // scale parameter of the distribution
    const int data_count,   // amount of required data
    double& result[]       // array with values of pseudorandom variables
);
```

**Parameters**

- **mu**
  
  [in] mean parameter of the distribution.

- **sigma**
  
  [in] scale parameter of the distribution.

- **error_code**
  
  [out] Variable to store the error code.

- **data_count**
  
  [out] Amount of required data.

- **result[]**
  
  [out] Array to obtain the values of pseudorandom variables.
MathMomentsLogistic

Calculates the theoretical numerical values of the first 4 moments of the logistic distribution with the mu and sigma parameters.

```cpp
double MathMomentsLogistic(
    const double mu,         // mean parameter of the distribution
    const double sigma,      // scale parameter of the distribution
    double& mean,            // variable for the mean
    double& variance,        // variable for the variance
    double& skewness,        // variable for the skewness
    double& kurtosis,        // variable for the kurtosis
    int& error_code          // variable for the error code
);
```

Parameters

- **mu**
  - [in] mean parameter of the distribution.

- **sigma**
  - [in] scale parameter of the distribution.

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Cauchy distribution

This section contains functions for working with Cauchy distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the Cauchy law. The Cauchy distribution is defined by the following formula:

\[ f_{\text{Cauchy}}(x|a,b) = \frac{b}{\pi \left(b^2 + (x-a)^2\right)} \]

where:
- \( x \) — value of the random variable
- \( a \) — mean parameter of the distribution
- \( b \) — scale parameter of the distribution

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
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<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityCauchy</td>
<td>Calculates the probability density function of the Cauchy distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionCauchy</td>
<td>Calculates the value of the Cauchy probability distribution function</td>
</tr>
<tr>
<td>MathQuantileCauchy</td>
<td>Calculates the value of the inverse Cauchy distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomCauchy</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the Cauchy law</td>
</tr>
</tbody>
</table>
### Function

<table>
<thead>
<tr>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathMomentsCauchy</td>
<td>Calculates the theoretical numerical values of</td>
</tr>
<tr>
<td></td>
<td>the first 4 moments of the Cauchy distribution</td>
</tr>
</tbody>
</table>

### Example:

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Cauchy.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs
/
--- input parameters
input double a_par=-2; // mean parameter of the distribution
input double b_par=1; // scale parameter of the distribution
/
--- Script program start function
void OnStart()
{

--- hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
--- initialize the random number generator
    MathSrand(GetTickCount());
--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=51; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the int
    double data[]; // sample of random values
    double max,min;
    //--- obtain a sample from the Cauchy distribution
    MathRandomCauchy(a_par,b_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max,min,step);
    step=MathMin(step,(max-min)/ncells);
    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min,max,step,x2);
    MathProbabilityDensityCauchy(x2,a_par,b_par,false,y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;

```
```c
for(int i=0; i<ncells; i++)
    y[i]/=k;

--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Cauchy distribution a=%G b=%G",a_par,b_par));
graphic.BackgroundMainSize(16);
--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
--- plot all curves
graphic.CurvePlotAll();
--- plot all curves
graphic.Update();
}

CalculateHistogramArray(const double &data[],double &intervals[],double &frequency[],double &maxv,double &minv,const int cells=10)
{
    if(cells<=1)
        return(false);
    int size=ArraySize(data);
    if(size<=cells*10)
        return(false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    Print("min="minv," max="maxv);
    minv-=20;
    maxv+=20;
    double range=maxv-minv;
    double width=range/cells;
    if(width==0)
        return(false);
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    --- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+i*width;
        frequency[i]=0;
    }
    --- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
```
int ind=(int)MathRound((data[i]-minv)/width);
if(ind>0 && ind<cells)
    frequency[ind]++;
}
return(true);

// Calculates values for sequence generation
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
    
        stepv/=10.0;
}
MathProbabilityDensityCauchy

Calculates the value of the probability density function of Cauchy distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

double MathProbabilityDensityCauchy(
    const double x, // value of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);

Calculates the value of the probability density function of Cauchy distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

double MathProbabilityDensityCauchy(
    const double x, // value of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    int& error_code // variable to store the error code
);

Calculates the value of the probability density function of Cauchy distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the dcauchy() in R.

bool MathProbabilityDensityCauchy(
    const double x[], // array with the values of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
);

Calculates the value of the probability density function of Cauchy distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false.

bool MathProbabilityDensityCauchy(
    const double x[], // array with the values of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    double& result[] // array for values of the probability density function
);

Parameters

x

x[]
Standard Library

[in] Array with the values of random variable.

\(a\)

[in] mean parameter of the distribution.

\(b\)

[in] scale parameter of the distribution.

\(log\_mode\)

[in] Flag to calculate the logarithm of the value. If \(log\_mode=true\), then the natural logarithm of the probability density is returned.

\(error\_code\)

[out] Variable to store the error code.

\(result[]\)

[out] Array for values of the probability density function.
MathCumulativeDistributionCauchy

Calculates the probability distribution function of Cauchy distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

double MathCumulativeDistributionCauchy(
    const double x, // value of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    int& error_code // variable to store the error code
);

Calculates the probability distribution function of Cauchy distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

double MathCumulativeDistributionCauchy(
    const double x, // value of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    int& error_code // variable to store the error code
);

Calculates the probability distribution function of Cauchy distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false.

bool MathCumulativeDistributionCauchy(
    const double x[], // array with the values of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[] // array for values of the probability function
);

Calculates the probability distribution function of Cauchy distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the plogis() in R.

bool MathCumulativeDistributionCauchy(
    const double x[], // array with the values of random variable
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    double& result[] // array for values of the probability function
);

Parameters

x


x[]
[in] Array with the values of random variable.
a
[in] mean parameter of the distribution.
b
[in] scale parameter of the distribution.
tail
[in] Flag of calculation. If true, then the probability of random variable not exceeding x is calculated.
log_mode
[in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability is calculated.
error_code
[out] Variable to store the error code.
result[]
[out] Array for values of the probability function.
**MathQuantileCauchy**

For the specified `probability`, the function calculates the value of inverse Cauchy distribution function with the a and b parameters. In case of error it returns `NaN`.

```cpp
double MathQuantileCauchy(
    const double probability, // probability value of random variable occurrence
    const double a,           // mean parameter of the distribution
    const double b,           // scale parameter of the distribution
    const bool tail,          // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code           // variable to store the error code
);
```

For the specified `probability[]` array of probability values, the function calculates the value of inverse Cauchy distribution function with the a and b parameters. In case of error it returns `false`. Analog of the `qcauchy()` in R.

```cpp
double MathQuantileCauchy(
    const double& probability[], // array with probability values of random variable occurrence
    const double a,               // mean parameter of the distribution
    const double b,               // scale parameter of the distribution
    const bool tail,              // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,          // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]             // array with values of quantiles
);
```

For the specified `probability[]` array of probability values, the function calculates the value of inverse Cauchy distribution function with the a and b parameters. In case of error it returns `false`.

```cpp
bool MathQuantileCauchy(
    const double& probability[], // array with probability values of random variable occurrence
    const double a,               // mean parameter of the distribution
    const double b,               // scale parameter of the distribution
    double& result[]              // array with values of quantiles
);
```

**Parameters**

- `probability`
  - [in] Probability value of random variable.
probability[]
  [in] Array with probability values of random variable.

a
  [in] mean parameter of the distribution.

b
  [in] scale parameter of the distribution.

tail
  [in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

log_mode
  [in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

error_code
  [out] Variable to get the error code.

result[]
  [out] Array with values of quantiles.
MathRandomCauchy

Generates a pseudorandom variable distributed according to the law of Cauchy distribution with the a and b parameters. In case of error it returns NaN.

double MathRandomCauchy(
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    int& error_code // variable to store the error code
);

Generates pseudorandom variables distributed according to the law of Cauchy distribution with the a and b parameters. In case of error it returns false. Analog of the rcauchy() in R.

bool MathRandomCauchy(
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    const int data_count, // amount of required data
    double* result[] // array with values of pseudorandom variables
);

Parameters

a
    [in]  mean parameter of the distribution.

b
    [in]  scale parameter of the distribution.

error_code
    [out] Variable to store the error code.

data_count
    [out] Amount of required data.

result[]
    [out] Array to obtain the values of pseudorandom variables.
**MathMomentsCauchy**

Calculates the theoretical numerical values of the first 4 moments of the Cauchy distribution with the a and b parameters.

```csharp
double MathMomentsCauchy(
    const double a, // mean parameter of the distribution
    const double b, // scale parameter of the distribution
    double& mean,   // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code  // variable for the error code
);
```

**Parameters**

- **a**  
  [in] mean parameter of the distribution.

- **b**  
  [in] scale parameter of the distribution.

- **mean**  
  [out] Variable to get the mean value.

- **variance**  
  [out] Variable to get the variance.

- **skewness**  
  [out] Variable to get the skewness.

- **kurtosis**  
  [out] Variable to get the kurtosis.

- **error_code**  
  [out] Variable to get the error code.

**Return Value**

Returns true if calculation of the moments has been successful, otherwise false.
Uniform distribution

This section contains functions for working with uniform distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the uniform law. The uniform distribution is defined by the following formula:

\[ f_{\text{Uniform}}(x|a,b) = \frac{1}{b-a} \]

where:
- \( x \) — value of the random variable
- \( a \) — parameter of the distribution (lower bound)
- \( b \) — parameter of the distribution (upper bound)

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the uniform law</td>
</tr>
</tbody>
</table>
MathMomentsUniform

Calculates the theoretical numerical values of the first 4 moments of the uniform distribution

Example:

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Uniform.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double a_par=0; // distribution parameter a (lower bound)
input double b_par=10; // distribution parameter b (upper bound)

void OnStart()
{
    // hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
    // initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000;     // the number of values in the sample
    int ncells=51;     // the number of intervals in the histogram
    double x[];       // centers of the histogram intervals
    double y[];       // the number of values from the sample falling within the intervals
    double data[];    // sample of random values
    double max,min;  // the maximum and minimum values in the sample

    //--- obtain a sample from the uniform distribution
    MathRandomUniform(a_par,b_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);

    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max,min,step);
    step=MathMin(step,(max-min)/ncells);

    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(min,max,step,x2);
    MathProbabilityDensityUniform(x2,a_par,b_par,false,y2);

    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
```

for(int i=0; i<ncells; i++)
    y[i]/=k;
//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Uniform distribution a=%G b=%G",a_par,b_par));
graphic.BackgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}
//+------------------------------------------------------------------+
//| Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency,
    double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if(ind>=cells) ind=cells-1;
        frequency[ind]++;
    }
    return (true);
}
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));

    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);

    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.0;
}
MathProbabilityDensityUniform

Calculates the value of the probability density function of uniform distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityUniform(const double x, // value of random variable
                                       const double a, // distribution parameter a (lower bound)
                                       const double b, // distribution parameter b (upper bound)
                                       const bool log_mode, // calculate the logarithm of the value, if log_mode=true,
                                       int& error_code // variable to store the error code
);
```

Calculates the value of the probability density function of uniform distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the `dunif()` in R.

```cpp
bool MathProbabilityDensityUniform(const double& x[], // array with the values of random variable
                                    const double a, // distribution parameter a (lower bound)
                                    const double b, // distribution parameter b (upper bound)
                                    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true,
                                    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability density function of uniform distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityUniform(const double& x[], // array with the values of random variable
                                    const double a, // distribution parameter a (lower bound)
                                    const double b, // distribution parameter b (upper bound)
                                    double& result[] // array for values of the probability density function
);
```

Parameters

x


x[]
[in] Array with the values of random variable.

a

[in] Distribution parameter a (lower bound).

b

[in] Distribution parameter b (upper bound).

log_mode

[in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

error_code

[out] Variable to store the error code.

result[]

[out] Array for values of the probability density function.
# MathCumulativeDistributionUniform

Calculates the probability distribution function of uniform distribution with the \( a \) and \( b \) parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathCumulativeDistributionUniform(
    const double x,         // value of random variable
    const double a,         // distribution parameter a (lower bound)
    const double b,         // distribution parameter b (upper bound)
    const bool tail,        // flag of calculation, if true, then the probability
    const bool log_mode,    // flag to calculate the logarithm of the value, if \( \text{true} \)
    int& error_code         // variable to store the error code
);
```

Calculates the probability distribution function of uniform distribution with the \( a \) and \( b \) parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathCumulativeDistributionUniform(
    const double x,         // value of random variable
    const double a,         // distribution parameter a (lower bound)
    const double b,         // distribution parameter b (upper bound)
    int& error_code         // variable to store the error code
);
```

Calculates the probability distribution function of uniform distribution with the \( a \) and \( b \) parameters for an array of random variables \( x[] \). In case of error it returns false.

```cpp
bool MathCumulativeDistributionUniform(
    const double& x[],      // array with the values of random variable
    const double a,         // distribution parameter a (lower bound)
    const double b,         // distribution parameter b (upper bound)
    const bool tail,        // flag of calculation, if true, then the probability
    const bool log_mode,    // flag to calculate the logarithm of the value, if \( \text{true} \)
    double& result[]        // array for values of the probability function
);
```

Calculates the probability distribution function of uniform distribution with the \( a \) and \( b \) parameters for an array of random variables \( x[] \). In case of error it returns false. Analog of the `punif()` in R.

```cpp
bool MathCumulativeDistributionUniform(
    const double& x[],      // array with the values of random variable
    const double a,         // distribution parameter a (lower bound)
    const double b,         // distribution parameter b (upper bound)
    double& result[]        // array for values of the probability function
);
```

## Parameters

- \( x \)  
  - \([\text{in}]\) Value of random variable.

\( x[] \)
Array with the values of random variable.

\[ a \]

Distribution parameter \( a \) (lower bound).

\[ b \]

Distribution parameter \( b \) (upper bound).

\( tail \)

Flag of calculation. If true, then the probability of random variable not exceeding \( x \) is calculated.

\( log\_mode \)

Flag to calculate the logarithm of the value. If \( log\_mode=\text{true} \), then the natural logarithm of the probability is calculated.

\( error\_code \)

Variable to store the error code.

\( result[] \)

Array for values of the probability function.
MathQuantileUniform

For the specified probability, the function calculates the value of inverse uniform distribution function with the a and b parameters. In case of error it returns NaN.

```c
double MathQuantileUniform(
    const double  probability,    // probability value of random variable occurrence
    const double  a,               // distribution parameter a (lower bound)
    const double  b,               // distribution parameter b (upper bound)
    const bool    tail,             // flag of calculation, if false, then calculation is
    const bool    log_mode,         // flag of calculation, if log_mode=true, calculation is
    int &         error_code        // variable to store the error code
);```

Parameters

- `probability`
  - [in] Probability value of random variable.
Standard Library

\[ \text{probability[]} \]
\[ \text{[in]} \quad \text{Array with probability values of random variable.} \]

\[ a \]
\[ \text{[in]} \quad \text{Distribution parameter } a \text{ (lower bound).} \]

\[ b \]
\[ \text{[in]} \quad \text{Distribution parameter } b \text{ (upper bound).} \]

\[ \text{tail} \]
\[ \text{[in]} \quad \text{Flag of calculation, if false, then calculation is performed for } 1.0\text{-probability.} \]

\[ \text{log_mode} \]
\[ \text{[in]} \quad \text{Flag of calculation, if log_mode=true, calculation is performed for } \text{Exp}(\text{probability}). \]

\[ \text{error_code} \]
\[ \text{[out]} \quad \text{Variable to get the error code.} \]

\[ \text{result[]} \]
\[ \text{[out]} \quad \text{Array with values of quantiles.} \]
MathRandomUniform

Generates a pseudorandom variable distributed according to the law of uniform distribution with the a and b parameters. In case of error it returns NaN.

```cpp
double MathRandomUniform(
    const double a, // distribution parameter a (lower bound)
    const double b, // distribution parameter b (upper bound)
    int& error_code  // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of uniform distribution with the a and b parameters. In case of error it returns false. Analog of the runif() in R.

```cpp
bool MathRandomUniform(
    const double a, // distribution parameter a (lower bound)
    const double b, // distribution parameter b (upper bound)
    const int data_count, // amount of required data
    double& result[] // array with values of pseudorandom variables
);
```

Parameters

- **a**
  - [in] Distribution parameter a (lower bound).

- **b**
  - [in] Distribution parameter b (upper bound).

- **error_code**
  - [out] Variable to store the error code.

- **data_count**
  - [out] Amount of required data.

- **result[]**
  - [out] Array to obtain the values of pseudorandom variables.
MathMomentsUniform

Calculates the theoretical numerical values of the first 4 moments of the uniform distribution with the a and b parameters.

```cpp
double MathMomentsUniform(
    const double a,       // distribution parameter a (lower bound)
    const double b,       // distribution parameter b (upper bound)
    double& mean,         // variable for the mean
    double& variance,     // variable for the variance
    double& skewness,     // variable for the skewness
    double& kurtosis,     // variable for the kurtosis
    int& error_code)      // variable for the error code
);
```

Parameters

- **a**
  - [in] Distribution parameter a (lower bound).

- **b**
  - [in] Distribution parameter b (upper bound).

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Weibull distribution

This section contains functions for working with Weibull distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the Weibull law. The Weibull distribution is defined by the following formula:

\[ f_{\text{Weibull}}(x|a, b) = \frac{a}{b} \left( \frac{x}{b} \right)^{a-1} e^{-\left( \frac{x}{b} \right)^a} \]

where:
- \( x \) — value of the random variable
- \( a \) — parameter of the distribution (shape)
- \( b \) — parameter of the distribution (scale)

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
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<tr>
<th>Function</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>MathProbabilityDensityWeibull</td>
<td>Calculates the probability density function of the Weibull distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionWeibull</td>
<td>Calculates the value of the Weibull probability distribution function</td>
</tr>
<tr>
<td>MathQuantileWeibull</td>
<td>Calculates the value of the inverse Weibull distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomWeibull</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the Weibull law</td>
</tr>
</tbody>
</table>
MathMomentsWeibull

Calculates the theoretical numerical values of the first 4 moments of the Weibull distribution

Example:

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Weibull.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double a_par=1; // parameter of the distribution (shape)
input double b_par=5; // parameter of the distribution (scale)

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=51; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
double y[]; // the number of values from the sample falling within the int
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample

    //--- obtain a sample from the Weibull distribution
    MathRandomWeibull(a_par,b_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);

    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMinMaxStepValues(max,min,step);
    step=MathMin(step,(max-min)/ncells);

    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
double y2[];
    MathSequence(min,max,step,x2);
    MathProbabilityDensityWeibull(x2,a_par,b_par,false,y2);

    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
```
```cpp
for(int i=0; i<ncells; i++)
    y[i]=k;
//--- output charts
CGraphic graphic;
if(ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Weibull distribution a=%G b=%G",a_par,b_par));
graphic.BackgroundMainSize(16);
//--- disable automatic scaling of the X axis
graphic.XAxis().AutoScale(false);
graphic.XAxis().Max(max);
graphic.XAxis().Min(min);
//--- plot all curves
graphic.CurveAdd(x,y, CURLOPT_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2, CURLOPT_LINES,"Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}

//| Calculate frequencies for data set |
//|--------------------------------------------------------------------------------------|
bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency,
 double &maxv,double &minv,const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+i*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if(ind>=cells) ind=cells-1;
```
frequency[ind]++;  
}  
return (true);  
}  
//+------------------------------------------------------------------+
//|  Calculates values for sequence generation                       |
//+------------------------------------------------------------------+

void GetMaxMinStepValues(double &maxv,double &minv,double &stepv)
{
//--- calculate the absolute range of the sequence to obtain the precision of normali:
    double range=MathAbs(maxv-minv);  
    int degree=(int)MathRound(MathLog10(range));  
//--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);  
    minv=NormalizeDouble(minv,degree);  
//--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);  
    if((maxv-minv)/stepv<10)
        stepv/=10.;  
}
MathProbabilityDensityWeibull

Calculates the value of the probability density function of Weibull distribution with the a and b parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityWeibull{
    const double x, // value of random variable
    const double a, // parameter of the distribution (shape)
    const double b, // parameter of the distribution (scale)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
};
```

Calculates the value of the probability density function of Weibull distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the `dweibull()` in R.

```cpp
bool MathProbabilityDensityWeibull{
    const double& x[], // array with the values of random variable
    const double a, // parameter of the distribution (shape)
    const double b, // parameter of the distribution (scale)
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
};
```

Calculates the value of the probability density function of Weibull distribution with the a and b parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityWeibull{
    const double& x[], // array with the values of random variable
    const double a, // parameter of the distribution (shape)
    const double b, // parameter of the distribution (scale)
    double& result[] // array for values of the probability density function
};
```

**Parameters**

- `x`
  - [in] Value of random variable.

- `x[]`
[in] Array with the values of random variable. \( a \)

[in] Parameter of the distribution (scale). \( b \)

[in] Parameter of the distribution (shape).

\( \text{log\_mode} \)

[in] Flag to calculate the logarithm of the value. If \( \text{log\_mode}=\text{true} \), then the natural logarithm of the probability density is returned.

\( \text{error\_code} \)

[out] Variable to store the error code.

\( \text{result[\_]} \)

[out] Array for values of the probability density function.
MathCumulativeDistributionWeibull

Calculates the value of the Weibull distribution function with the a and b parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionWeibull(
    const double x,       // value of random variable
    const double a,       // parameter of the distribution (shape)
    const double b,       // parameter of the distribution (scale)
    const bool tail,      // flag of calculation, if true, then the probability
    const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    int& error_code       // variable to store the error code
);
```

Calculates the value of the Weibull distribution function with the a and b parameters for an array of random variables x[]. In case of error it returns false. Analog of the pweibull() in R.

```cpp
bool MathCumulativeDistributionWeibull(
    const double x[],      // array with the values of random variable
    const double a,        // parameter of the distribution (shape)
    const double b,        // parameter of the distribution (scale)
    const bool tail,       // flag of calculation, if true, then the probability
    const bool log_mode,   // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[]       // array for values of the probability function
);
```

**Parameters**

- `x`  
- `x[]`
[in] Array with the values of random variable. 

\( a \)

[in] Parameter of the distribution (scale).

\( b \)

[in] Parameter of the distribution (shape).

\( tail \)

[in] Flag of calculation. If true, then the probability of random variable not exceeding \( x \) is calculated.

\( log\_mode \)

[in] Flag to calculate the logarithm of the value. If \( log\_mode=true \), then the natural logarithm of the probability is calculated.

\( error\_code \)

[ out] Variable to store the error code.

\( result[] \)

[ out] Array for values of the probability function.
MathQuantileWeibull

For the specified probability, the function calculates the value of inverse Weibull distribution function with the a and b parameters. In case of error it returns NaN.

```cpp
double MathQuantileWeibull(
    const double probability, // probability value of random variable occurrence
    const double a,           // parameter of the distribution (shape)
    const double b,           // parameter of the distribution (scale)
    const bool tail,          // flag of calculation, if false, then calculation is:
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation
    int& error_code           // variable to store the error code
);
```

For the specified probability[], array of probability values, the function calculates the value of inverse Weibull distribution function with the a and b parameters. In case of error it returns false. Analog of the qweibull() in R.

```cpp
double MathQuantileWeibull(
    const double& probability[], // array with probability values of random variable occurrence
    const double a,              // parameter of the distribution (shape)
    const double b,              // parameter of the distribution (scale)
    const bool tail,             // flag of calculation, if false, then calculation is:
    const bool log_mode,         // flag of calculation, if log_mode=true, calculation
    double& result[]            // array with values of quantiles
);
```

Parameters

**probability**

[in] Probability value of random variable.
probability[]
[in] Array with probability values of random variable.

a
[in] Parameter of the distribution (scale).

b
[in] Parameter of the distribution (shape).

tail
[in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

log_mode
[in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

error_code
[out] Variable to get the error code.

result[]
[out] Array with values of quantiles.
MathRandomWeibull

Generates a pseudorandom variable distributed according to the law of Weibull distribution with the a and b parameters. In case of error it returns NaN.

```cpp
double MathRandomWeibull(
    const double a,       // parameter of the distribution (shape)
    const double b,       // parameter of the distribution (scale)
    int& error_code       // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of Weibull distribution with the a and b parameters. In case of error it returns false. Analog of the rweibull() in R.

```cpp
bool MathRandomWeibull(
    const double a,       // parameter of the distribution (shape)
    const double b,       // parameter of the distribution (scale)
    const int data_count, // amount of required data
    double& result[]      // array with values of pseudorandom variables
);
```

Parameters

a

[in] Parameter of the distribution (scale).

b

[in] Parameter of the distribution (shape).

error_code

[out] Variable to store the error code.

data_count

[out] Amount of required data.

result[]

[out] Array to obtain the values of pseudorandom variables.
MathMomentsWeibull

Calculates the theoretical numerical values of the first 4 moments of the Weibull distribution with the a and b parameters.

```cpp
double MathMomentsWeibull(const double a, const double b, double& mean, double& variance, double& skewness, double& kurtosis, int& error_code);
```

**Parameters**

- **a**
  - [in] Parameter of the distribution (scale).
- **b**
  - [in] Parameter of the distribution (shape).
- **mean**
  - [out] Variable to get the mean value.
- **variance**
  - [out] Variable to get the variance.
- **skewness**
  - [out] Variable to get the skewness.
- **kurtosis**
  - [out] Variable to get the kurtosis.
- **error_code**
  - [out] Variable to get the error code.

**Return Value**

Returns true if calculation of the moments has been successful, otherwise false.
Binomial distribution

This section contains functions for working with binomial distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the binomial law. The binomial distribution is defined by the following formula:

\[ f_{\text{Binomial}}(x \mid n, p) = \binom{n}{x} p^x (1 - p)^{n-x} \]

where:

- \( x \) — value of the random variable
- \( n \) — number of tests
- \( p \) — probability of success for each test

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
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<th>Function</th>
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<tbody>
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<td>Calculates the probability density function of the binomial distribution</td>
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</tbody>
</table>
Function | Description
--- | ---
MathMomentsBinomial | Calculates the theoretical numerical values of the first 4 moments of the binomial distribution

Example:

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Binomial.mqh>
#include <Math\Stat\Math.mqh>
#property script_show_inputs

//--- input parameters
input double n_par=40; // the number of tests
input double p_par=0.75; // probability of success for each test

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{

    //--- hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());

    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=20; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the int
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample

    //--- obtain a sample from the binomial distribution
    MathRandomBinomial(n_par,p_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);

    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(0,n_par,1,x2);
    MathProbabilityDensityBinomial(x2,n_par,p_par,false,y2);

    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]=k;

    //--- output charts
    CGraphic graphic;
```
if (ObjectFind(chart, name) < 0)
    graphic.Create(chart, name, 0, 0, 780, 380);
else
    graphic.Attach(chart, name);
graphic.BackgroundMain(StringFormat("Binomial distribution n=%G p=%G", n_par, p_par)
graphic.BackgroundMainSize(16);
//--- plot all curves
    graphic.CurveAdd(x, y, CURVE_HISTOGRAM, "Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
    graphic.CurveAdd(x2, y2, CURVE_LINES, "Theory").LinesSmooth(true);
    graphic.CurvePlotAll();
//--- plot all curves
    graphic.Update();
}

//+------------------------------------------------------------------+
//|  Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency,
    double &maxv, double &minv, const int cells=10)
{
    if (cells < 1) return (false);
    int size = ArraySize(data);
    if (size < cells * 10) return (false);
    minv = data[ArrayMinimum(data)];
    maxv = data[ArrayMaximum(data)];
    double range = maxv - minv;
    double width = range / cells;
    if (width == 0) return false;
    ArrayResize(intervals, cells);
    ArrayResize(frequency, cells);
    //--- define the interval centers
    for (int i = 0; i < cells; i++)
    {
        intervals[i] = minv + (i + 0.5) * width;
        frequency[i] = 0;
    }
    //--- fill the frequencies of falling within the interval
    for (int i = 0; i < size; i++)
    {
        int ind = int((data[i] - minv) / width);
        if (ind >= cells) ind = cells - 1;
        frequency[ind]++;
    }
    return (true);
}
**MathProbabilityDensityBinomial**

Calculates the value of the probability mass function of binomial distribution with the n and p parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityBinomial(
    const double x,  // value of random variable
    const double n,  // parameter of the distribution (number of tests)
    const double p,  // parameter of the distribution (probability of event occurrence in one test)
    const bool log_mode,  // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code  // variable to store the error code
);
```

Calculates the value of the probability mass function of binomial distribution with the n and p parameters for an array of random variables x[]. In case of error it returns false. Analog of the `dbinom()` in R.

```cpp
bool MathProbabilityDensityBinomial(
    const double x[],  // array with the values of random variable
    const double n,  // parameter of the distribution (number of tests)
    const double p,  // parameter of the distribution (probability of event occurrence in one test)
    const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[]  // array for values of the probability density function
);
```

Calculates the value of the probability mass function of binomial distribution with the n and p parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityBinomial(
    const double x[],  // array with the values of random variable
    const double n,  // parameter of the distribution (number of tests)
    const double p,  // parameter of the distribution (probability of event occurrence in one test)
    double& result[]  // array for values of the probability density function
);
```

### Parameters

- **x**
  - [in] Value of random variable.
  - `x[]`
Array with the values of random variable.

\( n \)

Parameter of the distribution (number of tests).

\( p \)

Parameter of the distribution (probability of event occurrence in one test).

\( \text{log\_mode} \)

Flag to calculate the logarithm of the value. If \( \text{log\_mode}=\text{true} \), then the natural logarithm of the probability density is returned.

\( \text{error\_code} \)

Variable to store the error code.

\( \text{result}[] \)

Array for values of the probability density function.
**MathCumulativeDistributionBinomial**

Calculates the value of the probability distribution function for binomial law with the \( n \) and \( p \) parameters for a random variable \( x \). In case of error it returns \( \text{NaN} \).

```cpp
double MathCumulativeDistributionBinomial(
    const double x,  // value of random variable
    const double n,  // parameter of the distribution (number of tests)
    const double p,  // parameter of the distribution (probability of event occurrence in one test)
    const bool tail, // flag of calculation, if true, then the probability of random variable not exceeding \( x \) is calculated
    const bool log_mode, // flag to calculate the logarithm of the value, if \( \text{log\_mode} \) is true, then the natural logarithm of the probability is calculated
    int& error_code  // variable to store the error code
);
```

Calculates the value of the probability distribution function for binomial law with the \( n \) and \( p \) parameters for an array of random variables \( x[] \). In case of error it returns \( \text{false} \).

```cpp
bool MathCumulativeDistributionBinomial(
    const double& x[],  // array with the values of random variable
    const double n,  // parameter of the distribution (number of tests)
    const double p,  // parameter of the distribution (probability of event occurrence in one test)
    const bool tail,  // flag of calculation, if true, then the probability of random variable not exceeding \( x \) is calculated
    const bool log_mode, // flag to calculate the logarithm of the value, if \( \text{log\_mode} \) is true, then the natural logarithm of the probability is calculated
    double& result[]  // array for values of the probability function
);
```

Calculates the value of the probability distribution function for binomial law with the \( n \) and \( p \) parameters for an array of random variables \( x[] \). In case of error it returns \( \text{false} \).

```cpp
bool MathCumulativeDistributionBinomial(
    const double& x[],  // array with the values of random variable
    const double n,  // parameter of the distribution (number of tests)
    const double p,  // parameter of the distribution (probability of event occurrence in one test)
    double& result[]  // array for values of the probability function
);
```

**Parameters**

\( x \)

$x[]$
  [in] Array with the values of random variable.

$n$
  [in] Parameter of the distribution (number of tests).

$p$
  [in] Parameter of the distribution (probability of event occurrence in one test).

$tail$
  [in] Flag of calculation. If true, then the probability of random variable not exceeding $x$ is calculated.

$log\_mode$
  [in] Flag to calculate the logarithm of the value. If $log\_mode$=true, then the natural logarithm of the probability is calculated.

$error\_code$
  [out] Variable to store the error code.

$result[]$
  [out] Array for values of the probability function.
MathQuantileBinomial

For the specified probability, the function calculates the inverse value of distribution function for binomial law with the n and p parameters. In case of error it returns NaN.

```cpp
double MathQuantileBinomial(
    const double probability, // probability value of random variable occurrence
    const double n,           // parameter of the distribution (number of tests)
    const double p,           // parameter of the distribution (probability of event occurrence in one test)
    const bool tail,          // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code           // variable to store the error code
);
```

For the specified probability array of probability values, the function calculates the inverse value of distribution function for binomial law with the n and p parameters. In case of error it returns false. Analog of the qbinom() in R.

```cpp
double MathQuantileBinomial(
    const double& probability[], // array with probability values of random variable occurrence
    const double n,               // parameter of the distribution (number of tests)
    const double p,               // parameter of the distribution (probability of event occurrence in one test)
    const bool tail,              // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,          // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]             // array with values of quantiles
);
```

Parameters

- **probability**
  - [in] Probability value of random variable.
probability[]
  [in] Array with probability values of random variable.

n
  [in] Parameter of the distribution (number of tests).

p
  [in] Parameter of the distribution (probability of event occurrence in one test).

tail
  [in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

log_mode
  [in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

error_code
  [out] Variable to get the error code.

result[]
  [out] Array with values of quantiles.
MathRandomBinomial

Generates a pseudorandom variable distributed according to the law of binomial distribution with the n and p parameters. In case of error it returns NaN.

```cpp
double MathRandomBinomial{
    const double n,           // parameter of the distribution (number of tests)
    const double p,           // parameter of the distribution (probability of event occurrence in one test)
    int& error_code            // variable to store the error code
};
```

Generates pseudorandom variables distributed according to the law of binomial distribution with the n and p parameters. In case of error it returns false. Analog of the `rweibull()` in R.

```cpp
bool MathRandomBinomial{
    const double n,           // parameter of the distribution (number of tests)
    const double p,           // parameter of the distribution (probability of event occurrence in one test)
    const int data_count,     // amount of required data
    double& result[]          // array with values of pseudorandom variables
};
```

Parameters

- `n` [in] Parameter of the distribution (number of tests).
- `p` [in] Parameter of the distribution (probability of event occurrence in one test).
- `error_code` [out] Variable to store the error code.
- `data_count` [out] Amount of required data.
- `result[]` [out] Array to obtain the values of pseudorandom variables.
MathMomentsBinomial

Calculates the theoretical numerical values of the first 4 moments of the binomial distribution with the n and p parameters.

```cpp
double MathMomentsBinomial(
    const double n, // parameter of the distribution (number of tests)
    const double p, // parameter of the distribution (probability of event occurrence in one test)
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code // variable for the error code
);
```

Parameters

- `n` [in] Parameter of the distribution (number of tests).
- `p` [in] Parameter of the distribution (probability of event occurrence in one test).
- `mean` [out] Variable to get the mean value.
- `variance` [out] Variable to get the variance.
- `skewness` [out] Variable to get the skewness.
- `kurtosis` [out] Variable to get the kurtosis.
- `error_code` [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Negative binomial distribution

This section contains functions for working with negative binomial distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the negative binomial law. The negative binomial distribution is defined by the following formula:

\[ f_{\text{NegativeBinomial}}(x \mid r, p) = \frac{\Gamma(r + x)}{\Gamma(r)\Gamma(x+1)} p^r (1-p)^x \]

where:
- \( x \) — value of the random variable
- \( r \) — number of successful tests
- \( p \) — probability of success

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Calculates the probability density function of the negative binomial distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionNegativeBinomial</td>
<td>Calculates the value of the negative binomial probability distribution function</td>
</tr>
<tr>
<td>MathQuantileNegativeBinomial</td>
<td>Calculates the value of the inverse negative binomial distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomNegativeBinomial</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the negative binomial law</td>
</tr>
</tbody>
</table>
MathMomentsNegativeBinomial

Calculates the theoretical numerical values of the first 4 moments of the negative binomial distribution

Example:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NegativeBinomial.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double n_par=40; // the number of tests
input double p_par=0.75; // probability of success for each test

//--- Script program start function
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=19; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the interval
    double data[]; // sample of random values
    double max, min; // the maximum and minimum values in the sample

    //--- obtain a sample from the negative binomial distribution
    MathRandomNegativeBinomial(n_par, p_par, n, data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, max, min, ncells);
    //--- obtain the theoretically calculated data at the interval of [min, max]
    double x2[];
    double y2[];
    MathSequence(0, n_par, 1, x2);
    MathProbabilityDensityNegativeBinomial(x2, n_par, p_par, false, y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]/=k;

    //--- output charts
}
```
CGraphic graphic;
if (ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Negative Binomial distribution: n=%G p=%G",n,p));
graphic.BackgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory").LinesSmooth(true);
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}

bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency,double &maxv,double &minv,const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<=cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if(ind>=cells) ind=cells-1;
        frequency[ind]++;
    }
    return (true);
}
**MathProbabilityDensityNegativeBinomial**

Calculates the value of the probability mass function of negative binomial distribution with the r and p parameters for a random variable x. In case of error it returns NaN.

```c++
double MathProbabilityDensityNegativeBinomial(
    const double x,  // value of random variable (integer)
    const double r,  // number of successful tests
    const double p,  // probability of success
    const bool log_mode,  // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code   // variable to store the error code
);
```

Calculates the value of the probability mass function of negative binomial distribution with the r and p parameters for a random variable x. In case of error it returns NaN.

```c++
double MathProbabilityDensityNegativeBinomial(
    const double x,  // value of random variable (integer)
    const double r,  // number of successful tests
    const double p,  // probability of success
    const bool log_mode,  // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code   // variable to store the error code
);
```

Calculates the value of the probability mass function of negative binomial distribution with the r and p parameters for an array of random variables x[]. In case of error it returns false. Analog of the `dnbinom()` in R.

```c++
bool MathProbabilityDensityNegativeBinomial(
    const double x[],  // array with the values of random variable
    const double r,  // number of successful tests
    const double p,  // probability of success
    const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[]  // array for values of the probability density function
);
```

Calculates the value of the probability mass function of negative binomial distribution with the r and p parameters for an array of random variables x[]. In case of error it returns false.

```c++
bool MathProbabilityDensityNegativeBinomial(
    const double x[],  // array with the values of random variable
    const double r,  // number of successful tests
    const double p,  // probability of success
    double& result[]  // array for values of the probability density function
);
```

**Parameters**

x


x[]
**Standard Library**

- **r**  
  [in] Array with the values of random variable.

- **p**  
  [in] Number of successful tests

- **log_mode**  
  [in] Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

- **error_code**  
  [out] Variable to store the error code.

- **result[]**  
  [out] Array for values of the probability density function.
MathCumulativeDistributionNegativeBinomial

Calculates the value of the probability distribution function for negative binomial law with the r and p parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionNegativeBinomial(
    const double x, // value of random variable (integer)
    const double r, // number of successful tests
    const double p, // probability of success
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability distribution function for negative binomial law with the r and p parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionNegativeBinomial(
    const double x, // value of random variable (integer)
    const double r, // number of successful tests
    const double p, // probability of success
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability distribution function for negative binomial law with the r and p parameters for an array of random variables x[]. In case of error it returns false. Analog of the `pweibull()` in R.

```cpp
bool MathCumulativeDistributionNegativeBinomial(
    const double x[], // array with the values of random variable
    const double r, // number of successful tests
    const double p, // probability of success
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then
    double& result[] // array for values of the probability function
);
```

Calculates the value of the probability distribution function for negative binomial law with the r and p parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathCumulativeDistributionNegativeBinomial(
    const double x[], // array with the values of random variable
    const double r, // number of successful tests
    const double p, // probability of success
    double& result[] // array for values of the probability function
);
```

Parameters

x
[In] Value of random variable.
### Standard Library

```cpp
x[]
  [in] Array with the values of random variable.

r
  [in] Number of successful tests.

p

tail
  [in] Flag of calculation, if true, then the probability of random variable not exceeding x is calculated.

log_mode
  [in] Flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated.

tail
  [in] Flag of calculation, if true, then the probability of random variable not exceeding x is calculated.

error_code
  [out] Variable to store the error code.

result[]
  [out] Array for values of the probability function.
```
MathQuantileNegativeBinomial

For the specified probability, the function calculates the inverse value of distribution function for negative binomial law with the r and p parameters. In case of error it returns NaN.

```cpp
double MathQuantileNegativeBinomial(
    const double probability, // probability value of random variable occurrence
    const double r, // number of successful tests
    const double p, // probability of success
    const bool tail, // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode, // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code // variable to store the error code
);
```

For the specified probability[], array of probability values, the function calculates the inverse value of distribution function for negative binomial law with the r and p parameters. In case of error it returns false. Analog of the qnbinom() in R.

```cpp
double MathQuantileNegativeBinomial(
    const double& probability[], // array with probability values of random variable occurrence
    const double r, // number of successful tests
    const double p, // probability of success
    const bool tail, // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode, // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[] // array with values of quantiles
);
```

For the specified probability[], array of probability values, the function calculates the inverse value of distribution function for negative binomial law with the r and p parameters. In case of error it returns false.

```cpp
bool MathQuantileNegativeBinomial(
    const double& probability[], // array with probability values of random variable occurrence
    const double r, // number of successful tests
    const double p, // probability of success
    double& result[] // array with values of quantiles
);
```

Parameters

- probability
Standard Library

[in] Probability value of random variable.

`probability[]`

[in] Array with probability values of random variable.

`r`

[in] Number of successful tests.

`p`


`tail`

[in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

`log_mode`

[in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

`error_code`

[out] Variable to get the error code.

`result[]`

[out] Array with values of quantiles.
MathRandomNegativeBinomial

Generates a pseudorandom variable distributed according to the law of negative binomial distribution with the r and p parameters. In case of error it returns NaN.

```cpp
double MathRandomNegativeBinomial(const double r, // number of successful tests
                                   const double p, // probability of success
                                   int& error_code  // variable to store the error code
                                   );
```

Generates pseudorandom variables distributed according to the law of negative binomial distribution with the r and p parameters. In case of error it returns false. Analog of the rweibull() in R.

```cpp
bool MathRandomNegativeBinomial(const double r, // number of successful tests
                                   const double p, // probability of success
                                   const int data_count, // amount of required data
                                   double& result[]     // array with values of pseudorandom variables
                                   );
```

Parameters

\( r \)
- [in] Number of successful tests.

\( p \)

error_code
- [out] Variable to store the error code.

data_count
- [out] Amount of required data.

result[]
- [out] Array to obtain the values of pseudorandom variables.
MathMomentsNegativeBinomial

Calculates the theoretical numerical values of the first 4 moments of the negative binomial distribution with the r and p parameters.

```cpp
double MathMomentsNegativeBinomial(
    const double r,    // number of successful tests
    const double p,    // probability of success
    double& mean,      // variable for the mean
    double& variance,  // variable for the variance
    double& skewness,  // variable for the skewness
    double& kurtosis,  // variable for the kurtosis
    int& error_code    // variable for the error code
);`n
```

Parameters

r
[in] Number of successful tests.

p

mean
[out] Variable to get the mean value.

variance
[out] Variable to get the variance.

skewness
[out] Variable to get the skewness.

kurtosis
[out] Variable to get the kurtosis.

error_code
[out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Geometric distribution

This section contains functions for working with geometric distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the geometric law. The geometric distribution is defined by the following formula:

\[ f_{\text{Geometric}}(x | p) = p(1 - p)^x \]

where:

- \( x \) — value of the random variable (integer)
- \( p \) — probability of event occurrence in one test

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
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<th>Function</th>
<th>Description</th>
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<tbody>
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<td>Calculates the probability density function of the geometric distribution</td>
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<td>MathCumulativeDistributionGeometric</td>
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<td>MathMomentsGeometric</td>
<td>Calculates the theoretical numerical values of the first 4 moments of the geometric distribution</td>
</tr>
</tbody>
</table>
Example:

```c++
#include "Graphics\Graphic.mqh"
#include "Math\Stat\Geometric.mqh"
#include "Math\Stat\Math.mqh"

@property script_show_inputs
input double p_par=0.2; // probability of event occurrence in one test

//--- input parameters

void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=47; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the intervals
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample
    //--- obtain a sample from the geometric distribution
    MathRandomGeometric(p_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max,min,step);
    PrintFormat("max=%G min=%G",max,min);
    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(0,ncells,1,x2);
    MathProbabilityDensityGeometric(x2,p_par,false,y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]/=k;
    //--- output charts
    CGraphic graphic;
    if(ObjectFind(chart,name)<0)
        graphic.Create(chart,name,0,0,0,780,380);
}
```
else
graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Geometric distribution p=%G", p_par));
graphic.BackgroundMainSize(16);
//--- disable automatic scaling of the X axis
graphic.XAxis().AutoScale(false);
graphic.XAxis().Max(max);
graphic.XAxis().Min(min);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory");
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();

//+------------------------------------------------------------------+
//|  Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency, double &maxv, double &minv, const int cells=10) {
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
        {            intervals[i]=minv+i*width;
            frequency[i]=0;
        }
    //--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
        {            int ind=int((data[i]-minv)/width);
            if(ind>=cells) ind=cells-1;
            frequency[ind]++;
        }
    return (true);
}
//+------------------------------------------------------------------+
//|  Calculates values for sequence generation                       |
//+------------------------------------------------------------------+
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
MathProbabilityDensityGeometric

Calculates the value of the probability mass function of geometric distribution with the p parameter for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityGeometric(
    const double x, // value of random variable (integer)
    const double p, // parameter of the distribution (probability of event
    int& error_code  // variable to store the error code
);
```

Calculates the value of the probability mass function of geometric distribution with the p parameter for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityGeometric(
    const double x, // value of random variable (integer)
    const double p, // parameter of the distribution (probability of event
    int& error_code  // variable to store the error code
);
```

Calculates the value of the probability mass function of geometric distribution with the p parameter for an array of random variables x[]. In case of error it returns false. Analog of the dgeom() in R.

```cpp
bool MathProbabilityDensityGeometric(
    const double x[], // array with the values of random variable
    const double p, // parameter of the distribution (probability of event
    double& result[] // array for values of the probability density function
);
```

Calculates the value of the probability mass function of geometric distribution with the p parameter for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathProbabilityDensityGeometric(
    const double x[], // array with the values of random variable
    const double p, // parameter of the distribution (probability of event
    double& result[] // array for values of the probability density function
);
```

Parameters

- **x**
  - [in] Value of random variable.
- **x[]**
  - [in] Array with the values of random variable.
- **p**
  - [in] Parameter of the distribution (probability of event occurrence in one test).
- **log_mode**
Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

error_code

Variable to store the error code.

result[]

Array for values of the probability density function.
MathCumulativeDistributionGeometric

Calculates the value of the probability distribution function for geometric law with the p parameter for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionGeometric(
    const double x, // value of random variable (integer)
    const double p, // parameter of the distribution (probability of event
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability distribution function for geometric law with the p parameter for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionGeometric(
    const double x, // value of random variable (integer)
    const double p, // parameter of the distribution (probability of event
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability distribution function for geometric law with the p parameter for an array of random variables x[]. In case of error it returns false. Analog of the pgeom() in R.

```cpp
bool MathCumulativeDistributionGeometric(
    const double& x[], // array with the values of random variable
    const double p, // parameter of the distribution (probability of event
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[] // array for values of the probability function
);
```

Calculates the value of the probability distribution function for geometric law with the p parameter for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathCumulativeDistributionGeometric(
    const double& x[], // array with the values of random variable
    const double p, // parameter of the distribution (probability of event
    double& result[] // array for values of the probability function
);
```

Parameters

- x
  - [in] Value of random variable.
- x[]
  - [in] Array with the values of random variable.
- p
  - [in] Parameter of the distribution (probability of event occurrence in one test).
tail
  [in] Flag of calculation, if tail=true, then the probability of random variable not exceeding x is calculated.

log_mode
  [in] Flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated.

error_code
  [out] Variable to store the error code.

result[]
  [out] Array for values of the probability function.
MathQuantileGeometric

For the specified probability, the function calculates the inverse value of distribution function for geometric law with the p parameter. In case of error it returns NaN.

```cpp
double MathQuantileGeometric(
    const double probability,  // probability value of random variable occurrence
    const double p,            // parameter of the distribution (probability of event occurrence in one test)
    const bool tail,           // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,       // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code            // variable to store the error code
);
```

For the specified probability[], array of probability values, the function calculates the inverse value of distribution function for geometric law with the p parameter. In case of error it returns false. Analog of the qgeom() in R.

```cpp
double MathQuantileGeometric(
    const double& probability[],  // array with probability values of random variable occurrence
    const double p,                // parameter of the distribution (probability of event occurrence in one test)
    const bool tail,               // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,           // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    double& result[]              // array with values of quantiles
);
```

Parameters

- **probability**
  - [in] Probability value of random variable.

- **probability[]**
  - [in] Array with probability values of random variable.

- **p**
[in] Parameter of the distribution (probability of event occurrence in one test).

tail
[in] Flag of calculation, if false, then calculation is performed for 1.0-probability.

log_mode
[in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

error_code
[out] Variable to get the error code.

result[]
[out] Array with values of quantiles.
**MathRandomGeometric**

Generates a pseudorandom variable distributed according to the law of geometric distribution with the `p` parameter. In case of error it returns `NaN`.

```c
double MathRandomGeometric(
    const double p, // parameter of the distribution (probability of event occurrence in one test)
    int& error_code  // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of geometric distribution with the `p` parameter. In case of error it returns false. Analog of the `rgeom()` in R.

```c
bool MathRandomGeometric(
    const double p, // parameter of the distribution (probability of event occurrence in one test)
    const int data_count, // amount of required data
    double& result[]  // array with values of pseudorandom variables
);
```

**Parameters**

- `p`
  - [in] Parameter of the distribution (probability of event occurrence in one test).

- `error_code`
  - [out] Variable to store the error code.

- `data_count`
  - [out] Amount of required data.

- `result[]`
  - [out] Array to obtain the values of pseudorandom variables.
MathMomentsGeometric

Calculates the theoretical numerical values of the first 4 moments of the geometric distribution with the p parameter.

```cpp
double MathMomentsGeometric(
    const double p,               // parameter of the distribution (probability of event occurrence in one test)
    double& mean,                 // variable for the mean
    double& variance,             // variable for the variance
    double& skewness,             // variable for the skewness
    double& kurtosis,             // variable for the kurtosis
    int& error_code               // variable for the error code
);
```

Parameters

- **p**
  - [in] Parameter of the distribution (probability of event occurrence in one test).

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Hypergeometric distribution

This section contains functions for working with hypergeometric distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the hypergeometric law. The hypergeometric distribution is defined by the following formula:

\[
f_{\text{hypergeometric}}(x \mid m, k, n) = \binom{k}{x} \binom{m-k}{n-x} \binom{m}{n}
\]

where:

- \( x \) — value of the random variable (integer)
- \( m \) — total number of objects
- \( k \) — number of objects with the desired characteristic
- \( n \) — number of object draws

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MathProbabilityDensityHypergeometric</code></td>
<td>Calculates the probability density function of the hypergeometric distribution</td>
</tr>
<tr>
<td><code>MathCumulativeDistributionHypergeometric</code></td>
<td>Calculates the value of the hypergeometric probability distribution function</td>
</tr>
<tr>
<td><code>MathQuantileHypergeometric</code></td>
<td>Calculates the value of the inverse hypergeometric distribution function for the specified probability</td>
</tr>
<tr>
<td>Function</td>
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</tr>
<tr>
<td>MathRandomHypergeometric</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the hypergeometric law</td>
</tr>
<tr>
<td>MathMomentsHypergeometric</td>
<td>Calculates the theoretical numerical values of the first 4 moments of the hypergeometric distribution</td>
</tr>
</tbody>
</table>

**Example:**

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Hypergeometric.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs

//--- input parameters
input double m_par=60; // the total number of objects
input double k_par=30; // the number of objects with the desired characteristic
input double n_par=30; // the number of object draws

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0,CHART_SHOW,false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=1000000; // the number of values in the sample
    int ncells=15; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the int
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample

    //--- obtain a sample from the hypergeometric distribution
    MathRandomHypergeometric(m_par,k_par,n_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max,min,step);
    PrintFormat("max=%G min=%G",max,min);
    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
```

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MathSequence(0,n_par,1,x2);
MathProbabilityDensityHypergeometric(x2,m_par,k_par,n_par,false,y2);

//--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
double sample_max=y[ArrayMaximum(y)];
double k=sample_max/theor_max;
for(int i=0; i<ncells; i++)
    y[i]=k;
//--- output charts
CGraphic graphic;
if (ObjectFind(chart,name)<0)
    graphic.Create(chart,name,0,0,0,780,380);
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Hypergeometric distribution m=%G k=%G n=%G",m,
                                     backgroundMainSize(16);
//--- plot all curves
graphic.CurveAdd(x,y,CURVE_HISTOGRAM,"Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2,y2,CURVE_LINES,"Theory").LinesSmooth(true);
graphic.CurvePlotAll();
//--- plot all curves
graphic.Update();
}
//+------------------------------------------------------------------+
// Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[],double &intervals[],double &frequency,
                             double &maxv, double &minv, const int cells=10)
{
    if(cells<=1) return (false);
    int size=ArraySize(data);
    if(size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if(width==0) return false;
    ArrayResize(intervals,cells);
    ArrayResize(frequency,cells);
//--- define the interval centers
    for(int i=0; i<cells; i++)
        {
            intervals[i]=minv+(i+0.5)*width;
            frequency[i]=0;
        }
//--- fill the frequencies of falling within the interval
    for(int i=0; i<size; i++)
        {
```c
int ind = int((data[i] - minv)/width);
if (ind > cells) ind = cells - 1;
frequency[ind]++;

return (true);
}

//+------------------------------------------------------------------+
//|  Calculates values for sequence generation                        |
//+------------------------------------------------------------------+

void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalisation
    double range = MathAbs(maxv - minv);
    int degree = (int)MathRound(MathLog10(range));

    //--- normalize the maximum and minimum values to the specified precision
    maxv = NormalizeDouble(maxv, degree);
    minv = NormalizeDouble(minv, degree);

    //--- sequence generation step is also set based on the specified precision
    stepv = NormalizeDouble(MathPow(10, -degree), degree);
    if (MathAbs((maxv - minv)/stepv) < 10)
        stepv /= 10.0;
}
```
MathProbabilityDensityHypergeometric

Calculates the value of the probability mass function of hypergeometric distribution with the m, k and n parameters for a random variable x. In case of error it returns NaN.

double MathProbabilityDensityHypergeometric{
    const double x, // value of random variable (integer)
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
};

Calculates the value of the probability mass function of hypergeometric distribution with the m, k and n parameters for a random variable x. In case of error it returns NaN.

double MathProbabilityDensityHypergeometric{
    const double x, // value of random variable (integer)
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    int& error_code // variable to store the error code
};

Calculates the value of the probability mass function of hypergeometric distribution with the m, k and n parameters for an array of random variables x[]. In case of error it returns false. Analog of the dhyper() in R.

bool MathProbabilityDensityHypergeometric{
    const double& x[], // array with the values of random variable
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
};

Calculates the value of the probability mass function of hypergeometric distribution with the m, k and n parameters for an array of random variables x[]. In case of error it returns false.

bool MathProbabilityDensityHypergeometric{
    const double& x[], // array with the values of random variable
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    double& result[] // array for values of the probability density function
};

Parameters
$x$

$x[]$
  [in] Array with the values of random variable.

$m$
  [in] Total number of objects (integer).

$k$
  [in] Number of objects with the desired characteristic (integer).

$n$
  [in] Number of object draws (integer).

$log\_mode$
  [in] Flag to calculate the logarithm of the value. If $log\_mode$=true, then the natural logarithm of the probability density is returned.

$error\_code$
  [out] Variable to store the error code.

$result[]$
  [out] Array for values of the probability density function.
MathCumulativeDistributionHypergeometric

Calculates the value of the probability distribution function for hypergeometric law with the m, k and n parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathCumulativeDistributionHypergeometric(
    const double x, // value of random variable (integer)
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    int& error_code // variable to store the error code
);
```

Calculates the value of the probability distribution function for hypergeometric law with the m, k and n parameters for an array of random variables x[]. In case of error it returns false. Analog of the dhyper() in R.

```cpp
bool MathCumulativeDistributionHypergeometric(
    const double& x[], // array with the values of random variable
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    const bool tail, // flag of calculation, if true, then the probability
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated
    double& result[] // array for values of the distribution function
);
```

Calculates the value of the probability distribution function for hypergeometric law with the m, k and n parameters for an array of random variables x[]. In case of error it returns false.

```cpp
bool MathCumulativeDistributionHypergeometric(
    const double& x[], // array with the values of random variable
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    double& result[] // array for values of the distribution function
);
```
Parameters

\( x \)
- [in] Value of random variable.

\( x[] \)
- [in] Array with the values of random variable.

\( m \)
- [in] Total number of objects (integer).

\( k \)
- [in] Number of objects with the desired characteristic (integer).

\( n \)
- [in] Number of object draws (integer).

\( \text{tail} \)
- [in] Flag of calculation, if true, then the probability of random variable not exceeding \( x \) is calculated.

\( \text{log\_mode} \)
- [in] Flag to calculate the logarithm of the value, if \( \text{log\_mode}=\text{true} \), then the natural logarithm of the probability is calculated.

\( \text{error\_code} \)
- [out] Variable to store the error code.

\( \text{result[]} \)
- [out] Array for values of the distribution function.
MathQuantileHypergeometric

For the specified probability, the function calculates the inverse value of distribution function for hypergeometric law with the m, k and n parameters. In case of error it returns NaN.

```cpp
double MathQuantileHypergeometric(
    const double probability, // probability value of random variable occurrence
    const double m,           // total number of objects (integer)
    const double k,           // number of objects with the desired characteristic
    const double n,           // number of object draws (integer)
    const bool tail,          // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code           // variable to store the error code
);```

For the specified probability, the function calculates the inverse value of distribution function for hypergeometric law with the m, k and n parameters. In case of error it returns NaN.

```cpp
double MathQuantileHypergeometric(
    const double m,           // total number of objects (integer)
    const double k,           // number of objects with the desired characteristic
    const double n,           // number of object draws (integer)
    const bool tail,          // flag of calculation, if false, then calculation is performed for 1.0-probability
    const bool log_mode,      // flag of calculation, if log_mode=true, calculation is performed for Exp(probability)
    int& error_code           // variable to store the error code
);```

For the specified probability[ ] array of probability values, the function calculates the inverse value of distribution function for hypergeometric law with the m, k and n parameters. In case of error it returns false. Analog of the qhyper() in R.

```cpp
double MathQuantileHypergeometric(
    const double probability[], // array with probability values of random variable occurrence
    const double m,           // total number of objects (integer)
    const double k,           // number of objects with the desired characteristic
    const double n,           // number of object draws (integer)
    double& result[]         // array with values of quantiles
);```

For the specified probability[ ] array of probability values, the function calculates the inverse value of distribution function for hypergeometric law with the m, k and n parameters. In case of error it returns false.

```cpp
bool MathQuantileHypergeometric(
    const double probability[], // array with probability values of random variable occurrence
    const double m,           // total number of objects (integer)
    const double k,           // number of objects with the desired characteristic
    const double n,           // number of object draws (integer)
    double& result[]         // array with values of quantiles
);```
Parameters

- **probability**
  - [in] Probability value of random variable.

- **probability[]**
  - [in] Array with probability values of random variable.

- **m**
  - [in] Total number of objects (integer).

- **k**
  - [in] Number of objects with the desired characteristic (integer).

- **n**
  - [in] Number of object draws (integer).

- **tail**
  - [in] Flag of calculation, if tail=false, then calculation is performed for 1.0-probability.

- **log_mode**
  - [in] Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).

- **error_code**
  - [out] Variable to get the error code.

- **result[]**
  - [out] Array with values of quantiles.
MathRandomHypergeometric

Generates a pseudorandom variable distributed according to the law of hypergeometric distribution with the $m$, $n$ and $k$ parameters. In case of error it returns NaN.

```cpp
double MathRandomHypergeometric(
    const double m,       // total number of objects (integer)
    const double k,       // number of objects with the desired characteristic
    const double n,       // number of object draws (integer)
    int& error_code       // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of hypergeometric distribution with the $m$, $n$ and $k$ parameters. In case of error it returns false. Analog of the rgeom() in R.

```cpp
bool MathRandomHypergeometric(
    const double m,       // total number of objects (integer)
    const double k,       // number of objects with the desired characteristic
    const double n,       // number of object draws (integer)
    const int data_count, // amount of required data
    double& result[]     // array with values of pseudorandom variables
);
```

Parameters

$m$
- [in] Total number of objects (integer).

$k$
- [in] Number of objects with the desired characteristic (integer).

$n$
- [in] Number of object draws (integer).

`error_code`
- [out] Variable to store the error code.

`data_count`
- [out] Amount of required data.

`result[]`
- [out] Array to obtain the values of pseudorandom variables.
MathMomentsHypergeometric

Calculates the theoretical numerical values of the first 4 moments of the hypergeometric distribution with the m, n and k parameters.

```cpp
double MathMomentsHypergeometric(
    const double m, // total number of objects (integer)
    const double k, // number of objects with the desired characteristic
    const double n, // number of object draws (integer)
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code // variable for the error code
);
```

Parameters

- **m**  
  [in] Total number of objects (integer).
- **k**  
  [in] Number of objects with the desired characteristic (integer).
- **n**  
  [in] Number of object draws (integer).
- **mean**  
  [out] Variable to get the mean value.
- **variance**  
  [out] Variable to get the variance.
- **skewness**  
  [out] Variable to get the skewness.
- **kurtosis**  
  [out] Variable to get the kurtosis.
- **error_code**  
  [out] Variable to get the error code.

Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Poisson distribution

This section contains functions for working with Poisson distribution. They allow to calculate density, probability, quantiles and to generate pseudo-random numbers distributed according to the Poisson law. The Poisson distribution is defined by the following formula:

$$f_{\text{Poisson}}(x | \lambda) = \frac{\lambda^x}{x!} e^{-\lambda}$$

where:
- $x$ — value of the random variable
- $\lambda$ — parameter of the distribution (mean)

In addition to the calculation of the individual random variables, the library also implements the ability to work with arrays of random variables.

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<td>Calculates the probability density function of the Poisson distribution</td>
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<td><code>MathMomentsPoisson</code></td>
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</tr>
</tbody>
</table>
Example:

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Poisson.mqh>
#include <Math\Stat\Math.mqh>

//--- input parameters
input double lambda_par=10; // parameter of the distribution (mean)

void OnStart()
{
    //--- hide the price chart
    ChartSetInteger(0, CHART_SHOW, false);
    //--- initialize the random number generator
    MathSrand(GetTickCount());
    //--- generate a sample of the random variable
    long chart=0;
    string name="GraphicNormal";
    int n=100000; // the number of values in the sample
    int ncells=13; // the number of intervals in the histogram
    double x[]; // centers of the histogram intervals
    double y[]; // the number of values from the sample falling within the int
    double data[]; // sample of random values
    double max,min; // the maximum and minimum values in the sample
    //--- obtain a sample from the Poisson distribution
    MathRandomPoisson(lambda_par,n,data);
    //--- calculate the data to plot the histogram
    CalculateHistogramArray(data,x,y,max,min,ncells);
    //--- obtain the sequence boundaries and the step for plotting the theoretical curve
    double step;
    GetMaxMinStepValues(max,min,step);
    PrintFormat("max=%G min=%G",max,min);
    //--- obtain the theoretically calculated data at the interval of [min,max]
    double x2[];
    double y2[];
    MathSequence(0, int (MathCeil(max)),1,x2);
    MathProbabilityDensityPoisson(x2, lambda_par, false,y2);
    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
    double sample_max=y[ArrayMaximum(y)];
    double k=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]=k;
    //--- output charts
    CGraphic graphic;
    if(ObjectFind(chart,name)<0)
        graphic.Create(chart,name,0,0,780,380);
}
```
```csharp
else
    graphic.Attach(chart, name);
graphic.BackgroundColor(StringFormat("Poisson distribution lambda=%G", lambda_par));
graphic.BackgroundColorMainSize(16);
//--- disable automatic scaling of the Y axis
graphic.YAxis().AutoScale(false);
graphic.YAxis().Max(NormalizeDouble(theor_max, 2));
graphic.YAxis().Min(0);
//--- plot all curves
graphic.CurveAdd(x, y, CURVE_HISTOGRAM, "Sample").HistogramWidth(6);
//--- and now plot the theoretical curve of the distribution density
graphic.CurveAdd(x2, y2, CURVE_LINES, "Theory").LinesSmooth(true);
//--- plot all curves
graphic.Update();
}
//+------------------------------------------------------------------+
//| Calculate frequencies for data set                              |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[], double &intervals[], double &frequency[], double &maxv, double &minv, const int cells=10)
{
    if (cells<=1) return (false);
    int size=ArraySize(data);
    if (size<cells*10) return (false);
    minv=data[ArrayMinimum(data)];
    maxv=data[ArrayMaximum(data)];
    double range=maxv-minv;
    double width=range/cells;
    if (width==0) return false;
    ArrayResize(intervals, cells);
    ArrayResize(frequency, cells);
    //--- define the interval centers
    for (int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequency[i]=0;
    }
    //--- fill the frequencies of falling within the interval
    for (int i=0; i<size; i++)
    {
        int ind=int((data[i]-minv)/width);
        if (ind>=cells) ind=cells-1;
        frequency[ind]++;
    }
    return (true);
}
//+------------------------------------------------------------------+
//| Calculates values for sequence generation                       |
```
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- normalize the maximum and minimum values to the specified precision
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- sequence generation step is also set based on the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.0;
}

//+------------------------------------------------------------------+
**MathProbabilityDensityPoisson**

Calculates the value of the probability mass function of Poisson distribution with the lambda parameter for a random variable `x`. In case of error it returns `NaN`.

```cpp
double MathProbabilityDensityPoisson(
    const double x, // value of random variable (integer)
    const double lambda, // parameter of the distribution (mean)
    const bool log_mode, // calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    int& error_code // variable to store the error code
);```

Calculates the value of the probability mass function of Poisson distribution with the lambda parameter for a random variable `x`. In case of error it returns `NaN`.

```cpp
double MathProbabilityDensityPoisson(
    const double x, // value of random variable (integer)
    const double lambda, // parameter of the distribution (mean)
    int& error_code // variable to store the error code
);```

Calculates the value of the probability mass function of Poisson distribution with the lambda parameter for an array of random variables `x[]`. In case of error it returns false. Analog of the `dhyper()` in R.

```cpp
bool MathProbabilityDensityPoisson(
    const double& x[], // array with the values of random variable
    const double lambda, // parameter of the distribution (mean)
    const bool log_mode, // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated
    double& result[] // array for values of the probability density function
);```

Calculates the value of the probability mass function of Poisson distribution with the lambda parameter for an array of random variables `x[]`. In case of error it returns false.

```cpp
bool MathProbabilityDensityPoisson(
    const double& x[], // array with the values of random variable
    const double lambda, // parameter of the distribution (mean)
    double& result[] // array for values of the probability density function
);```

**Parameters**

- `x`
  - [in] Value of random variable.

- `x[]`
  - [in] Array with the values of random variable.

- `lambda`
  - [in] Parameter of the distribution (mean).

- `log_mode`
Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

error_code

Variable to store the error code.

result[]

Array for values of the probability density function.
MathCumulativeDistributionPoisson

Calculates the value of the Poisson distribution function with the lambda parameter for a random variable x. In case of error it returns NaN.

```csharp
double MathCumulativeDistributionPoisson(  
    const double x,  // value of random variable (integer)  
    const double lambda,  // parameter of the distribution (mean)  
    const bool tail,  // flag of calculation, if true, then the probability  
    const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated  
    int& error_code  // variable to store the error code  
);
```

Calculates the value of the Poisson distribution function with the lambda parameter for a random variable x. In case of error it returns NaN.

```csharp
double MathCumulativeDistributionPoisson(  
    const double x,  // value of random variable (integer)  
    const double lambda,  // parameter of the distribution (mean)  
    int& error_code  // variable to store the error code  
);
```

Calculates the value of the Poisson distribution function with the lambda parameter for an array of random variables x[]. In case of error it returns false. Analog of the dhyper() in R.

```csharp
bool MathCumulativeDistributionPoisson(  
    const double x[],  // array with the values of random variable  
    const double lambda,  // parameter of the distribution (mean)  
    const bool tail,  // flag of calculation, if true, then the probability  
    const bool log_mode,  // flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated  
    double& result[]  // array for values of the distribution function  
);
```

Calculates the value of the Poisson distribution function with the lambda parameter for an array of random variables x[]. In case of error it returns false.

```csharp
bool MathCumulativeDistributionPoisson(  
    const double x[],  // array with the values of random variable  
    const double lambda,  // parameter of the distribution (mean)  
    double& result[]  // array for values of the distribution function  
);
```

Parameters

- x
  - [in] Value of random variable.
- x[]
  - [in] Array with the values of random variable.
- lambda
  - [in] Parameter of the distribution (mean).
tail
[in] Flag of calculation, if true, then the probability of random variable not exceeding x is calculated.

log_mode
[in] Flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability is calculated.

error_code
[out] Variable to store the error code.

result[]
[out] Array for values of the distribution function.
**MathQuantilePoisson**

For the specified *probability*, the function calculates the inverse value of Poisson distribution function with the lambda parameter. In case of error it returns **NaN**.

```cpp
double MathQuantilePoisson(
    const double probability, // probability value of random variable occurrence
    const double lambda,     // parameter of the distribution (mean)
    const bool tail,         // flag of calculation, if false, then calculation is
    const bool log_mode,     // flag of calculation, if log_mode=true, calculation
    int& error_code          // variable to store the error code
);
```

For the specified *probability*, the function calculates the inverse value of Poisson distribution function with the lambda parameter. In case of error it returns **NaN**.

```cpp
double MathQuantilePoisson(
    const double probability, // probability value of random variable occurrence
    const double lambda,     // parameter of the distribution (mean)
    int& error_code          // variable to store the error code
);
```

For the specified *probability[]* array of probability values, the function calculates the inverse value of Poisson distribution function with the lambda parameter. In case of error it returns false. Analog of the `qhyper()` in R.

```cpp
double MathQuantilePoisson(
    const double& probability[],   // array with probability values of random variable
    const double lambda,            // parameter of the distribution (mean)
    const bool tail,                // flag of calculation, if false, then calculation is
    const bool log_mode,            // flag of calculation, if log_mode=true, calculation
    double& result[]                // array with values of quantiles
);
```

For the specified *probability[]* array of probability values, the function calculates the inverse value of Poisson distribution function with the lambda parameter. In case of error it returns false.

```cpp
bool MathQuantilePoisson(
    const double& probability[],   // array with probability values of random variable
    const double lambda,            // parameter of the distribution (mean)
    double& result[]                // array with values of quantiles
);
```

**Parameters**

- `probability`
  - [in] Probability value of random variable.
- `probability[]`
  - [in] Array with probability values of random variable.
- `lambda`
Parameter of the distribution (mean).

`tail`
- [in] Flag of calculation, if `tail=false`, then calculation is performed for 1.0-probability.

`log_mode`
- [in] Flag of calculation, if `log_mode=true`, calculation is performed for Exp(probability).

`error_code`
- [out] Variable to get the error code.

`result[]`
- [out] Array with values of quantiles.
**MathRandomPoisson**

Generates a pseudorandom variable distributed according to the law of Poisson distribution with the lambda parameter. In case of error it returns NaN.

```cpp
double MathRandomPoisson(
    const double lambda,       // parameter of the distribution (mean)
    int& error_code            // variable to store the error code
);
```

Generates pseudorandom variables distributed according to the law of Poisson distribution with the lambda parameter. In case of error it returns false. Analog of the `rgeom()` in R.

```cpp
bool MathRandomPoisson(
    const double lambda,       // parameter of the distribution (mean)
    const int data_count,      // amount of required data
    double& result[]           // array with values of pseudorandom variables
);
```

**Parameters**

lambda
- [in] Parameter of the distribution (mean).

error_code
- [out] Variable to store the error code.

data_count
- [out] Amount of required data.

result[]
- [out] Array to obtain the values of pseudorandom variables.
MathMomentsPoisson

Calculates the theoretical numerical values of the first 4 moments of the Poisson distribution with the lambda parameter.

```cpp
double MathMomentsPoisson(
    const double lambda, // parameter of the distribution (mean)
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    int& error_code // variable for the error code
);
```

### Parameters

- **lambda**
  - [in] Parameter of the distribution (mean).

- **mean**
  - [out] Variable to get the mean value.

- **variance**
  - [out] Variable to get the variance.

- **skewness**
  - [out] Variable to get the skewness.

- **kurtosis**
  - [out] Variable to get the kurtosis.

- **error_code**
  - [out] Variable to get the error code.

### Return Value

Returns true if calculation of the moments has been successful, otherwise false.
Subfunctions

Group of functions that perform basic mathematical operations: calculation of the gamma function, beta function, factorial, exponential, logarithms with different bases, square root, etc.

They provide the ability to process both individual numeric values (real and integer) and arrays of such values (with output of the results to a separate or the original array).

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<td>Returns a random number with a floating point in the range from 0.0 to 1.0.</td>
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<tr>
<td>MathMoments</td>
<td>Calculates the first 4 moments of array elements: mean, variance, skewness, kurtosis.</td>
</tr>
<tr>
<td>MathPowInt</td>
<td>Raises a number to the specified integer power.</td>
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<tr>
<td>MathFactorial</td>
<td>Calculates the factorial of the specified integer.</td>
</tr>
<tr>
<td>MathTrunc</td>
<td>Calculates the integer part of the specified number or array elements.</td>
</tr>
<tr>
<td>MathRound</td>
<td>Rounds a number or an array of numbers to the specified number of decimal places.</td>
</tr>
<tr>
<td>MathArctan2</td>
<td>Calculates the angle, the tangent of which is equal to the ratio of the two specified numbers in the range of [-pi, pi].</td>
</tr>
<tr>
<td>MathGamma</td>
<td>Calculates the value of the gamma function.</td>
</tr>
<tr>
<td>MathGammaLog</td>
<td>Calculates the logarithm of the gamma function.</td>
</tr>
<tr>
<td>MathBeta</td>
<td>Calculates the value of the beta function.</td>
</tr>
<tr>
<td>MathBetaLog</td>
<td>Calculates the logarithm of the beta function.</td>
</tr>
<tr>
<td>MathBetaIncomplete</td>
<td>Calculates the value of the incomplete beta function.</td>
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<tr>
<td>MathGammaIncomplete</td>
<td>Calculates the value of the incomplete gamma function.</td>
</tr>
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<td>Calculates the binomial coefficient.</td>
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<td>Generates a repeating sequence of values.</td>
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<td><strong>MathReverse</strong></td>
<td>Generates an array of values with reverse order of elements.</td>
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<td><strong>MathIdentical</strong></td>
<td>Compares two arrays of values and returns true if all elements match.</td>
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<td><strong>MathUnique</strong></td>
<td>Generates an array with unique values only.</td>
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<tr>
<td><strong>MathQuickSortAscending</strong></td>
<td>Function for sorting in ascending order.</td>
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<td><strong>MathQuickSortDescending</strong></td>
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<td><strong>MathQuickSort</strong></td>
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<td>Calculates the result of bitwise NOT operation for array elements.</td>
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<td>Calculates the result of bitwise OR operation for elements of arrays.</td>
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<td>Calculates the result of bitwise XOR operation for elements of arrays.</td>
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<td>Calculates the result of bitwise SHL operation for array elements.</td>
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<td>Calculates the result of bitwise SHR operation for array elements.</td>
</tr>
<tr>
<td><strong>MathCumulativeSum</strong></td>
<td>Generates an array with the cumulative sums.</td>
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<tr>
<td><strong>MathCumulativeProduct</strong></td>
<td>Generates an array with the cumulative products.</td>
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<td><strong>MathCumulativeMin</strong></td>
<td>Generates an array with the cumulative minima.</td>
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<td>Generates an array with the cumulative maxima.</td>
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<td><strong>MathSin</strong></td>
<td>Calculates the values of the sin(x) function for array elements.</td>
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<tr>
<td>Function</td>
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<tr>
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<td>Calculates the values of the cos(x) function for array elements.</td>
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<td><code>MathTan</code></td>
<td>Calculates the values of the tan(x) function for array elements.</td>
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<tr>
<td><code>MathArccos</code></td>
<td>Calculates the values of the arccos(x) function for array elements.</td>
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<tr>
<td><code>MathArctan</code></td>
<td>Calculates the values of the arctan(x) function for array elements.</td>
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<tr>
<td><code>MathSinPi</code></td>
<td>Calculates the values of the sin(pi*x) function for array elements.</td>
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<td>Calculates the values of the cos(pi*x) function for array elements.</td>
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<td><code>MathTanPi</code></td>
<td>Calculates the values of the tan(pi*x) function for array elements.</td>
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<td><code>MathAbs</code></td>
<td>Calculates the absolute values of array elements.</td>
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<td><code>MathCeil</code></td>
<td>Returns the nearest larger integers for array elements.</td>
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<tr>
<td><code>MathFloor</code></td>
<td>Returns the nearest smaller integers for array elements.</td>
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<td><code>MathSqrt</code></td>
<td>Calculates the square roots of array elements.</td>
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<td><code>MathExp</code></td>
<td>Calculates the values of the exp(x) function for array elements.</td>
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<td><code>MathPow</code></td>
<td>Calculates the values of the pow(x, power) function for array elements.</td>
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<td><code>MathLog</code></td>
<td>Calculates the values of the log(x) function for array elements.</td>
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<tr>
<td><code>MathLog2</code></td>
<td>Calculates the logarithm to the base 2 for the array elements.</td>
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<td><code>MathLog10</code></td>
<td>Calculates the logarithm to the base 10 for the array elements.</td>
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<td><code>MathDifference</code></td>
<td>Generates an array with element differences of y[i]=x[i+lag]-x[i].</td>
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<td><code>MathSample</code></td>
<td>Generates a random sample from the array elements.</td>
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<td>Calculates the Tukey's five-number summary for the array elements.</td>
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<td>MathRange</td>
<td>Calculates the minima and maxima of array elements.</td>
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<tr>
<td>MathMin</td>
<td>Returns the minimum value of all array elements.</td>
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<td>MathMax</td>
<td>Returns the maximum value of all array elements.</td>
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<td>MathSum</td>
<td>Returns the sum of array elements.</td>
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<td>MathProduct</td>
<td>Returns the product of array elements.</td>
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<td>MathStandardDeviation</td>
<td>Calculates the standard deviation of array elements.</td>
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<td>MathAverageDeviation</td>
<td>Calculates the average absolute deviation of array elements.</td>
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<td>Calculates the median value of array elements.</td>
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<td>MathMean</td>
<td>Calculates the mean values of array elements.</td>
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<td>Calculates the variance of the array elements.</td>
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<td>MathSkewness</td>
<td>Calculates the skewness of the array elements.</td>
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<td>MathKurtosis</td>
<td>Calculates the kurtosis of the array elements.</td>
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<tr>
<td>MathLog1p</td>
<td>Calculates the values of the log(1+x) function for array elements.</td>
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<tr>
<td>MathExpm1</td>
<td>Calculates the values of the exp(x)-1 function for array elements.</td>
</tr>
<tr>
<td>MathSinh</td>
<td>Calculates the values of the sinh(x) function for array elements.</td>
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<tr>
<td>MathCosh</td>
<td>Calculates the values of the cosh(x) function for array elements.</td>
</tr>
<tr>
<td>MathTanh</td>
<td>Calculates the values of the tanh(x) function for array elements.</td>
</tr>
<tr>
<td>MathArccosh</td>
<td>Calculates the values of the arccosh(x) function for array elements.</td>
</tr>
<tr>
<td>MathArctanh</td>
<td>Calculates the values of the arctanh(x) function for array elements.</td>
</tr>
<tr>
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<td>MathRank</td>
<td>Calculates the ranks of array elements.</td>
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<td>MathCorrelationPearson</td>
<td>Calculates the Pearson's correlation coefficient.</td>
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<td>Calculates the Spearman's correlation coefficient.</td>
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<td>Calculates sample quantiles corresponding to the specified probabilities.</td>
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<td>MathProbabilityDensityEmpirical</td>
<td>Calculates the empirical probability density function for random values.</td>
</tr>
<tr>
<td>MathCumulativeDistributionEmpirical</td>
<td>Calculates the empirical cumulative distribution function for random values.</td>
</tr>
</tbody>
</table>
MathRandomNonZero

Returns a random number with a floating point in the range from 0.0 to 1.0.

```cpp
double MathRandomNonZero()
```

Return Value

Random number with a floating point in the range from 0.0 to 1.0.
**MathMoments**

Calculates the first 4 moments of array elements: mean, variance, skewness, kurtosis.

```cpp
bool MathMoments(
    const double& array[], // array of values
    double& mean, // variable for the mean
    double& variance, // variable for the variance
    double& skewness, // variable for the skewness
    double& kurtosis, // variable for the kurtosis
    const int start=0, // initial index
    const int count=WHOLE_ARRAY // the number of elements
)
```

**Parameters**

- `array[]`
  - [in] Array of values.
- `mean`
  - [out] Variable for the mean (1st moment).
- `variance`
  - [out] Variable for the variance (2nd moment).
- `skewness`
  - [out] Variable for the skewness (3rd moment).
- `kurtosis`
  - [out] Variable for the kurtosis (4th moment).
- `start=0`
  - [in] Initial index for calculation.
- `count=WHOLE_ARRAY`
  - [in] The number of elements for calculation.

**Return Value**

Returns true if the moments have been calculated successfully, otherwise false.
**MathPowInt**

Raises a number to the specified integer power.

```cpp
double MathPowInt(
    const double x,  // value of the number
    const int power  // power to raise to
)
```

**Parameters**

- **x**
  - [in] Double-precision floating-point number to be raised to the power.

- **power**
  - [in] Integer specifying the power.

**Return Value**

The number $x$, raised to the specified power.
MathFactorial

Calculates the factorial of the specified integer.

```cpp
double MathFactorial(
    const int n  // value of the number
)
```

**Parameters**

- **n**
  - [in] Integer number, the factorial of which is to be calculated.

**Return Value**

- The factorial of the number.
**MathTrunc**

Calculates the integer part of the specified number or array elements.

Version for working with a double-precision floating-point number:

```c
double MathTrunc(
    const double x     // value of the number
)
```

**Return Value**

The integer part of the specified number.

Version for working with an array of double-precision floating-point numbers. The results are output to a new array:

```c
bool MathTrunc(
    const double& array[],    // array of values
double& result[]           // array of results
)
```

**Return Value**

Returns true if successful, otherwise false.

Version for working with an array of double-precision floating-point numbers. The results are output to the original array:

```c
bool MathTrunc(
    double& array[]         // array of values
)
```

**Return Value**

Returns true if successful, otherwise false.

**Parameters**

- `x`
  - [in] Double-precision floating-point number, the integer part of which is to be obtained.
- `array[]`
  - [in] Array of double-precision floating-point numbers, the integer parts of which are to be obtained.
- `array[]`
  - [out] Array of output values.
- `result[]`
  - [out] Array of output values.
MathRound

Rounds a double-precision floating-point number or an array of such numbers to the specified number of decimal places.

Version for rounding a double-precision floating-point number to the specified number of decimal places:

```c
double MathRound(
    const double x,       // value of the number
    const int digits      // the number of decimal places
)
```

Return Value

A number nearest to the x parameter, with the number of decimal places equal to digits.

Version for rounding an array of double-precision floating-point numbers to the specified number of decimal places. The results are output to a new array.

```c
bool MathRound(
    const double& array[],  // array of values
    int digits,              // the number of decimal places
    double& result[]        // array of results
)
```

Return Value

Returns true if successful, otherwise false.

Version for rounding an array of double-precision floating-point numbers to the specified number of decimal places. The results are output to the original array.

```c
bool MathRound(
    double& array[],       // array of values
    int digits              // the number of decimal places
)
```

Return Value

Returns true if successful, otherwise false.

Parameters

- `x` [in] Double-precision floating-point number to be rounded.
- `digits` [in] The number of decimal places in the returned value.
- `array[]` [in] Array of double-precision floating-point numbers to be rounded.
- `array[]`
[out] Array of output values.

result[]

[out] Array of output values.
MathArctan2

Returns the arctangent of the quotient of two arguments \((x, y)\).

Version for working with the ratio of the two specified numbers \((x, y)\):

```c++
double MathArctan2(
    const double y,       // Y coordinate
    const double x)       // X coordinate
)
```

Return Value

Angle \(\theta\), measured in radians, so that \(-\pi \leq \theta \leq \pi\) and \(\tan(\theta) = y / x\), where \((x, y)\) is a point in a Cartesian coordinate system.

Version for working with the ratio of the element pairs from the \(x\) and \(y\) arrays:

```c++
bool MathArctan2(
    const double& x[],    // array of x values
    const double& y[],    // array of y values
    double& result[]      // array of results
)
```

Return Value

Returns true if successful, otherwise false.

Parameters

\(y\)

[in] The Y coordinate of the point.

\(x\)

[in] The X coordinate of the point.

\(x[]\)

[in] Array of X coordinates of the points.

\(y[]\)

[in] Array of Y coordinates of the points.

\(result[]\)

[out] Array to output the results

Notes

Please note the following.

- For \((x, y)\) in the quadrant 1, the return value will be: \(0 < \theta < \pi/2\).
- For \((x, y)\) in the quadrant 2, the return value will be: \(\pi/2 < \theta \leq \pi\).
- For \((x, y)\) in the quadrant 3, the return value will be: \(-\pi < \theta < -\pi/2\).
- For \((x, y)\) in the quadrant 4, the return value will be: \(-\pi/2 < \theta < 0\).
The return value for the points outside these quadrants is indicated below.

- If \( y \) is 0 and \( x \) is not negative, then \( \theta = 0 \).
- If \( y \) is 0 and \( x \) is negative, then \( \theta = \pi \).
- If \( y \) is a positive number, and \( x \) is 0, then \( \theta = \pi/2 \).
- If \( y \) is negative and \( x \) is 0, then \( \theta = -\pi/2 \).
- If \( y \) is 0 and \( x \) is 0, then \( \theta = -\pi/2 \).

If the value of the \( x \) or \( y \) parameter is NaN, or if the values of the \( x \) and \( y \) parameters are equal to the value PositiveInfinity or NegativeInfinity, the method returns the NaN value.
MathGamma

Calculates the value of the gamma function for the real argument \( x \).

```c
double MathGamma(
    const double x  // argument of the function
)
```

**Parameters**

\( x \)

[in] The real argument of the function.

**Return Value**

The value of the gamma function.
MathGammaLog

Calculates the logarithm of the gamma function for the real argument x.

```cpp
double MathGammaLog(
    const double x // argument of the function
)
```

**Parameters**

- **x**
  - [in] The real argument of the function.

**Return Value**

- Logarithm of the function.
MathBeta

Calculates the value of the beta function for the real arguments a and b.

```cpp
double MathBeta(
    const double a,  // the first argument of the function
    const double b   // the second argument of the function
)
```

**Parameters**

- `a`
  - [in] The a argument of the function.

- `b`
  - [in] The b argument of the function.

**Return Value**

Value of the function.
MathBetaLog

Calculates the logarithm of the beta function for the real arguments a and b.

double MathBetaLog(
    const double a,       // the first argument of the function
    const double b        // the second argument of the function
)

Parameters

a

[in] The a argument of the function.

b

[in] The b argument of the function.

Return Value

Logarithm of the function.
MathBetaIncomplete

Calculates the value of the incomplete beta function.

```cpp
double MathBetaIncomplete(
    const double x,       // argument of the function
    const double p,       // the first parameter of the function
    const double q        // the second parameter of the function
)
```

Parameters

- **x**
  - [in] The argument of the function.

- **p**
  - [in] The first parameter of the beta function, must be >0.0.

- **q**
  - [in] The second parameter of the beta function, must be >0.0.

Return Value

Value of the function.
MathGammaIncomplete

Calculates the value of the incomplete gamma function.

double MathGammaIncomplete(
    double x,  // argument of the function
    double alpha // parameter of the function
)

Parameters

x
   [in] The argument of the function.

alpha
   [in] The parameter of the incomplete gamma function.

Return Value

Value of the function.
MathBinomialCoefficient

Calculates the binomial coefficient: \( C(n,k) = \frac{n!}{(k!)(n-k)!} \).

```cpp
long MathBinomialCoefficient(
    const int n,    // the total number of elements
    const int k     // the number of elements in combination
)
```

**Parameters**

- \( n \)  
  - [in] The number of elements.

- \( k \)  
  - [in] The number of elements for each combination.

**Return Value**

The number of combinations of \( N \) choose \( K \).
MathBinomialCoefficientLog

Calculates the logarithm of the binomial coefficient: \( \log(C(n,k)) = \log\left(\frac{n!}{(k! \cdot (n-k)!)}\right) \)

Version for integer arguments:

```cpp
double MathBinomialCoefficientLog(
    const int n,        // the total number of elements
    const int k         // the number of elements in combination
)
```

Version for real arguments:

```cpp
double MathBinomialCoefficientLog(
    const double n,     // the total number of elements
    const double k      // the number of elements in combination
)
```

Parameters

- \( n \)
  - [in] The number of elements.
- \( k \)
  - [in] The number of elements for each combination.

Return Value

The logarithm of \( C(n,k) \).
MathHypergeometric2F2

Calculates the value of the Hypergeometric_2F2 (a, b, c, d, z) function using the Taylor's method.

```cpp
double MathHypergeometric2F2(
    const double a,  // the first parameter of the function
    const double b,  // the second parameter of the function
    const double c,  // the third parameter of the function
    const double d,  // the fourth parameter of the function
    const double z   // the fifth parameter of the function
)
```

**Parameters**

- `a`  
  [in] The first parameter of the function.

- `b`  
  [in] The second parameter of the function.

- `c`  
  [in] The third parameter of the function.

- `d`  
  [in] The fourth parameter of the function.

- `z`  
  [in] The fifth parameter of the function.

**Return Value**

Value of the function.
MathSequence

Generates a sequence of values based on the following values: the first element, the last element, the step of the sequence.

Version for working with real values:

```cpp
bool MathSequence(
    const double from, // initial value
    const double to,   // final value
    const double step, // step
    double& result[]   // array of results
)
```

Version for working with integer values:

```cpp
bool MathSequence(
    const int from,   // initial value
    const int to,     // final value
    const int step,   // step
    int& result[]     // array of results
)
```

Parameters

`from`
- [in] The first value of the sequence

`to`
- [in] The last value of the sequence

`step`
- [in] The step of the sequence.

`result[]`
- [out] Array to output the sequence.

Return Value

Returns true if successful, otherwise false.
MathSequenceByCount

Generates a sequence of values based on the following values: the first element, the last element, the number of elements in the sequence.

Version for working with real values:

```cpp
bool MathSequenceByCount(
    const double from,     // initial value
    const double to,       // final value
    const int count,       // count
    double& result[]       // array of results
)
```

Version for working with integer values:

```cpp
bool MathSequenceByCount(
    const int from,        // initial value
    const int to,          // final value
    const int count,       // count
    int& result[]          // array of results
)
```

Parameters

`from`

[in] The first value of the sequence.

`to`

[in] The last value of the sequence.

`count`

[in] The number of elements in the sequence.

`result[]`

[out] Array to output the sequence.

Return Value

Returns true if successful, otherwise false.
MathReplicate

Generates a repeating sequence of values.

Version for working with real values:

```c
bool MathReplicate(
    const double& array[], // array of values
    const int count, // number of repetitions
    double& result[] // array of results
)
```

Version for working with integer values:

```c
bool MathReplicate(
    const int& array[], // array of values
    const int count, // number of repetitions
    int& result[] // array of results
)
```

Parameters

- `array[]` [in] Array for generating a sequence.
- `count` [in] The number of the array repetitions in the sequence.
- `result[]` [out] Array to output the sequence.

Return Value

Returns true if successful, otherwise false.
**MathReverse**

Generates an array of values with reverse order of elements.

Version for working with real values and with output of the results to a new array:

```c
bool MathReverse(
    const double& array[], // array of values
    double& result[]      // array of results
)
```

Version for working with integer values and with output of the results to a new array:

```c
bool MathReverse(
    const int&   array[], // array of values
    int&        result[]  // array of results
)
```

Version for working with real values and with output of the results to the original array:

```c
bool MathReverse(
    double&   array[]     // array of values
)
```

Version for working with integer values and with output of the results to the original array:

```c
bool MathReverse(
    int&      array[]     // array of values
)
```

**Parameters**

`array[]`

[in] Array of values.

`array[]`

[out] Output array with the reverse order of values.

`result[]`

[out] Output array with the reverse order of values.

**Return Value**

Returns true if successful, otherwise false.
MathIdentical

Compares two arrays of values and returns true if all elements match.

Version for working with arrays of real values:

```cpp
bool MathIdentical(
    const double& array1[],   // the first array of values
    const double& array2[]    // the second array of values
)
```

Version for working with arrays of integer values:

```cpp
bool MathIdentical(
    const int& array1[],   // the first array of values
    const int& array2[]    // the second array of values
)
```

**Parameters**

`array1[]`

[in] The first array to compare.

`array2[]`

[in] The second array to compare.

**Return Value**

Returns true if the arrays are equal, otherwise false.
MathUnique

Generates an array with unique values only.

Version for working with real values:

```cpp
bool MathUnique(
    const double& array[],  // array of values
double& result[]         // array of results
)
```

Version for working with integer values:

```cpp
bool MathUnique(
    const int& array[],    // array of values
int& result[]           // array of results
)
```

**Parameters**

array[]


result[]

[out] Array to output the unique values.

**Return Value**

Returns true if successful, otherwise false.
MathQuickSortAscending

The function for the simultaneous ascending sorting of the array[] and indices[] arrays using the QuickSort algorithm.

```c
void MathQuickSortAscending(
    double& array[], // array of values
    int& indices[],  // array of indexes
    int first,       // initial value
    int last         // final value
)
```

**Parameters**

- `array[]`: [in][out] Array to be sorted.
- `indices[]`: [in][out] Array to store the indexes of the original array.
- `first`: [in] Index of the element to start sorting from.
- `last`: [in] Index of the element to stop sorting at.
**MathQuickSortDescending**

The function for the simultaneous descending sorting of the array[] and indices[] arrays using the QuickSort algorithm.

```cpp
void MathQuickSortDescending(
    double& array[], // array of values
    int& indices[], // array of indexes
    int first, // initial value
    int last // final value
)
```

**Parameters**

array[]
- [in][out] Array to be sorted.

indices[]
- [in][out] Array to store the indexes of the original array.

first
- [in] Index of the element to start sorting from.

last
- [in] Index of the element to stop sorting at.
MathQuickSort

The function for the simultaneous sorting of the array[] and indices[] arrays using the QuickSort algorithm.

```cpp
void MathQuickSort(
    double& array[],  // array of values
    int& indices[],   // array of indexes
    int first,        // initial value
    int last,         // final value
    int mode          // direction
)
```

Parameters

- **array[]**
  - [in][out] Array to be sorted.

- **indices[]**
  - [in][out] Array to store the indexes of the original array.

- **first**
  - [in] Index of the element to start sorting from.

- **last**
  - [in] Index of the element to stop sorting at.

- **mode**
  - [in] Direction of sorting (>0 ascending; otherwise, descending).
**MathOrder**

Generates an integer array with permutation according to order of the array elements after sorting.

Version for working with an array of real values:

```cpp
bool MathOrder(
    const double& array[],  // array of values
    int& result[]          // array of results
)
```

Version for working with an array of integer values:

```cpp
bool MathOrder(
    const int& array[],   // array of values
    int& result[]         // array of results
)
```

**Parameters**

- **array**
  - [in] Array of values.
- **result**
  - [out] Array to output the sorted indexes.

**Return Value**

Returns true if successful, otherwise false.
MathBitwiseNot

Calculates the result of bitwise NOT operation for array elements.

Version with output of the results to a new array:

```cpp
bool MathBitwiseNot(const int & array[], // array of values
                     int & result[]  // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathBitwiseNot(const int & array[]    // array of values
)
```

Parameters

- `array[]` [out] Array of output values.
- `result[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathBitwiseAnd

Calculates the result of bitwise AND operation for specified arrays.

```cpp
bool MathBitwiseAnd(
    const int& array1[],  // the first array of values
    const int& array2[],  // the second array of values
    int& result[]         // array of results
)
```

Parameters

- `array1[]`  
  [in] The first array of values.
- `array2[]`  
  [in] The second array of values.
- `result[]`  
  [out] Array to output the results.

Return Value

Returns true if successful, otherwise false.
MathBitwiseOr

Calculates the result of bitwise OR operation for specified arrays.

```c
bool MathBitwiseOr(
    const int& array1[], // the first array of values
    const int& array2[], // the second array of values
    int& result[]        // array of results
);
```

**Parameters**

- `array1[]`
  - [in] The first array of values.

- `array2[]`
  - [in] The second array of values.

- `result[]`
  - [out] Array to output the results.

**Return Value**

Returns true if successful, otherwise false.
MathBitwiseXor

Calculates the result of bitwise XOR operation for specified arrays.

```cpp
bool MathBitwiseXor(
    const int& array1[], // the first array of values
    const int& array2[], // the second array of values
    int& result[]        // array of results
)
```

Parameters

- `array1[]` [in] The first array of values.
- `result[]` [out] Array to output the results.

Return Value

Returns true if successful, otherwise false.
MathBitwiseShiftL

Calculates the result of bitwise SHL (bitwise shift left) operation for array elements.

Version with output of the results to a new array:

```cpp
bool MathBitwiseShiftL(
    const int& array[], // array of values
    const int n, // shift value
    int& result[] // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathBitwiseShiftL(
    int& array[], // array of values
    const int n // shift value
)
```

**Parameters**

- `array[]`
  - [in] Array of values.
- `n`
  - [in] The number of bits to shift.
- `array[]`
  - [out] Array of output values.
- `result[]`
  - [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
**MathBitwiseShiftR**

Calculates the result of bitwise SHR (bitwise shift right) operation for array elements.

Version with output of the results to a new array:

```cpp
bool MathBitwiseShiftR(
    const int& array[], // array of values
    const int n, // shift value
    int& result[] // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathBitwiseShiftR(
    int& array[], // array of values
    const int n // shift value
)
```

**Parameters**

- `array[]` 
  [in] Array of values.

- `n` 
  [in] The number of bits to shift.

- `array[]` 
  [out] Array of output values.

- `result[]` 
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
**MathCumulativeSum**

Generates an array with the cumulative sums.

Version with output of the results to a new array:

```c
bool MathCumulativeSum(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```c
bool MathCumulativeSum(
    double& array[] // array of values
)
```

**Parameters**

`array[]`
- [in] Array of values.

`array[]`
- [out] Array of output values.

`result[]`
- [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathCumulativeProduct

Generates an array with the cumulative products.

Version with output of the results to a new array:

```cpp
bool MathCumulativeProduct(
    const double& array[], // array of values
    double& result[] // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathCumulativeProduct(
    double& array[] // array of values
)
```

Parameters

array[]
  [in] Array of values.

result[]
  [out] Array of output values.

array[]
  [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathCumulativeMin

Generates an array with the cumulative minima.

Version with output of the results to a new array:

```cpp
bool MathCumulativeMin(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathCumulativeMin(
    double& array[]        // array of values
)
```

**Parameters**

- `array[]`  
  [in] Array of values.

- `result[]`  
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathCumulativeMax

Generates an array with the cumulative maxima.

Version with output of the results to a new array:

```cpp
bool MathCumulativeMax(
    const double& array[],  // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathCumulativeMax(
    double& array[]         // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathSin

Calculates the values of the \( \sin(x) \) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathSin(
    const double& array[],   // array of values
    double& result[]        // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathSin(
    double& array[]  // array of values
)
```

**Parameters**

- `array[]`    
  [in] Array of values.

- `result[]`    
  [out] Array of output values.

- `array[]`    
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathCos

Calculates the values of the cos(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathCos(
    const double& array[],   // array of values
    double& result[]         // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathCos(
    double& array[]          // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
**MathTan**

Calculates the values of the \( \tan(x) \) function for array elements.

**Version with output of the results to a new array:**

```cpp
bool MathTan(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

**Version with output of the results to the original array:**

```cpp
bool MathTan(
    double& array[]     // array of values
)
```

**Parameters**

- `array[]`  
  [in] Array of values.

- `result[]`  
  [out] Array of output values.

- `array[]`  
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathArcsin

Calculates the values of the \( \arcsin(x) \) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathArcsin(
    const double& array[],    // array of values
    double& result[]          // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathArcsin(
    double& array[]           // array of values
)
```

Parameters

- `array[]`
  [in] Array of values.

- `result[]`
  [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathArccos
Calculates the values of the arccos(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathArccos(
    const double& array[],  // array of values
    double& result[]        // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathArccos(
    double& array[]          // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
**MathArctan**

Calculates the values of the arctan(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathArctan(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathArctan(
    double& array[]        // array of values
)
```

**Parameters**

array[
  [in] Array of values.

result[
  [out] Array of output values.

array[
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathSinPi

Calculates the values of the \( \sin(\pi x) \) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathSinPi(
    const double& array[], // array of values
    double& result[]      // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathSinPi(
    const double& array[]   // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
**MathCosPi**

Calculates the values of the \( \cos(\pi x) \) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathCosPi(
    const double& array[],    // array of values
    double&    result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathCosPi(
    double&    array[]        // array of values
)
```

**Parameters**

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
**MathTanPi**

Calculates the values of the tan(pi*x) function for array elements.

Version with output of the result to a new array:

```c
bool  MathTanPi(
    const double&  array[],  // array of values
    double&        result[]   // array of results
}
```

Version with output of the result to the original array:

```c
bool  MathTanPi(
    double&        array[]     // array of values
}
```

**Parameters**

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathAbs

Calculates the absolute values of array elements.

Version with output of the results to a new array:

```cpp
bool MathAbs(
    const double& array[], // array of values
    double& result[]      // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathAbs(
    double& array[]       // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathCeil

Returns the nearest larger integers for array elements.

Version with output of the results to a new array:

```c
bool MathCeil(
    const double& array[],  // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```c
bool MathCeil(
    double& array[]        // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathFloor

Returns the nearest smaller integers for array elements.

Version with output of the results to a new array:

```cpp
bool MathFloor(
    const double& array[],  // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathFloor(
    double& array[]         // array of values
)
```

Parameters

array[]

[in] Array of values.

result[]

[out] Array of output values.

array[]

[out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathSqrt

Calculates the square roots of array elements.

Version with output of the results to a new array:

```cpp
bool MathSqrt(
    const double& array[], // array of values
    double& result[]  // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathSqrt(
    double& array[]  // array of values
)
```

**Parameters**

- `array[]`
  - [in] Array of values.

- `result[]`
  - [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathExp

Calculates the values of the exp(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathExp(
    const double& array[], // array of values
    double& result[]   // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathExp(
    double& array[]  // array of values
)
```

Parameters

array[]

[in] Array of values.

result[]

[out] Array of output values.

array[]

[out] Array of output values.

Return Value

Returns true if successful, otherwise false.
### MathPow

Calculates the values of the pow(x, power) function for array elements.

Version with output of the results to a new array:

```c
bool MathPow(
    const double& array[],     // array of values
    const double power,        // power
    double& result[]           // array of results
)
```

Version with output of the results to the original array:

```c
bool MathPow(
    double& array[],           // array of values
    const double power         // power
)
```

**Parameters**

- `array[]`  
  [in] Array of values.

- `result[]`  
  [out] Array of output values.

- `array[]`  
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
**MathLog**

Calculates the values of the log(x) function for array elements.

Version for calculating the natural logarithm with output of the results to a new array.

```cpp
bool MathLog(
    const double& array[],    // array of values
    double& result[]          // array of results
)
```

Version for calculating the natural logarithm with output of the results to the original array.

```cpp
bool MathLog(
    double& array[]            // array of values
)
```

Version for calculating the logarithm to a specified base with output of the results to a new array.

```cpp
bool MathLog(
    const double& array[],    // array of values
    const double base,        // base of the logarithm
    double& result[]          // array of results
)
```

Version for calculating the logarithm to a specified base with output of the results to the original array.

```cpp
bool MathLog(
    double& array[],          // array of values
    const double base)        // base of the logarithm
)
```

**Parameters**

- `array[]`
  
  [in] Array of values.

- `base`
  
  [in] The base of the logarithm.

- `array[]`
  
  [out] Array of output values.

- `result[]`
  
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathLog2

Calculates the logarithm to the base 2 for the array elements.

Version with output of the results to a new array:

```cpp
bool MathLog2(
    const double& array[], // array of values
    double& result[]      // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathLog2(
    double& array[]        // array of values
)
```

Parameters

- `array[]`
  - [in] Array of values.
- `result[]`
  - [out] Array of output values.
- `array[]`
  - [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathLog10

Calculates the logarithm to the base 10 for the array elements.

Version with output of the results to a new array:

```cpp
bool MathLog10(
    const double& array[],  // array of values
    double& result[]        // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathLog10(
    double& array[]        // array of values
)
```

Parameters

`array[]`

[in] Array of values.

`result[]`

[ out] Array of output values.

`array[]`

[ out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathLog1p

Calculates the values of the log(1+x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathLog1p(
    const double& array[], // array of values
    double& result[]      // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathLog1p(
    double& array[]          // array of values
)
```

Parameters

array[]
[in] Array of values.

result[]
[out] Array of output values.

array[]
[out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathDifference

Generates an array with element differences of $y[i]=x[i+\text{lag}]-x[i]$.

Version for a single generation of an array of real values:

```cpp
bool MathDifference(
    const double &array[], // array of values
    const int lag,          // lag
    double &result[]       // array of results
)
```

Version for a single generation of an array of integer values:

```cpp
bool MathDifference(
    const int &array[],    // array of values
    const int lag,         // lag
    int &result[]          // array of results
)
```

Version for iterated generation of an array of real values (the number of iterations is set in the input parameters):

```cpp
bool MathDifference(
    const double &array[],   // array of values
    const int lag,            // lag
    const int differences,    // number of iterations
    double &result[]         // array of results
)
```

Version for iterated generation of an array of integer values (the number of iterations is set in the input parameters):

```cpp
bool MathDifference(
    const int &array[],    // array of values
    const int lag,         // lag
    const int differences, // number of iterations
    int &result[]          // array of results
)
```

Parameters

- `array[]`  
  [in] Array of values.

- `lag` 
  [in] Lag parameter.

- `differences` 
  [in] The number of iterations.

- `result[]`
Standard Library

[out] Array to output the results.

Return Value

Returns true if successful, otherwise false.
MathSample

Generates a random sample from the array elements.

Version for working with an array of real values:

```cpp
bool MathSample(
    const double& array[],  // array of values
    const int count,        // count
    double& result[]        // array of results
)
```

Version for working with an array of integer values:

```cpp
bool MathSample(
    const int& array[],     // array of values
    const int count,        // count
    int& result[]           // array of results
)
```

Version for working with an array of real values. It is possible to obtain a sample with replacement:

```cpp
bool MathSample(
    const double& array[],  // array of values
    const int count,        // count
    const bool replace,     // flag
    double& result[]        // array of results
)
```

Version for working with an array of integer values. It is possible to obtain a sample with replacement:

```cpp
bool MathSample(
    const int& array[],     // array of values
    const int count,        // count
    const bool replace,     // flag
    int& result[]           // array of results
)
```

Version for working with an array of real values, for which the probabilities of sampling are defined:

```cpp
bool MathSample(
    const double& array[],  // array of values
    double& probabilities[], // array of probabilities
    const int count,        // count
    double& result[]        // array of results
)
```

Version for working with an array of integer values, for which the probabilities of sampling are defined.
bool MathSample(
    const int& array[], // array of values
    double& probabilities[], // array of probabilities
    const int count, // count
    int& result[] // array of results
)

Version for working with an array of real values, for which the probabilities of sampling are defined. It is possible to obtain a sample with replacement:

bool MathSample(
    const double& array[], // array of values
    double& probabilities[], // array of probabilities
    const int count, // count
    const bool replace, // flag
    double& result[] // array of results
)

Version for working with an array of integer values, for which the probabilities of sampling are defined. It is possible to obtain a sample with replacement:

bool MathSample(
    const int& array[], // array of values
    double& probabilities[], // array of probabilities
    const int count, // count
    const bool replace, // flag
    int& result[] // array of results
)

Parameters

array[]
    [in] Array of integer values.
probabilities[]
    [in] Array of probabilities for sampling the elements.
count
    [in] The number of elements.
replace
    [in] Parameter that allows sampling with replacement.
result[]
    [out] Array to output the results.

Return Value

Returns true if successful, otherwise false.

Note
The replace=true argument allows performing random sampling of the elements with replacement back to the original sequence.
MathTukeySummary

Calculates the Tukey's five-number summary (minimum, lower quartile, median, upper quartile, maximum) for the array elements.

```cpp
bool MathTukeySummary(
    const double& array[],  // array of values
    const bool removeNAN,    // flag
    double& minimum,         // minimum value
    double& lower_hinge,     // lower quartile
    double& median,          // median value
    double& upper_hinge,     // upper quartile
    double& maximum          // maximum value
)
```

### Parameters

- `array[]`
  - [in] Array of real values.

- `removeNAN`
  - [in] Flag that indicates if non-numeric values are to be removed.

- `minimum`
  - [out] Variable to store the minimum value.

- `lower_hinge`
  - [out] Variable to store the lower quartile.

- `median`
  - [out] Variable to store the median value.

- `upper_hinge`
  - [out] Variable to store the upper quartile.

- `maximum`
  - [out] Variable to store the maximum value.

### Return Value

Returns true if successful, otherwise false.
MathRange

Calculates the minima and maxima of array elements.

```cpp
bool MathRange(
    const double& array[], // array of values
    double& min,           // minimum value
    double& max            // maximum value
)
```

Parameters

`array[]`

[in] Array of values.

`min`

[out] Variable to store the minimum value.

`max`

[out] Variable to store the maximum value.

Return Value

Returns true if successful, otherwise false.
**MathMin**

Returns the minimum value of all array elements.

```cpp
double MathMin(
    const double array[]  // array of values
)
```

**Parameters**

`array[]`

[in] Array of values.

**Return Value**

The minimum value.
MathMax

Returns the maximum value of all array elements.

```c
double MathMax(
    const double& array[]  // array of values
)
```

Parameters

- `array[]`
  - [in] Array of values.

Return Value

- The maximum value.
MathSum

Returns the sum of array elements.

```c
double MathSum(
    const double array[]  // array of values
)
```

Parameters

- `array[]`  
  [in] Array of values.

Return Value

- The sum of the elements.
MathProduct

Returns the product of array elements.

```c
double MathProduct(
    const double& array[]   // array of values
)
```

Parameters

- `array[]`
  - [in] Array of values.

Return Value

- The product of the elements.
MathStandardDeviation

Calculates the standard deviation of array elements.

```c
double MathStandardDeviation(
    const double array[]   // array of values
)
```

**Parameters**

`array[]`

[in] Array of values.

**Return Value**

Standard deviation.
MathAverageDeviation

The function calculates the average absolute deviation of array elements.

```c
double MathAverageDeviation(
    const double& array[]  // array of values
)
```

Parameters

`array[]`

[IN] Array of values.

Return Value

The average absolute deviation of array elements.
MathMedian

Calculates the median value of array elements.

```c
double MathMedian(
    double& array[]  // array of values
)
```

**Parameters**

`array[]`

[in] Array of values.

**Return Value**

The median value.
**MathMean**

Calculates the mean values of array elements.

```cpp
double MathMean(
    const double& array[] // array of values
)
```

**Parameters**

`array[]`

[in] Array of values.

**Return Value**

The mean value.
MathVariance

The function calculates the variance (second moment) of array elements.

```cpp
double MathVariance(
    const double& array[]  // array of values
)
```

**Parameters**

*array[]*

[in] Array of values.

**Return Value**

Value of the variance.
MathSkewness

The function calculates the skewness (third moment) of array elements.

```cpp
double MathSkewness{
    const double& array[]  // array of values
}
```

Parameters

array[]

[in] Array of values.

Return Value

Skewness.
MathKurtosis

The function calculates the kurtosis (fourth moment) of array elements.

```c
double MathKurtosis(
    const double& array[]   // array of values
)
```

**Parameters**

*array[]*

[in] Array of values.

**Return Value**

Kurtosis.
MathExpm1

Calculates the values of the exp(x)-1 function for array elements.

Version with output of the results to a new array:

```cpp
bool MathExpm1(
    const double& array[],  // array of values
    double& result[]  // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathExpm1(
    double& array[]  // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathSinh

Calculates the values of the sinh(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathSinh(
    const double& array[], // array of values
double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathSinh(
    double& array[]      // array of values
)
```

Parameters

`array[]`
- [in] Array of values.

`result[]`
- [out] Array of output values.

`array[]`
- [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathCosh

Calculates the values of the cosh(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathCosh(
    const double& array[], // array of values
    double& result[]      // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathCosh(
    double& array[]        // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
**MathTanh**

Calculates the values of the tanh(x) function for array elements.

**Version with output of the results to a new array:**

```cpp
bool MathTanh(
    const double& array[],    // array of values
    double& result[]          // array of results
)
```

**Version with output of the results to the original array:**

```cpp
bool MathTanh(
    double& array[]            // array of values
)
```

**Parameters**

- `array[]`  
  [in] Array of values.

- `result[]`  
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
**MathArcsinh**

Calculates the values of the arcsinh(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathArcsinh(
    const double& array[],  // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathArcsinh(
    double& array[]         // array of values
)
```

**Parameters**

- `array[]`
  - [in] Array of values.

- `result[]`
  - [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
**MathArccosh**

Calculates the values of the arccosh(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathArccosh(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathArccosh(
    double& array[]        // array of values
)
```

**Parameters**

- `array[]`  
  [in] Array of values.

- `result[]`  
  [out] Array of output values.

**Return Value**

Returns true if successful, otherwise false.
MathArctanh

Calculates the values of the arctanh(x) function for array elements.

Version with output of the results to a new array:

```cpp
bool MathArctanh(
    const double& array[], // array of values
    double& result[]  // array of results
)
```

Version with output of the results to the original array:

```cpp
bool MathArctanh(
    double& array[]       // array of values
)
```

Parameters

- `result[]` [out] Array of output values.
- `array[]` [out] Array of output values.

Return Value

Returns true if successful, otherwise false.
MathSignif

 Rounds a value to the specified number of digits in the mantissa.

 Version for working with a real value:

```cpp
double MathSignif(
    const double x, // value
    const int digits // number of decimal places
)
```

Return Value

The rounded value.

 Version for working with an array of real values and with output of the results to a separate array:

```cpp
bool MathSignif(
    const double& array[], // array of values
    int digits, // number of decimal places
    double result[] // array of results
)
```

Return Value

Returns true if successful, otherwise false.

 Version for working with an array of real values and with output of the results to the original array:

```cpp
bool MathSignif(
    double& array[], // array of values
    int digits // number of decimal places
)
```

Return Value

Returns true if successful, otherwise false.

Parameters

x

[in] Real value to be rounded.

digits

[in] Number of decimal places.

array[]

[in] Array of real values.

array[]

[out] Array of output values.

result[]

[out] Array of output values.
MathRank

Calculates the ranks of array elements.

Version for working with an array of real values:

```cpp
bool MathRank(
    const double& array[], // array of values
double& rank[]          // array of ranks
)
```

Version for working with an array of integer values:

```cpp
bool MathRank(
    const int& array[], // array of values
double& rank[]       // array of ranks
)
```

Parameters

array[]
  [in] Array of values.

rank[]
  [out] Array to output the ranks.

Return Value

Returns true if successful, otherwise false.
MathCorrelationPearson

Calculates the Pearson’s correlation coefficient.

Version for working with arrays of real values:

```c
bool MathCorrelationPearson(
    const double& array1[], // the first array of values
    const double& array2[], // the second array of values
    double& r           // correlation coefficient
)
```

Version for working with arrays of integer values:

```c
bool MathCorrelationPearson(
    const int& array1[], // the first array of values
    const int& array2[], // the second array of values
    double& r           // correlation coefficient
)
```

**Parameters**

`array1[]`

[in] The first array of values.

`array2[]`

[in] The second array of values.

`r`

[out] Variable to store the correlation coefficient.

**Return Value**

Returns true if successful, otherwise false.
MathCorrelationSpearman

Calculates the Spearman’s correlation coefficient.

Version for working with arrays of real values:

```cpp
bool MathCorrelationSpearman(
    const double& array1[], // the first array of values
    const double& array2[], // the second array of values
    double& r               // correlation coefficient
)
```

Version for working with arrays of integer values:

```cpp
bool MathCorrelationSpearman(
    const int& array1[],   // the first array of values
    const int& array2[],   // the second array of values
    double& r              // correlation coefficient
)
```

**Parameters**

array1[]

[in] The first array of values.

array2[]

[in] The second array of values.

r

[out] Variable to store the correlation coefficient.

**Return Value**

Returns true if successful, otherwise false.
MathCorrelationKendall

Calculates the Kendall's correlation coefficient.

Version for working with arrays of real values:

```c
bool MathCorrelationKendall(
    const double& array1[], // the first array of values
    const double& array2[], // the second array of values
    double& tau // correlation coefficient
)
```

Version for working with arrays of integer values:

```c
bool MathCorrelationKendall(
    const int& array1[], // the first array of values
    const int& array2[], // the second array of values
    double& tau // correlation coefficient
)
```

Parameters

`array1[]`
- [in] The first array of values.

`array2[]`
- [in] The second array of values.

`tau`
- [out] Variable to store the correlation coefficient.

Return Value

Returns true if successful, otherwise false.
MathQuantile

Calculates sample quantiles corresponding to the specified probabilities: 
\[ Q[i](p) = (1 - \text{gamma}) \times x[j] + \text{gamma} \times x[j+1] \]

```c
bool MathQuantile(
    const double& array[],             // array of values
    const double& probs[],             // array of probabilities
    double& quantile[]                 // array to output the quantiles
)
```

**Parameters**

- `array[]`  
  [in] Array of values.

- `probs[]`  

- `quantile[]`  
  [out] Array to output the quantiles.

**Return Value**

Returns true if successful, otherwise false.
MathProbabilityDensityEmpirical

The function calculates the empirical probability density function (pdf) for random values from an array.

```cpp
bool MathProbabilityDensityEmpirical(
    const double& array[], // array of random values
    const int count, // the number of pairs
    double& x[], // array of x values
    double& pdf[] // array of pdf values
)
```

Parameters

`array[]`
- [in] Array of random values.

`count`
- [in] The number of (x, pdf(x)) pairs.

`x[]`
- [out] Array to output the x values.

`pdf[]`
- [out] Array to output the pdf(x) values.

Return Value

Returns true if successful, otherwise false.
MathCumulativeDistributionEmpirical

The function calculates the empirical cumulative distribution function (cdf) for random values from an array.

```cpp
bool MathCumulativeDistributionEmpirical(
    const double& array[], // array of random values
    const int count, // the number of pairs
    double& x[], // array of x values
    double& cdf[] // array of cdf values
)
```

Parameters

array[]
- [in] Array of random values.

count
- [in] The number of (x, cdf(x)) pairs.

x[]
- [out] Array to output the x values.

cdf[]
- [out] Array to output the cdf(x) values.

Return Value

Returns true if successful, otherwise false.
Fuzzy is a library for working with fuzzy logic

Fuzzy logic is a synthesis of the traditional Aristotelian logic when truth is marked as a linguistic variable. Fuzzy logic, equivalent to classical logic, has its own fuzzy logic operations on fuzzy sets defined. There are the same operations for fuzzy sets as well as for ordinary sets, only their calculation is by far more difficult. We should also note that the composition of fuzzy sets constitutes as a fuzzy set.

The main principles of fuzzy logic, setting it apart from classical logic, are the maximum proximity to the reflection of reality and a high level of subjectivity, which can lead to significant errors in calculations.

Fuzzy model (or system) is a mathematical model whose calculation is based on fuzzy logic. Construction of such models is applicable when the subject of study has a weak formalization and its exact mathematical description is too complex or unknown. The quality of these models’ output values (error model) directly depends only on the Expert Advisor, which set up this model. The best option to minimize errors is to draw the most complete and comprehensive model and subsequently adjust it with machine learning on a large training set.

The progress of a model construction can be divided into three main stages:
1. Definition of input and output characteristics of a model.
2. Building a knowledge base.
3. Selecting one of the methods of fuzzy inference (Mamdani or Sugeno).

The first stage directly effects the consequent two and determines the future operation of the model. A knowledge base or, as sometimes called, rule base is a set of fuzzy rules type: "if, then" that define the relationship between inputs and outputs of the examined object. The number of rules in the system is not limited and is also determined by the Expert Advisor. The generalized format of fuzzy rules is as follows:

If rule condition, then rule conclusion.

Rule condition describes the current state of the object, and rule conclusion — how this condition affects the object. General view of conditions and conclusions cannot be selected because they are determined by a fuzzy inference.

Each rule in the system has its weight — this characteristic defines the importance of a rule in the model. Weighting factors are assigned to a rule within range \([0, 1]\). In many examples with fuzzy models, which can be found in the relevant literature, weight data is not specified, but it does not mean that it is not present. In fact, in such case for each rule from the database, the weight is fixed and equals unity. There can be two types of terms and conclusions for each rule:
1. simple — includes one fuzzy variable;
2. complex — includes several fuzzy variables.

Depending on the created knowledge base, the system of fuzzy inference is determined for a model. Fuzzy logical inference is a receipt of conclusion in form of a fuzzy set corresponding to the current value of the inputs with use of knowledge base and fuzzy operations. The two main types of fuzzy inference are Mamdani and Sugeno.
# Membership functions

A membership function is a function that allows to calculate the membership degree of a random element of the universal set to a fuzzy set. Consequently, the domain of a membership function should be within the range $[0, 1]$.

In most cases, the membership function is continuous and monotonic.

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<td>Class for implementing a pi-shaped membership function with the A, B, C and D parameters</td>
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<td>CProductTwoSigmoidalMembershipFunction</td>
<td>Class for implementing the membership function in the form of a product of two sigmoid functions with the A1, A2, C1 and C2 parameters</td>
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<tr>
<td>Classes of membership functions</td>
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</tr>
<tr>
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<tr>
<td>CZ_ShapedMembershipFunction</td>
<td>Class for implementing a z-like membership function with the A and B parameters.</td>
</tr>
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<td>IMembershipFunction</td>
<td>Basic class for all membership function classes.</td>
</tr>
</tbody>
</table>
**CConstantMembershipFunction**

Class for implementing a membership function as a straight line in parallel with the coordinate axis.

**Description**

The function is described by the equation:

\[ y(x) = c \]

Therefore, the membership degree for the function is the same along the entire numerical axis and is equal to the parameter specified in the constructor.

![Chart](image)

A sample code for plotting a chart is displayed below.

**Declaration**

```cpp
class CConstantMembershipFunction : public IMembershipFunction
```

**Title**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

**Inheritance hierarchy**

`CObject`  
`IMembershipFunction`  
`CConstantMembershipFunction`

**Class methods**

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Methods inherited from class CObject

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Example

```c
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CConstantMembershipFunction func1(0.2);
CConstantMembershipFunction func2(0.5);
CConstantMembershipFunction func3(0.8);

//--- Create wrappers for membership functions
double ConstantMembershipFunction1(double x) { return(func1.GetValue(x)); }
double ConstantMembershipFunction2(double x) { return(func2.GetValue(x)); }
double ConstantMembershipFunction3(double x) { return(func3.GetValue(x)); }

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"ConstantMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"ConstantMembershipFunction");
    }
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("ConstantMembershipFunction");
    graphic.BackgroundMainSize(16);

    //--- create curve
    graphic.CurveAdd(ConstantMembershipFunction1,0.0,10.0,1.0,CURVE_LINES,"[0.2]" );
    graphic.CurveAdd(ConstantMembershipFunction2,0.0,10.0,1.0,CURVE_LINES,"[0.5]" );
    graphic.CurveAdd(ConstantMembershipFunction3,0.0,10.0,1.0,CURVE_LINES,"[0.8]" );

    //--- sets the X-axis properties
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
    graphic.XAxis().Max(10.0);
    graphic.XAxis().DefaultStep(1.0);

    //--- sets the Y-axis properties
    graphic.YAxis().AutoScale(false);
    graphic.YAxis().Min(0.0);
    graphic.YAxis().Max(1.1);
    graphic.YAxis().DefaultStep(0.2);

    //--- plot
```
### GetValue

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(
    const double x  // membership function argument
)
```

**Parameters**

- `x`

**Return Value**

Membership function value.
CCompositeMembershipFunction

Class for implementing a composition of membership functions.

Description

Composition of membership functions is a combination of two or more membership functions using a specified operator.

A sample code for plotting a chart is displayed below.

Declaration

class CCompositeMembershipFunction : public IMembershipFunction

Title

#include <Math\Fuzzy\membershipfunction.mqh>

Inheritance hierarchy

CObject
   IMembershipFunction
      CCompositeMembershipFunction

Class methods

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</table>
Methods inherited from class CObject

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Example

```csharp
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CProductTwoSigmoidalMembershipFunctions func1(2,1,-1,7);
CP_ShapedMembershipFunction func2(0,6,7,9);
CCompositeMembershipFunction composite(ProdMF, GetPointer(func1), GetPointer(func2));
//--- Create wrappers for membership functions
double ProductTwoSigmoidalMembershipFunctions(double x) { return func1.GetValue(x); }
double P_ShapedMembershipFunction(double x) { return func2.GetValue(x); }
double CompositeMembershipFunction(double x) { return composite.GetValue(x); }

void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"CompositeMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"CompositeMembershipFunction");
    }
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("CompositeMembershipFunction");
    graphic.BackgroundMainSize(16);

    //--- create curve
    graphic.CurveAdd(P_ShapedMembershipFunction,0.0,10.0,0.1,CURVE_LINES,"Func1");
    graphic.CurveAdd(ProductTwoSigmoidalMembershipFunctions,0.0,10.0,0.1,CURVE_LINES,"Func2");
    graphic.CurveAdd(CompositeMembershipFunction,0.0,10.0,0.1,CURVE_LINES,"Func1 * Func2");

    //--- sets the X-axis properties
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
    graphic.XAxis().Max(10.0);
    graphic.XAxis().DefaultStep(1.0);

    //--- sets the Y-axis properties
    graphic.YAxis().AutoScale(false);
    graphic.YAxis().Min(0.0);
    graphic.YAxis().Max(1.1);
    graphic.YAxis().DefaultStep(0.2);

    //--- plot
```
CompositionType

Sets the composition operator.

```cpp
void CompositionType(
    MfCompositionType value // operator type
)
```

Parameters

- **value**
  - [in] Composition operator type.

Note

The following operator types are available:
- MinMF (minimum of functions)
- MaxMF (maximum of functions)
- ProdMF (product of functions)
- SumMF (sum of functions)

MembershipFunctions

Gets the list of membership functions included into a composition.

```cpp
CList* MembershipFunctions(
    void // list of membership functions
)
```

Return Value

List of membership functions.

GetValue

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(
    const x // membership function argument
)
```

Parameters

- **x**

Return Value
Membership function value.
CDifferencTwoSigmoidalMembershipFunction

Class for implementing the membership function in the form of a difference between two sigmoid functions with the \( A_1, A_2, C_1 \) and \( C_2 \) parameters.

**Description**

The function is based on a sigmoid curve. It allows creating membership functions with the values equal to 1 beginning with an argument value. Such functions are suitable if you need to set such linguistic terms as "short" or "long".

![DifferencTwoSigmoidalMembershipFunction](image)

A sample code for plotting a chart is displayed below.

**Declaration**

```cpp
class CDifferencTwoSigmoidalMembershipFunction : public IMembershipFunction
```

**Title**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - **IMembershipFunction**
    - **CDifferencTwoSigmoidalMembershipFunction**

**Class methods**

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</tr>
<tr>
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<td><strong>A2</strong></td>
<td>Gets and sets the second membership function slope ratio.</td>
</tr>
<tr>
<td><strong>C1</strong></td>
<td>Gets and sets the first membership function inflection coordinate parameter.</td>
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</tr>
<tr>
<td><strong>GetValue</strong></td>
<td>Calculates the value of the membership function by a specified argument.</td>
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</tbody>
</table>

Methods inherited from class CObject

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Example

```c
class DifferecTwoSigmoidalMembershipFunction.func1(5,1,8,7);
class DifferecTwoSigmoidalMembershipFunction.func2(5,4,5,7);
class DifferecTwoSigmoidalMembershipFunction.func3(5,6,2,7);

//--- Create wrappers for membership functions
double DifferecTwoSigmoidalMembershipFunction1(double x) {
    return(func1.GetValue(x));
}
double DifferecTwoSigmoidalMembershipFunction2(double x) {
    return(func2.GetValue(x));
}
double DifferecTwoSigmoidalMembershipFunction3(double x) {
    return(func3.GetValue(x));
}

//--- Create wrappers for membership functions
```

---

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graphic.CurveAdd(DifferencTwoSigmoidalMembershipFunction2, 0.0, 10.0, 0.1, CURVE_LINES,
graphic.CurveAdd(DifferencTwoSigmoidalMembershipFunction3, 0.0, 10.0, 0.1, CURVE_LINES,
    //--- sets the X-axis properties
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
    graphic.XAxis().Max(10.0);
    graphic.XAxis().DefaultStep(1.0);
    //--- sets the Y-axis properties
    graphic.YAxis().AutoScale(false);
    graphic.YAxis().Min(0.0);
    graphic.YAxis().Max(1.1);
    graphic.YAxis().DefaultStep(0.2);
    //--- plot
    graphic.CurvePlotAll();
    graphic.Update();
}

A1 (Get method)

Gets the first membership function slope ratio.

```cpp
double A1()
```

Return Value

Slope ratio value.

A1 (Set method)

Sets the first membership function slope ratio.

```cpp
void A1(
    const double a1 // slope ratio value
)
```

Parameters

a1

[in] Slope ratio value.

A2 (Get method)

Gets the second membership function slope ratio.

```cpp
double A2()
```

Return Value

Slope ratio value.

A2 (Set method)
Sets the second membership function slope ratio.

```c
void A2{
    const double a2   // slope ratio value
}
```

**Parameters**

- `a2`
  - [in] Slope ratio value.

---

**C1 (Get method)**

Gets the first membership function inflection coordinate parameter.

```c
double C1()
```

**Return Value**

Inflection coordinate value.

---

**C1 (Set method)**

Sets the first membership function inflection coordinate parameter.

```c
void C1{
    const double c1   // inflection coordinate value
}
```

**Parameters**

- `c1`
  - [in] Inflection coordinate value.

---

**C2 (Get method)**

Gets the second membership function inflection coordinate parameter.

```c
double C2()
```

**Return Value**

Inflection coordinate value.

---

**C2 (Set method)**

Sets the second membership function inflection coordinate parameter.

```c
void C2{
    const double c2   // inflection coordinate value
}
```
Parameters

$c_2$

[in] Inflection coordinate value.

**GetValue**

Calculates the value of the membership function by a specified argument.

```c
double GetValue(
    const double  x  // membership function argument
)
```

Parameters

$x$


Return Value

Membership function value.
**CGeneralizedBellShapedMembershipFunction**

Class for implementing a generalized bell-shaped membership function with A, B and C parameters.

**Description**

Generalized bell-shaped membership function shape is similar to Gaussian functions. The function is smooth and takes non-zero values along the entire definition area.

![Diagram](image)

A sample code for plotting a chart is displayed below.

**Declaration**

```cpp
class CGeneralizedBellShapedMembershipFunction : public IMembershipFunction
```

**Title**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - **IMembershipFunction**
    - **CGeneralizedBellShapedMembershipFunction**

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Gets and sets the membership function concentration ratio.</td>
</tr>
<tr>
<td>B</td>
<td>Gets and sets the membership function slope ratio.</td>
</tr>
</tbody>
</table>
### Class method

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>Gets and sets the membership function maximum coordinate.</td>
</tr>
<tr>
<td>GetValue</td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

### Example

```
#include <Math\Fuzzy\membershipfunction.mq>
#include <Graphics\Graphic.mq>

CGeneralizedBellShapedMembershipFunction func1(5, 1, 3);
CGeneralizedBellShapedMembershipFunction func2(5, 2, 3);
CGeneralizedBellShapedMembershipFunction func3(5, 3, 3);

//--- Create membership functions

double GeneralizedBellShapedMembershipFunction1(double x) { return {func1.GetValue(x)};

double GeneralizedBellShapedMembershipFunction2(double x) { return {func2.GetValue(x)};

double GeneralizedBellShapedMembershipFunction3(double x) { return {func3.GetValue(x)};

//--- Script program start function

void OnStart()
{
//--- Create graphic

CGraphic graphic;

if (graphic.Create(0, "GeneralizedBellShapedMembershipFunction", 0, 30, 30, 780, 380))
{
    graphic.Attach(0, "GeneralizedBellShapedMembershipFunction");
}

graphic.HistoryNameWidth(70);

graphic.BackgroundMain("GeneralizedBellShapedMembershipFunction");

graphic.BackgroundMainSi(16);

//--- Create curve

graphic.CurveAdd(GeneralizedBellShapedMembershipFunction1, 0.0, 10.0, 0.1, CURVE_LINES);

graphic.CurveAdd(GeneralizedBellShapedMembershipFunction2, 0.0, 10.0, 0.1, CURVE_LINES);

graphic.CurveAdd(GeneralizedBellShapedMembershipFunction3, 0.0, 10.0, 0.1, CURVE_LINES);

//--- Sets the X-axis properties

graphic.XAxis().AutoScale(false);

graphic.XAxis().Min(0.0);
```
A (Get method)

Gets the membership function concentration ratio.

```cpp
double A()
```

**Return Value**

Concentration ratio value.

A (Set method)

Sets the membership function concentration ratio.

```cpp
void A(
    const double a // concentration ratio value
)
```

**Parameters**

- `a`
  - [in] Membership function concentration ratio.

B (Get method)

Gets the membership function slope ratio.

```cpp
double B()
```

**Return Value**

Slope ratio value.

B (Set method)

Sets the membership function slope ratio.
void B(
    const double b // slope ratio value
)

Parameters

b

C (Get method)

Gets the membership function maximum coordinate.

double C()

Return Value

Membership function maximum coordinate.

C (Set method)

Sets the membership function maximum coordinate.

void C(
    const double c // maximum coordinate value
)

Parameters

c
    [in] Membership function maximum coordinate.

GetValue

Calculates the value of the membership function by a specified argument.

double GetValue(
    const x // membership function argument
)

Parameters

x

Return Value

Membership function value.
CNormalCombinationMembershipFunction

Class for implementing a two-sided Gaussian membership function with the B1, B2, Sigma1 and Sigma2 parameters.

Description

The two-sided Gaussian membership function is formed using Gaussian distribution. It allows setting asymmetrical membership functions. The function is smooth and takes non-zero values along the entire definition area.

![Graph of CNormalCombinationMembershipFunction](image)

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CNormalCombinationMembershipFunction : public IMembershipFunction
```

Title

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

Inheritance hierarchy

- CObject
  - IMembershipFunction
    - CNormalCombinationMembershipFunction

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>B1</td>
<td>Gets and sets the value of the first membership function center.</td>
</tr>
<tr>
<td>Class method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-------------</td>
</tr>
<tr>
<td>B2</td>
<td>Gets and sets the value of the second membership function center.</td>
</tr>
<tr>
<td>Sigma1</td>
<td>Gets and sets the first parameter of the membership function curvature.</td>
</tr>
<tr>
<td>Sigma2</td>
<td>Gets and sets the second parameter of the membership function curvature.</td>
</tr>
<tr>
<td>GetValue</td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject
Prev, Prev, Next, Next, Save, Load, Type, Compare

Example
```
//+------------------------------------------------------------------+
//|                          NormalCombinationMembershipFunction.mq5    |
//|                        Copyright 2016, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CNormalCombinationMembershipFunction func1(1,2,3,1);
CNormalCombinationMembershipFunction func2(4,2,5,1);
CNormalCombinationMembershipFunction func3(6,2,6,1);

//--- Create wrappers for membership functions
double NormalCombinationMembershipFunction1(double x) { return(func1.GetValue(x)); }  
double NormalCombinationMembershipFunction2(double x) { return(func2.GetValue(x)); }  
double NormalCombinationMembershipFunction3(double x) { return(func3.GetValue(x)); }  

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"NormalCombinationMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"NormalCombinationMembershipFunction");
    }
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("NormalCombinationMembershipFunction");
    graphic.BackgroundMainSize(16);
    //--- create curve
    graphic.CurveAdd(NormalCombinationMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,"");
```
graphic.CurveAdd(NormalCombinationMembershipFunction2, 0.0, 10.0, 0.1, CURVE_LINES, "[4,
graphic.CurveAdd(NormalCombinationMembershipFunction3, 0.0, 10.0, 0.1, CURVE_LINES, "[6,

//--- sets the X-axis properties
  graphic.XAxis().AutoScale(false);
  graphic.XAxis().Min(0.0);
  graphic.XAxis().Max(10.0);
  graphic.XAxis().DefaultStep(1.0);

//--- sets the Y-axis properties
  graphic.YAxis().AutoScale(false);
  graphic.YAxis().Min(0.0);
  graphic.YAxis().Max(1.1);
  graphic.YAxis().DefaultStep(0.2);

//--- plot
  graphic.CurvePlotAll();
  graphic.Update();

B1 (Get method)

Gets the value of the first membership function center.

double B1()

Return Value

Value of the first membership function center.

B1 (Set method)

Sets the value of the first membership function center.

void B1(
    const double b1  // first center value
)

Parameters

b

[in] Value of the first membership function center.

B2 (Get method)

 Gets the value of the second membership function center.

double B2()

Return Value

The value of the second membership function center.
B2 (Set method)

Sets the value of the second membership function center.

```cpp
void B2(
    const double b2   // second center value
)
```

Parameters

b2

[in] Value of the second membership function center.

Sigma1 (Get method)

Gets the first parameter of the membership function curvature.

```cpp
double Sigma1()
```

Return Value

The value of the first parameter of the membership function curvature.

Sigma1 (Set method)

Sets the value of the first parameter of the membership function curvature.

```cpp
void Sigma1(
    const double sigma1   // first curvature parameter value
)
```

Parameters

sigma1

[in] The first parameter of the membership function curvature.

Sigma2 (Get method)

Gets the second parameter of the membership function curvature.

```cpp
double Sigma2()
```

Return Value

The value of the second parameter of the membership function curvature.

Sigma2 (Set method)
Sets the value of the second parameter of the membership function curvature.

```c
void Sigma2(
    const double sigma2 // second curvature parameter value
);
```

**Parameters**

*sigma2*

[in] The second curvature parameter of the membership function.

---

**GetValue**

Calculates the value of the membership function by a specified argument.

```c
double GetValue(
    const x // membership function argument
);
```

**Parameters**

*x*


**Return Value**

Membership function value.
**CNormalMembershipFunction**

Class for implementing a symmetrical Gaussian membership function with the B and Sigma parameters.

**Description**

The symmetrical Gaussian membership function is formed using Gaussian distribution. The function is smooth and takes non-zero values along the entire definition area.

![NormalMembershipFunction](chart.png)

A sample code for plotting a chart is displayed below.

**Declaration**

```cpp
class CNormalMembershipFunction : public IMembershipFunction
```

**Title**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

**Inheritance hierarchy**

- CObject
  - IMembershipFunction
    - CNormalMembershipFunction

**Class methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Gets and sets the membership function center.</td>
</tr>
<tr>
<td>Sigma</td>
<td>Gets and sets the parameter of the membership function curvature.</td>
</tr>
</tbody>
</table>
### Example

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CNormalMembershipFunction func1(5,0.5);
CNormalMembershipFunction func2(5,1);
CNormalMembershipFunction func3(5,3);

//--- Create wrappers for membership functions
double NormalMembershipFunction1(double x) { return(func1.GetValue(x)); }  
double NormalMembershipFunction2(double x) { return(func2.GetValue(x)); }  
double NormalMembershipFunction3(double x) { return(func3.GetValue(x)); }
```

```cpp
//--- Script program start function

void OnStart()
{
//--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"NormalMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"NormalMembershipFunction");
    }
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("NormalMembershipFunction");
    graphic.BackgroundMainSize(16);

//--- create curve
    graphic.CurveAdd(NormalMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,"[5, 0.0]");
    graphic.CurveAdd(NormalMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,"[5, 1]");
    graphic.CurveAdd(NormalMembershipFunction3,0.0,10.0,0.1,CURVE_LINES,"[5, 3]");

//--- sets the X-axis properties
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
    graphic.XAxis().Max(10.0);
    graphic.XAxis().DefaultStep(1.0);
//--- sets the Y-axis properties
}  
```

### Description

**GetValue**
Calculates the value of the membership function by a specified argument.

### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Save**, **Load**, **Type**, **Compare**

---

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```csharp
graphic.YAxis().AutoScale(false);
graphic.YAxis().Min(0.0);
graphic.YAxis().Max(1.1);
graphic.YAxis().DefaultStep(0.2);
//--- plot
graphic.CurvePlotAll();
graphic.Update();
```

### B (Get method)

**Gets** the membership function center.

```csharp
double B()
```

**Return Value**

The value of the membership function center.

### B (Set method)

**Sets** the value of the membership function center.

```csharp
void B(
    const double b // function center value
)
```

**Parameters**

- `b`
  
  [in] Value of the membership function center.

### Sigma (Get method)

**Gets** the parameter of the membership function curvature.

```csharp
double Sigma()
```

**Return Value**

The value of the membership function curvature parameter.

### Sigma (Set method)

**Sets** the value of the membership function curvature parameter.

```csharp
void Sigma(
    const double sigma // curvature parameter value
)
```

**Parameters**

- `sigma`

**GetValue**

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(
    const double x  // argument
)
```

**Parameters**

- `x`

**Return Value**

- Membership function value.
**CP_ShapedMembershipFunction**

Class for implementing a pi-shaped membership function with the A, B, C and D parameters.

**Description**

The pi-shaped membership function has the form of a curvilinear trapezoid. The function is used to set asymmetric membership functions with a smooth transition from pessimistic to optimistic fuzzy number assessment.

![P_ShapedMembershipFunction](image)

A sample code for plotting a chart is displayed below.

**Declaration**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>

class CP_ShapedMembershipFunction : public IMembershipFunction
```

**Inheritance hierarchy**

```
CObject
    IMembershipFunction
        CP_ShapedMembershipFunction
```

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Gets and sets the parameter of the fuzzy set beginning.</td>
</tr>
<tr>
<td>B</td>
<td>Gets and sets the first parameter of the fuzzy set core.</td>
</tr>
</tbody>
</table>
Class method | Description
--- | ---
C | Gets and sets the second parameter of the fuzzy set core.
D | Gets and sets the parameter of the fuzzy set end.
GetValue | Calculates the value of the membership function by a specified argument.

Methods inherited from class CObject
- Prev, Prev, Next, Next, Save, Load, Type, Compare

Example
```c
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CP_ShapedMembershipFunction func1(0,0.5,3,9);
CP_ShapedMembershipFunction func2(0,4,5.5,9);
CP_ShapedMembershipFunction func3(0,6,7,9);

//--- Create wrappers for membership functions
double P_ShapedMembershipFunction1(double x) { return(func1.GetValue(x)); }
double P_ShapedMembershipFunction2(double x) { return(func2.GetValue(x)); }
double P_ShapedMembershipFunction3(double x) { return(func3.GetValue(x)); }

//--- Script program start function
void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"P_ShapedMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"P_ShapedMembershipFunction");
    }
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("P_ShapedMembershipFunction");
    graphic.BackgroundMainSize(16);
    //--- create curve
    graphic.CurveAdd(P_ShapedMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,\[0, 0.5, 3,
    graphic.CurveAdd(P_ShapedMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,\[0, 4, 5.5,
    graphic.CurveAdd(P_ShapedMembershipFunction3,0.0,10.0,0.1,CURVE_LINES,\[0, 6, 7, 9
```

--- sets the X-axis properties---
A (Get method)

Gets the parameter of the fuzzy set beginning.

```c++
double A()
```

Return Value

Parameter of the fuzzy set beginning.

A (Set method)

Sets the parameter of the fuzzy set beginning.

```c++
void A(
    const double a // parameter of the fuzzy set beginning
)
```

Parameters

a

[in] Parameter of the fuzzy set beginning.

B (Get method)

Gets the first parameter of the fuzzy set core.

```c++
double B()
```

Return Value

The first parameter of the fuzzy set core.

B (Set method)

Sets the first parameter of the fuzzy set core.

```c++
void B(
    const double b // value of the fuzzy set core first parameter
)
Parameters

$ b $

\textbf{[in]} The first parameter of the fuzzy set core.

\section*{C (Get method)}

\textbf{Gets the second parameter of the fuzzy set core.}

\begin{verbatim}
double C()
\end{verbatim}

\section*{Return Value}

The second parameter of the fuzzy set core.

\section*{C (Set method)}

\textbf{Sets the second parameter of the fuzzy set core.}

\begin{verbatim}
void C(
    const double c  // value of the fuzzy set core second parameter
)
\end{verbatim}

Parameters

$ c $

\textbf{[in]} The second parameter of the fuzzy set core.

\section*{D (Get method)}

\textbf{Gets the parameter of the fuzzy set end.}

\begin{verbatim}
double D()
\end{verbatim}

\section*{Return Value}

Value of the fuzzy set end parameter.

\section*{D (Set method)}

\textbf{Sets the parameter of the fuzzy set end.}

\begin{verbatim}
void D(
    const double d  // value of the fuzzy set end parameter
)
\end{verbatim}

Parameters

$ d $

\textbf{[in]} Value of the fuzzy set end parameter.
**GetValue**

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(const double x)
```

**Parameters**

- `x` 
  
  [in] membership function argument

**Return Value**

- membership function value
CProductTwoSigmoidalMembershipFunction

Class for implementing the membership function in the form of a product of two sigmoid functions with the A1, A2, C1 and C2 parameters.

Description

A product of two sigmoid membership functions is applied for setting smooth asymmetric functions. It allows creating membership functions with the values equal to 1 beginning with an argument value. Such functions are suitable if you need to set such linguistic terms as "short" or "long".

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CProductTwoSigmoidalMembershipFunction : public IMembershipFunction
```

Title

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

Inheritance hierarchy

CObject
   IMembershipFunction
      CProductTwoSigmoidalMembershipFunctions

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1</td>
<td>Gets and sets the first membership function slope ratio.</td>
</tr>
</tbody>
</table>
### Class method

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>A2</strong></td>
<td>Gets and sets the second membership function slope ratio.</td>
</tr>
<tr>
<td><strong>C1</strong></td>
<td>Gets the first membership function inflection coordinate parameter.</td>
</tr>
<tr>
<td><strong>C2</strong></td>
<td>Gets the second membership function inflection coordinate parameter.</td>
</tr>
<tr>
<td><strong>GetValue</strong></td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

#### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

#### Example

```cpp
//+------------------------------------------------------------------+
//|                       ProductTwoSigmoidalMembershipFunctions.mq5 |  |
//|                        Copyright 2016, MetaQuotes Software Corp.|  |
//|                                             https://www.mql5.com |  |
//+------------------------------------------------------------------+

#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CProductTwoSigmoidalMembershipFunctions func1(2,1,-1,7);
CProductTwoSigmoidalMembershipFunctions func2(2,2,-4,7);
CProductTwoSigmoidalMembershipFunctions func3(2,3,-8,7);

//--- Create wrappers for membership functions
double ProductTwoSigmoidalMembershipFunctions1(double x) { return (func1.GetValue(x)); }
double ProductTwoSigmoidalMembershipFunctions2(double x) { return (func2.GetValue(x)); }
double ProductTwoSigmoidalMembershipFunctions3(double x) { return (func3.GetValue(x)); }

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{

//--- create graphic
CGraphic graphic;
if(!graphic.Create(0,"ProductTwoSigmoidalMembershipFunctions",0,30,30,780,380))
{
    graphic.Attach(0,"ProductTwoSigmoidalMembershipFunctions");
}
graphic.HistoryNameWidth(70);
graphic.BackgroundMain("ProductTwoSigmoidalMembershipFunctions");
```
```cpp
graphic.BackgroundMainSize(16);
//--- create curve
    graphic.CurveAdd(ProductTwoSigmoidalMembershipFunctions1, 0.0, 10.0, 0.1, CURVE_LINES,
    graphic.CurveAdd(ProductTwoSigmoidalMembershipFunctions2, 0.0, 10.0, 0.1, CURVE_LINES,
    graphic.CurveAdd(ProductTwoSigmoidalMembershipFunctions3, 0.0, 10.0, 0.1, CURVE_LINES,
    //--- sets the X-axis properties
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
    graphic.XAxis().Max(10.0);
    graphic.XAxis().DefaultStep(1.0);
    //--- sets the Y-axis properties
    graphic.YAxis().AutoScale(false);
    graphic.YAxis().Min(0.0);
    graphic.YAxis().Max(1.1);
    graphic.YAxis().DefaultStep(0.2);
    //--- plot
    graphic.CurvePlotAll();
    graphic.Update();
}
```

### A1 (Get method)

Gets the first membership function slope ratio.

```cpp
double A1()
```

**Return Value**

The first membership function slope ratio.

### A1 (Set method)

Sets the first membership function slope ratio.

```cpp
void A1(
    const double a1 // the first membership function slope ratio
)
```

**Parameters**

- **a1**
  - [in] The first membership function slope ratio.

### A2 (Get method)

Gets the second membership function slope ratio.

```cpp
double A2()
```

**Return Value**

The second membership function slope ratio.
A2 (Set method)

Sets the second membership function slope ratio.

```cpp
void A2(
    const double a2  // the second membership function slope ratio
)
```

Parameters

- `a2`
  - [in] The second membership function slope ratio.

C1 (Get method)

Gets the first membership function inflection coordinate parameter.

```cpp
double C1()
```

Return Value

- The first membership function inflection coordinate.

C1 (Set method)

Sets the first membership function inflection coordinate.

```cpp
void C1(
    const double c1  // the first membership function inflection coordinate
)
```

Parameters

- `c1`
  - [in] The first membership function inflection coordinate.

C2 (Get method)

Gets the second membership function inflection coordinate parameter.

```cpp
double C2()
```

Return Value

- The second membership function inflection coordinate.

C2 (Set method)

Sets the second membership function inflection coordinate.

```cpp
void C2(
    const double c2  // the second membership function inflection coordinate
)
```
Parameters

\( c2 \)

[in] The second membership function inflection coordinate.

**GetValue**

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(
    const x // membership function argument
)
```

Parameters

\( x \)


Return Value

Membership function value.
**CS_ShapedMembershipFunction**

Class for implementing an S-like membership function with the A and B parameters.

**Description**

The function sets an S-like two-parameter membership function. This is a non-decreasing function that takes values from 0 to 1. The A and B parameters define the interval, within which the function increases in non-linear trajectory from 0 to 1.

The function represents fuzzy sets of “very high” type (i.e. non-decreasing membership functions with saturation are set).

![S_ShapedMembershipFunction](image)

A sample code for plotting a chart is displayed below.

**Declaration**

```cpp
class CS_ShapedMembershipFunction : public IMembershipFunction
```

**Title**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

**Inheritance hierarchy**

```
CObject
IMembershipFunction
CS_ShapedMembershipFunction
```

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Gets and sets the parameter of the increasing interval start.</td>
</tr>
</tbody>
</table>
### Class method

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>B</strong></td>
<td>Gets and sets the first parameter of the fuzzy set core.</td>
</tr>
<tr>
<td><strong>GetValue</strong></td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

### Methods inherited from class CObject

- Prev, Prev, Next, Next, `Save`, `Load`, `Type`, `Compare`

### Example

```c
#include <Math\fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CS_ShapedMembershipFunction func1(2,1);
CS_ShapedMembershipFunction func2(2,4);
CS_ShapedMembershipFunction func3(2,7);

//--- Create wrappers for membership functions
double S_ShapedMembershipFunction1(double x) { return(func1.GetValue(x)); } 
double S_ShapedMembershipFunction2(double x) { return(func2.GetValue(x)); } 
double S_ShapedMembershipFunction3(double x) { return(func3.GetValue(x)); } 

void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"S_ShapedMembershipFunction",0,30,30,780,380))
        
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("S_ShapedMembershipFunction");
    graphic.BackgroundMainSize(16);

    //--- create curve
    graphic.CurveAdd(S_ShapedMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,"[2, 1]");
    graphic.CurveAdd(S_ShapedMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,"[2, 4]");
    graphic.CurveAdd(S_ShapedMembershipFunction3,0.0,10.0,0.1,CURVES_LINES,"[2, 7]");

    //--- sets the X-axis properties
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
}"
```
graphic.XAxis().Max(10.0);
graphic.XAxis().DefaultStep(1.0);
//-- sets the Y-axis properties
graphic.YAxis().AutoScale(false);
graphic.YAxis().Min(0.0);
graphic.YAxis().Max(1.1);
graphic.YAxis().DefaultStep(0.2);
//-- plot
graphic.CurvePlotAll();
graphic.Update();
}

A (Get method)

Gets the parameter of the increasing interval start.

```cpp
double A()
```

Return Value

Increasing interval start parameter.

A (Set method)

Sets the parameter of the increasing interval start.

```cpp
void A(
    const double a // increasing interval start parameter
)
```

Parameters

- `a`
  - [in] Increasing interval start parameter.

B (Get method)

Gets the first parameter of the fuzzy set core.

```cpp
double B()
```

Return Value

The first parameter of the fuzzy set core.

B (Set method)

Sets the first parameter of the fuzzy set core.

```cpp
void B(
    const double b // the first parameter of the fuzzy set core
)
Parameters

\( b \)

[in] The first parameter of the fuzzy set core.

**GetValue**

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(
    const x  // membership function argument
)
```

Parameters

\( x \)


Return Value

Membership function value.
CSigmoidalMembershipFunction

Class for implementing a sigmoid membership function with the A and C parameters.

Description

The sigmoid function is applied when setting monotonous membership functions. It allows creating membership functions with the values equal to 1 beginning with an argument value. Such functions are suitable if you need to set such linguistic terms as "short" or "long".

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CSigmoidalMembershipFunction : public IMembershipFunction
```

Title

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

Inheritance hierarchy

```
CObject
    IMembershipFunction
        CSigmoidalMembershipFunction
```

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Gets and sets the membership function slope ratio.</td>
</tr>
<tr>
<td>C</td>
<td>Gets and sets the membership function inflection coordinate parameter.</td>
</tr>
</tbody>
</table>
### Class method

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetValue</td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

### Example

```c++
#include <Math\Fuzzy\membershipfunction.mq5>
#include <Graphics\Graphic.mq5>

//--- Create membership functions
CSigmoidalMembershipFunction func1(-2, 4);
CSigmoidalMembershipFunction func2(1, 4);
CSigmoidalMembershipFunction func3(2, 4);

//--- Create wrappers for membership functions
double SigmoidalMembershipFunction1(double x) { return (func1.GetValue(x)); }  
double SigmoidalMembershipFunction2(double x) { return (func2.GetValue(x)); }  
double SigmoidalMembershipFunction3(double x) { return (func3.GetValue(x)); }  

//--- Create graphic
CGraphic graphic;
if (!graphic.Create(0, "SigmoidalMembershipFunction", 0, 30, 30, 780, 380))
{
    graphic.Attach(0, "SigmoidalMembershipFunction");
}
graphic.HistoryNameWidth(70);
graphic.BackgroundMain("SigmoidalMembershipFunction");
graphic.BackgroundMainSize(16);

//--- Create curve
graphic.CurveAdd(SigmoidalMembershipFunction1, 0.0, 10.0, 0.1, CURVE_LINES, "[-2, 4]");
graphic.CurveAdd(SigmoidalMembershipFunction2, 0.0, 10.0, 0.1, CURVE_LINES, "[1, 4]");
graphic.CurveAdd(SigmoidalMembershipFunction3, 0.0, 10.0, 0.1, CURVE_LINES, "[2, 4]");

//--- sets the X-axis properties
graphic.XAxis().AutoScale(false);
graphic.XAxis().Min(0.0);
graphic.XAxis().Max(10.0);
graphic.XAxis().DefaultStep(1.0);

//--- sets the Y-axis properties
```
A (Get method)

Gets the membership function slope ratio.

```cpp
double A()
```

Return Value

The membership function slope ratio.

A (Set method)

Sets the membership function slope ratio.

```cpp
void A(
    const double a // the first membership function slope ratio
)
```

Parameters

a


C (Get method)

Gets the membership function inflection coordinate parameter.

```cpp
double C()
```

Return Value

Membership function inflection coordinate.

C (Set method)

Sets the membership function inflection coordinate.

```cpp
void C(
    const double c // membership function inflection coordinate
)
```

Parameters

C
[in] The membership function inflection coordinate.

**GetValue**

Calculates the value of the membership function by a specified argument.

```
double GetValue(
    const x  // membership function argument
)
```

**Parameters**

- `x`
  

**Return Value**

Membership function value.
CTrapezoidMembershipFunction

Class for implementing a trapezoidal membership function with the X1, X2, X3 and X4 parameters.

Description

The function is formed using piecewise linear approximation. This is a generalization of the triangular function allowing you to assign a fuzzy set core as an interval. Such a membership function makes it possible to conveniently interpret optimistic/pessimistic assessments.

The function is used to set asymmetric membership functions of the variables with their most critical values defined within a certain interval.

A sample code for plotting a chart is displayed below.

Declaration

class CTrapezoidMembershipFunction : public IMembershipFunction

Title

#include <Math\Fuzzy\membershipfunction.mqh>

Inheritance hierarchy

CObject

IMembershipFunction

CTrapezoidMembershipFunction

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X1</td>
<td>Gets and sets the value of the first point on the X axis.</td>
</tr>
</tbody>
</table>
### Class method | Description
--- | ---
X2 | Gets and sets the value of the second point on the X axis.
X3 | Gets and sets the value of the third point on the X axis.
X4 | Gets and sets the value of the fourth point on the X axis.
GetValue | Calculates the value of the membership function by a specified argument.

### Methods inherited from class CObject
Prev, Prev, Next, Next, Save, Load, Type, Compare

### Example
```c
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CTrapezoidMembershipFunction func1(0,2,5,5);
CTrapezoidMembershipFunction func2(0,3,7,10);
CTrapezoidMembershipFunction func3(4,8,8,10);

//--- Create wrappers for membership functions
double TrapezoidMembershipFunction1(double x) { return (func1.GetValue(x)); }
double TrapezoidMembershipFunction2(double x) { return (func2.GetValue(x)); }
double TrapezoidMembershipFunction3(double x) { return (func3.GetValue(x)); }

//--- create graphic
CGraphic graphic;
if(!graphic.Create(0,"TrapezoidMembershipFunction",0,30,30,780,380))
    graphic.Attach(0,"TrapezoidMembershipFunction");
graphic.HistoryNameWidth(70);
graphic.BackgroundMain("TrapezoidMembershipFunction");
graphic.BackgroundMainSize(16);

//--- create curve
graphic.CurveAdd(TrapezoidMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,"[0, 2, 5, !
```

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graphic.CurveAdd(TrapezoidMembershipFunction2, 0.0, 10.0, 0.1, CURVE_LINES, "[0, 5, 7, :];
graphic.CurveAdd(TrapezoidMembershipFunction3, 0.0, 10.0, 0.1, CURVE_LINES, "[4, 8, 8, :];

//--- sets the X-axis properties
graphic.XAxis().AutoScale(false);
graphic.XAxis().Min(0.0);
graphic.XAxis().Max(10.0);
graphic.XAxis().DefaultStep(1.0);

//--- sets the Y-axis properties
graphic.YAxis().AutoScale(false);
graphic.YAxis().Min(0.0);
graphic.YAxis().Max(1.1);
graphic.YAxis().DefaultStep(0.2);

//--- plot
graphic.CurvePlotAll();
graphic.Update();
}

X1 (Get method)

Gets the value of the first point on the X axis.

```cpp
double X1()
```

Return Value

The value of the first point on the X axis.

X1 (Set method)

Sets the value of the first point on the X axis.

```cpp
void X1(
    const double x1 // value of the first point on the X axis
)
```

Parameters

x1

[in] The value of the first point on the X axis.

X2 (Get method)

Gets the value of the second point on the X axis.

```cpp
double X2()
```

Return Value

The value of the second point on the X axis.

X2 (Set method)
Sets the value of the second point on the X axis.

```cpp
void X2{
    const double x2 // value of the second point on the X axis
}
```

**Parameters**

- `x2`  
  [in] The value of the second point on the X axis.

### X3 (Get method)

Gets the value of the third point on the X axis.

```cpp
double X3()
```

**Return Value**

- The value of the third point on the X axis.

### X3 (Set method)

Sets the value of the third point on the X axis.

```cpp
void X3{
    const double x3 // value of the third point on the X axis
}
```

**Parameters**

- `x3`  
  [in] The value of the third point on the X axis.

### X4 (Get method)

Gets the value of the fourth point on the X axis.

```cpp
double X4()
```

**Return Value**

- The value of the fourth point on the X axis.

### X4 (Set method)

Sets the value of the fourth point on the X axis.

```cpp
void X4{
    const double x4 // value of the fourth point on the X axis
}
```

**Parameters**

- `x4`
The value of the fourth point on the X axis.

**GetValue**

Calculates the value of the membership function by a specified argument.

```c
double GetValue(
    const x // membership function argument
)
```

**Parameters**

`x`


**Return Value**

Membership function value.
CTriangularMembershipFunction

Class for implementing a triangle membership function with the X1, X2 and X3 parameters.

Description

The function sets a membership function in the form of a triangle. This is a simple and most frequently applied membership function.

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CTriangularMembershipFunction : public IMembershipFunction
```

Title

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

Inheritance hierarchy

CObject

IMembershipFunction

CTriangularMembershipFunction

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X1</td>
<td>Gets the value of the first point on the X axis.</td>
</tr>
<tr>
<td>X2</td>
<td>Gets the value of the second point on the X axis.</td>
</tr>
<tr>
<td>X3</td>
<td>Gets the value of the third point on the X axis.</td>
</tr>
<tr>
<td>Class method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-------------</td>
</tr>
<tr>
<td>ToNormaWF</td>
<td>Converts a triangle membership function into a Gaussian one.</td>
</tr>
<tr>
<td>GetValue</td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

`Prev, Prev, Next, Next, Save, Load, Type, Compare`

Example

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CTriangularMembershipFunction func1(0,2,5);
CTriangularMembershipFunction func2(0,5,10);
CTriangularMembershipFunction func3(8,8,10);
//--- Create wrappers for membership functions
double TriangularMembershipFunction1(double x) { return(func1.GetValue(x)); } 
double TriangularMembershipFunction2(double x) { return(func2.GetValue(x)); } 
double TriangularMembershipFunction3(double x) { return(func3.GetValue(x)); } 

//--- Script program start function
void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"TriangularMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"TriangularMembershipFunction");
    }
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("TriangularMembershipFunction");
    graphic.BackgroundMainSize(16);
    //--- create curve
    graphic.CurveAdd(TriangularMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,"[0, 2, 5]");
    graphic.CurveAdd(TriangularMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,"[0, 5, 10]);
    graphic.CurveAdd(TriangularMembershipFunction3,0.0,10.0,0.1,CURVE_LINES,"[8, 8, 10]");
}
```
//--- sets the X-axis properties
graphic.XAxis().AutoScale(false);
graphic.XAxis().Min(0.0);
graphic.XAxis().Max(10.0);
graphic.XAxis().DefaultStep(1.0);
//--- sets the Y-axis properties
graphic.YAxis().AutoScale(false);
graphic.YAxis().Min(0.0);
graphic.YAxis().Max(1.1);
graphic.YAxis().DefaultStep(0.2);
//--- plot
graphic.CurvePlotAll();
graphic.Update();
}

**X1 (Get method)**

Gets the value of the first point on the X axis.

```cpp
double X1()
```

**Return Value**

The value of the first point on the X axis.

**X1 (Set method)**

Sets the value of the first point on the X axis.

```cpp
void X1{
    const double x1 // value of the first point on the X axis
}
```

**Parameters**

- `x1`
  - [in] The value of the first point on the X axis.

**X2 (Get method)**

Gets the value of the second point on the X axis.

```cpp
double X2()
```

**Return Value**

The value of the second point on the X axis.

**X2 (Set method)**

Sets the value of the second point on the X axis.

```cpp
void X2{
```
const double x2  // value of the second point on the X axis
}

Parameters

x2

[in] The value of the second point on the X axis.

**X3 (Get method)**

**Get**s the value of the third point on the X axis.

double X3()

Return Value

The value of the third point on the X axis.

**X3 (Set method)**

**Set**s the value of the third point on the X axis.

void X3(
   const double x3  // value of the third point on the X axis
)

Parameters

x3

[in] The value of the third point on the X axis.

**ToNormalMF**

**Converts** a triangle membership function into a Gaussian one.

CNormalMembershipFunction* ToNormalMF()

Return Value

The pointer to a **Gaussian membership function**.

**GetValue**

**Calculates** the value of the membership function by a specified argument.

double GetValue(
   const x  // membership function argument
)

Parameters

x
Membership function argument.

Return Value

Membership function value.
**CZ_ShapedMembershipFunction**

Class for implementing a z-like membership function with the A and B parameters.

**Description**

The function sets a z-like two-parameter membership function. This is a non-increasing membership function that takes values from 1 to 0. The function parameters define an interval, within which the function decreases in non-linear trajectory from 1 to 0.

The function represents fuzzy sets of "very low" type. In other words, it sets non-increasing membership functions with saturation.

![Z_ShapedMembershipFunction](chart.png)

A sample code for plotting a chart is displayed below.

**Declaration**

```cpp
class CZ_ShapedMembershipFunction : public IMembershipFunction
```

**Title**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

**Inheritance hierarchy**

```
CObject
   IMembershipFunction
      CZ_ShapedMembershipFunction
```

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Gets and sets the parameter of the decreasing interval start.</td>
</tr>
<tr>
<td>Class method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>B</td>
<td>Gets and sets the parameter of the decreasing interval end.</td>
</tr>
<tr>
<td>GetValue</td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare

Example

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- Create membership functions
CZ_ShapedMembershipFunction func1(2,1);
CZ_ShapedMembershipFunction func2(2,5);
CZ_ShapedMembershipFunction func3(2,9);

//--- Create wrappers for membership functions
double Z_ShapedMembershipFunction1(double x) { return(func1.GetValue(x)); }
double Z_ShapedMembershipFunction2(double x) { return(func2.GetValue(x)); }
double Z_ShapedMembershipFunction3(double x) { return(func3.GetValue(x)); }

// Script program start function
void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"Z_ShapedMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"Z_ShapedMembershipFunction");
    }
    graphic.HistoryNameWidth(70);
    graphic.BackgroundMain("Z_ShapedMembershipFunction");
    graphic.BackgroundMainSize(16);

    //--- create curve
    graphic.CurveAdd(Z_ShapedMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,"[2, 1]" );
    graphic.CurveAdd(Z_ShapedMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,"[2, 5]" );
    graphic.CurveAdd(Z_ShapedMembershipFunction3,0.0,10.0,0.1,CURVE_LINES,"[2, 9]" );

    //--- sets the X-axis properties
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
}
graphic.XAxis().Max(10.0);
graphic.XAxis().DefaultStep(1.0);
//--- sets the Y-axis properties
graphic.YAxis().AutoScale(false);
graphic.YAxis().Min(0.0);
graphic.YAxis().Max(1.1);
graphic.YAxis().DefaultStep(0.2);
//--- plot
graphic.CurvePlotAll();
graphic.Update();
}

A (Get method)

Gets the parameter of the decreasing interval start.

double A()

Return Value

Decreasing interval start parameter.

A (Set method)

Sets the parameter of the decreasing interval start.

void A(
    const double a // decreasing interval start parameter
)

Parameters

a

[in] Decreasing interval start parameter.

B (Get method)

Gets the parameter of the decreasing interval end.

double B()

Return Value

Decreasing interval end parameter.

B (Set method)

Sets the parameter of the decreasing interval end.

void B(
    const double b // decreasing interval end parameter
)
Parameters

\( b \)

[in] Decreasing interval end parameter.

**GetValue**

Calculates the value of the membership function by a specified argument.

```cpp
def GetValue(
    const x // membership function argument
)
```

Parameters

\( x \)


**Return Value**

Membership function value.
**IMembershipFunction**

Basic class for all membership function classes.

**Declaration**

```cpp
class CZ_ShapedMembershipFunction : public IMembershipFunction
```

**Title**

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - IMembershipFunction

**Direct descendants**

- CCompositeMembershipFunction
- CDifferentTwoSigmoidalMembershipFunction
- CNormalCombinationMembershipFunction
- CP_ShapedMembershipFunction
- CS_ShapedMembershipFunction
- CSigmoidalMembershipFunction
- CTriangularMembershipFunction
- CZ_ShapedMembershipFunction
- CConstantMembershipFunction
- CGeneralizedBellShapedMembershipFunction
- CNormalMembershipFunction
- CProductTwoSigmoidalMembershipFunctions
- CTrapezoidMembershipFunction

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetValue</strong></td>
<td>Calculates the value of the membership function by a specified argument.</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Save, Load, Type, Compare

**GetValue**

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(
    const x // membership function argument
)
```

**Parameters**

- `x`

**Return Value**

- Membership function value.
Fuzzy systems rules

A fuzzy system (fuzzy logical inference system) is a receipt of conclusion in the form of a fuzzy set corresponding to the current values of the inputs with the use of a set of fuzzy rules and fuzzy operations.

The fuzzy rules determine the relationship between inputs and outputs of an examined object. Amount of rules in the system is unlimited. The generalized format of fuzzy rules is as follows:

if rule condition, then rule conclusion.

Rule condition describes the current state of the object. Rule conclusion describes how the condition affects the object.

<table>
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<th>Description</th>
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</thead>
<tbody>
<tr>
<td>CMamdaniFuzzyRule</td>
<td>Class for implementing a fuzzy logic rule for the Mamdani algorithm</td>
</tr>
<tr>
<td>CSugenoFuzzyRule</td>
<td>Class for implementing a fuzzy logic rule for the Sugeno algorithm</td>
</tr>
<tr>
<td>CSingleCondition</td>
<td>The class sets a fuzzy condition expressed by “Fuzzy variable — Fuzzy term” pair.</td>
</tr>
<tr>
<td>CConditions</td>
<td>Class defines a set of fuzzy conditions connected to each other by an operator.</td>
</tr>
<tr>
<td>CGenericFuzzyRule</td>
<td>Base class for implementing the both types of fuzzy rules.</td>
</tr>
</tbody>
</table>
**CMamdaniFuzzyRule**

Mamdani-type fuzzy inference — one of the two basic types of fuzzy systems. Output variable values are set using fuzzy terms.

**Description**

Fuzzy logic rule for the Mamdani algorithm can be described as follows:

\[ if(X_1 \text{ is } a_1) \land (X_2 \text{ is } a_2) \land \ldots \land (X_n \text{ is } a_n) \text{ then } (Y \text{ is } d)(W) \]

where:

- \( X = (X_1, X_2, X_3 \ldots X_n) \) — vector of input variables;
- \( Y \) — output variable;
- \( a = (a_1, a_2, a_3 \ldots a_n) \) — vector of input variable values;
- \( d \) — output variable value;
- \( W \) — rule weight.

**Declaration**

```cpp
class CMamdaniFuzzyRule : public CGenericFuzzyRule
```

**Title**

```cpp
#include <Math\Fuzzy\fuzzyrule.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - IParsableRule
  - CGenericFuzzyRule
  - CMamdaniFuzzyRule

**Class methods**

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<th>Class method</th>
<th>Description</th>
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<tbody>
<tr>
<td><strong>Conclusion</strong></td>
<td>Gets and sets the Mamdani fuzzy rule conclusion</td>
</tr>
<tr>
<td><strong>Weight</strong></td>
<td>Gets and sets the Mamdani fuzzy rule weight</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Save, Load, Type, Compare

**Methods inherited from class CGenericFuzzyRule**

- Condition, Condition, CreateCondition, CreateCondition, CreateCondition
Conclusion (Get method)

Gets the Mamdani fuzzy rule conclusion.

```cpp
CSingleCondition* Conclusion()
```

Return Value

Conclusion of a Mamdani fuzzy rule.

Conclusion (Set method)

Sets the Mamdani fuzzy rule conclusion.

```cpp
void Conclusion(
    CSingleCondition* value // conclusion of a Mamdani fuzzy rule
)
```

Parameters

- `value`
  - `[in]` Conclusion of a Mamdani fuzzy rule.

Weight (Get method)

Gets the Mamdani fuzzy rule weight.

```cpp
double Weight()
```

Return Value

Mamdani fuzzy rule weight.

Weight (Set method)

Sets the Mamdani fuzzy rule weight.

```cpp
void Weight(
    const double value // weight of a Mamdani fuzzy rule
)
```

Parameters

- `value`
  - `[in]` Weight of a Mamdani fuzzy rule.
Sugeno-type fuzzy inference — one of the two basic types of fuzzy systems. Output variable values are set as a linear combination of input variables.

Description

Unlike the Mamdani rule, an input variable value is set by a linear function from input parameters rather than by a fuzzy term. Fuzzy logic rule for the Sugeno algorithm can be described as follows:

\[ if (X_1 \text{ is } a_1) \land (X_2 \text{ is } a_2) \land \ldots \land (X_n \text{ is } a_n) \text{ then } Y = b_0 + b_1 \cdot X_1 + b_2 \cdot X_2 + \ldots + b_n \cdot X_n (W) \]

where:

- \( X = (X_1, X_2, X_3 \ldots X_n) \) — vector of input variables;
- \( Y \) — output variable;
- \( a = (a_1, a_2, a_3 \ldots an) \) — vector of input variable values;
- \( b = (b_1, b_2, b_3 \ldots bn) \) — free term ratio in the linear function for an output value;
- \( W \) — rule weight.

Declaration

```cpp
class CSugenoFuzzyRule : public CGenericFuzzyRule
```

Title

```cpp
#include <Math\Fuzzy\fuzzyrule.mqh>
```

Inheritance hierarchy

- CObject
  - IParsableRule
    - CGenericFuzzyRule
      - CSugenoFuzzyRule

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conclusion</td>
<td>Gets and sets the Sugeno fuzzy rule conclusion</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CGenericFuzzyRule

- Condition, Condition, CreateCondition, CreateCondition, CreateCondition

Conclusion (Get method)
**Conclusion**

Gets the Sugeno fuzzy rule conclusion.

```cpp
CSingleCondition* Conclusion()
```

**Return Value**

Sugeno fuzzy rule conclusion.

### Conclusion (Set method)

Sets the Sugeno fuzzy rule conclusion.

```cpp
void Conclusion(
    CSingleCondition* value  // conclusion of a Sugeno fuzzy rule
)
```

**Parameters**

- `value`
  - `[in]` Conclusion of a Sugeno fuzzy rule.
**CSingleCondition**

The class sets a fuzzy condition expressed by "Fuzzy variable — Fuzzy term" pair.

**Description**

According to a fuzzy condition, one variable corresponds to one term. A fuzzy condition can be described by the following expression: \( X \) is \( a \),

where:

- \( X \) is a fuzzy variable;
- \( a \) is a fuzzy variable value (fuzzy term).

**Declaration**

```cpp
class CSingleCondition : public ICondition
```

**Title**

```cpp
#include <Math\Fuzzy\fuzzyrule.mqh>
```

**Inheritance hierarchy**

- CObject
  - ICondition
    - CSingleCondition

**Direct descendants**

- CFuzzyCondition

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Not</strong></td>
<td>Gets and sets the flag indicating whether it is necessary to apply negation to this condition.</td>
</tr>
<tr>
<td><strong>Term</strong></td>
<td>Gets and sets a fuzzy term for this condition.</td>
</tr>
<tr>
<td><strong>Var</strong></td>
<td>Gets and sets a fuzzy variable for this condition.</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Save, Load, Type, Compare

**Not (Get method)**

Gets the flag indicating whether it is necessary to apply negation to this condition.

```cpp
bool Not()
```
Return Value

The flag value.

**Not (Set method)**

Sets the flag indicating whether it is necessary to apply negation to this condition.

```c
void Not(
    bool not  // flag value
)
```

**Parameters**

- `not` [in] Flag value.

**Term (Get method)**

Gets a fuzzy term for the given condition.

```c
INamedValue* Term()
```

**Return Value**

A fuzzy term for the given condition.

**Term (Set method)**

Sets a fuzzy term for the given condition.

```c
void Term(
    INamedValue*& value  // fuzzy term for the given condition
)
```

**Parameters**

- `value` [in] A fuzzy term for the given condition.

**Var (Get method)**

Gets a fuzzy variable for the given condition.

```c
INamedVariable* Var()
```

**Return Value**

A fuzzy variable for the given condition.

**Var (Set method)**

Sets a fuzzy variable for the given condition.
void Var(
    INamedVariable* & value // a fuzzy variable for the given condition
)

Parameters

value

    [in] fuzzy variable.
**CConditions**

Class defines a set of fuzzy conditions connected to each other by an operator.

**Description**

A set of fuzzy conditions connected to each other by an operator may be described as follows:

\[(X_1 \text{ is } a_1) \land (X_2 \text{ is } a_2) \land \ldots \land (X_n \text{ is } a_n)\]

where:

- \(X = (X_1, X_2, X_3 \ldots X_n)\) — vector of input variables;
- \(a = (a_1, a_2, a_3 \ldots an)\) — vector of input variable values.

In this example, the **and** operator is used. Besides, the **or** operator is available in this class.

**Declaration**

```cpp
class CConditions : public ICondition

#include <Math\Fuzzy\fuzzyrule.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - **ICondition**
  - **CConditions**

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ConditionsList</strong></td>
<td>Gets the list of all conditions</td>
</tr>
<tr>
<td><strong>Not</strong></td>
<td>Gets and sets the flag indicating whether it is necessary to apply negation to these conditions</td>
</tr>
<tr>
<td><strong>Op</strong></td>
<td>Gets and sets a type of the conditions bundle operator.</td>
</tr>
</tbody>
</table>

Methods inherited from class **CObject**

- **Prev, Prev, Next, Next**, **Save, Load, Type, Compare**

**ConditionsList**

Gets the list of all conditions.

```cpp
CList* ConditionsList()
```
Return Value
List of all conditions.

**Not (Get method)**

Gets the flag indicating whether it is necessary to apply negation to these conditions.

```cpp
bool Not()
```

**Return Value**
The flag value.

**Not (Set method)**

Sets the flag indicating whether it is necessary to apply negation to these conditions.

```cpp
void Not(bool not // flag value)
```

**Parameters**

*not*

[in] Flag value.

**Op (Get method)**

Gets a type of the conditions bundle operator. The *and* and *or* operators are available.

```cpp
OperatorType Op()
```

**Return Value**
Type of the conditions bundle operator.

**Op (Set method)**

Set the conditions bundle operator. The *and* and *or* operators are available.

```cpp
void Op(OperatorType op // type of the conditions bundle operator)
```

**Parameters**

*op*

[in] Type of the conditions bundle operator.
**CGenericFuzzyRule**

Base class for both types of fuzzy rules.

### Declaration

```cpp
class CGenericFuzzyRule : public IParsableRule
```

### Title

```cpp
#include <Math\Fuzzy\fuzzyrule.mqh>
```

### Inheritance hierarchy

- **CGenericFuzzyRule**
  - **CMamdaniFuzzyRule**
  - **CSugenoFuzzyRule**

### Direct descendants

- **CMamdaniFuzzyRule**
- **CSugenoFuzzyRule**

### Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Conclusion</strong></td>
<td>Gets and sets the fuzzy rule conclusion</td>
</tr>
<tr>
<td><strong>Condition</strong></td>
<td>Gets and sets the 'if' condition (set of conditions) for a fuzzy rule</td>
</tr>
<tr>
<td><strong>CreateCondition</strong></td>
<td>Creates a condition for a fuzzy rule by specified parameters</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, **Save**, **Load**, **Type**, **Compare**

### Conclusion (Get method)

Gets the conclusion of a fuzzy rule.

```cpp
CSingleConditon* Conclusion()
```

**Return Value**

Conclusion of a fuzzy rule.

### Conclusion (Set method)

Sets the fuzzy rule conclusion.

```cpp
virtual void Conclusion(
    CSingleConditon* value  // conclusion of a fuzzy rule
)`
Parameters

value
   [in] Conclusion of a fuzzy rule.

**Condition (Get method)**

Gets the 'if' condition (set of conditions) for a fuzzy rule.

```cpp
CConditons* Condition()
```

Return Value

Fuzzy condition (set of conditions).

**Condition (Set method)**

Sets the 'if' condition (set of conditions) for a fuzzy rule.

```cpp
void Condition(
    CConditons* value       // 'if' condition (set of conditions) for a fuzzy rule
)
```

Parameters

value
   [in] Fuzzy condition (set of conditions).

**CreateCondition**

Creates a condition for a fuzzy rule by specified parameters.

```cpp
CFuzzyCondition* CreateCondition(
    CFuzzyVariable* var,     // fuzzy variable
    CFuzzyTerm* term         // fuzzy term
)
```

Parameters

var

term

Return Value

Fuzzy rule status.

**CreateCondition**
Create a condition for a fuzzy rule by specified parameters.

```cpp
CFuzzyCondition* CreateCondition(
    CFuzzyVariable* var,       // fuzzy variable
    CFuzzyTerm* term,          // fuzzy term
    bool not,                  // flag indicating whether it is necessary to apply negation to a condition
)
```

**Parameters**

- **var**

- **term**

- **not**
  - [in] Flag indicating whether it is necessary to apply negation to a condition.

**Return Value**

- Fuzzy rule status.

Create a condition for a fuzzy rule by specified parameters.

```cpp
CFuzzyCondition* CreateCondition(
    CFuzzyVariable* var,       // fuzzy variable
    CFuzzyTerm* term,          // fuzzy term
    bool not,                  // flag indicating whether it is necessary to apply negation to a condition
    HedgeType hedge            // condition bundle type
)
```

**Parameters**

- **var**

- **term**

- **not**
  - [in] Flag indicating whether it is necessary to apply negation to a condition.

- **hedge**
  - [in] Condition bundle type.

**Return Value**

- Fuzzy rule status.
Fuzzy systems variables

Fuzzy (linguistic) variables are applied in fuzzy systems. These are the variables whose values are words or word combinations in a natural or artificial language.

Linguistic variables comprise fuzzy sets. The nature and number of fuzzy variables change for each certain task when defining fuzzy sets.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
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<td>Class for creating general fuzzy variables.</td>
</tr>
<tr>
<td>CSugenoVariable</td>
<td>Class for creating fuzzy Sugeno-type variables.</td>
</tr>
</tbody>
</table>
CFuzzyVariable

Class for creating general fuzzy variables.

Description

Here, a fuzzy variable is created with the following parameters:

- maximum variable value;
- minimum variable value;
- fuzzy variable name;
- term set (set of all possible values, which a linguistic variable is capable of receiving).

Declaration

```cpp
class CFuzzyVariable : public CNamedVariableImpl
```

Title

```cpp
#include <Math\Fuzzy\fuzzyvariable.mqh>
```

Inheritance hierarchy

- CObject
  - INamedValue
    - INamedVariable
      - CNamedVariableImpl
        - CFuzzyVariable

Class methods

<table>
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<tr>
<th>Class method</th>
<th>Description</th>
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<td>AddTerm</td>
<td>Adds a single fuzzy term to a fuzzy variable.</td>
</tr>
<tr>
<td>GetTermByName</td>
<td>Gets a fuzzy term by a specified name.</td>
</tr>
<tr>
<td>Max</td>
<td>Gets and sets a maximum value for a fuzzy variable.</td>
</tr>
<tr>
<td>Min</td>
<td>Gets and sets a minimum value for a fuzzy variable.</td>
</tr>
<tr>
<td>Terms</td>
<td>Gets and sets a list of fuzzy terms for the given fuzzy variable.</td>
</tr>
<tr>
<td>Values</td>
<td>Gets and sets a list of fuzzy terms for the given fuzzy variable.</td>
</tr>
</tbody>
</table>
Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CNamedVariableImpl

- Name, Name

### AddTerm

Adds a single fuzzy term to a fuzzy variable.

```c
void AddTerm(
    CFuzzyTerm* & term // fuzzy term
)
```

**Parameters**

- `term`

### GetTermByName

Gets a fuzzy term by a specified name.

```c
CFuzzyTerm* GetTermByName(
    const string name // fuzzy term name
)
```

**Parameters**

- `name`
  - [in] Fuzzy term name.

**Return Value**

- Fuzzy term with a specified name.

### Max (Get method)

Gets the maximum value for a fuzzy variable.

```c
double Max()
```

**Return Value**

- Maximum value for a fuzzy variable.

### Max (Set method)

Sets the maximum value for a fuzzy variable.

```c
void Max(
    const double max // maximum value for a fuzzy variable
)
Parameters

`max`


**Min (Get method)**

Gets the minimum value for a fuzzy variable.

```cpp
double Min()
```

**Return Value**

Minimum value for a fuzzy variable.

**Max (Set method)**

Sets the minimum value for a fuzzy variable.

```cpp
void Min(
    const double min // minimum value for a fuzzy variable
)
```

Parameters

`min`


**Terms (Get method)**

Gets a list of fuzzy terms for the given fuzzy variable.

```cpp
CList* Terms()
```

**Return Value**

List of fuzzy terms for the given fuzzy variable.

**Terms (Set method)**

Sets a list of fuzzy terms for the given fuzzy variable.

```cpp
void Terms(
    CList* terms // list of fuzzy terms for the given variable
)
```

Parameters

`terms`

[in] List of fuzzy terms for the given fuzzy variable.
Values

Gets a list of fuzzy terms for the given fuzzy variable.

CList* Values()

Return Value

List of fuzzy terms for the given variable.
CSugenoVariable

Class for creating fuzzy Sugeno-type variables.

Description

Fuzzy Sugeno-type variable is different from the general linguistic variable since it is not set by a term set but by a set of linear functions.

Declaration

```c
class CSugenoVariable : public CNamedVariableImpl
```

Title

```c
#include <Math\Fuzzy\sugenovariable.mqh>
```

Inheritance hierarchy

```
CObject
  INamedValue
    INamedVariable
      CNamedVariableImpl
        CSugenoVariable
```

Class methods

<table>
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<tr>
<th>Class method</th>
<th>Description</th>
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</thead>
<tbody>
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<td>Functions</td>
<td>Gets the list of linear functions of the fuzzy Sugeno variable.</td>
</tr>
<tr>
<td>GetFuncByName</td>
<td>Gets the linear function by a specified name.</td>
</tr>
<tr>
<td>Values</td>
<td>Gets the list of linear functions of the fuzzy Sugeno variable.</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CNamedVariableImpl

- Name, Name

Functions

Gets the list of linear functions of the fuzzy Sugeno variable.

```c
CList* Functions()
```

Return Value
List of linear functions.

**GetFuncByName**

Gets the linear function by a specified name.

```cpp
ISugenoFunction* GetFuncByName(
    const string name  // linear function name
)
```

**Parameters**

- `name`
  - [in] Linear function name.

**Return Value**

- Linear function with a specified name.

**Values**

Gets the list of linear functions of the fuzzy Sugeno variable.

```cpp
CList* Values()
```

**Return Value**

- List of linear functions of the fuzzy Sugeno variable.
CFuzzyTerm (fuzzy terms)

Class for implementing fuzzy terms.

Description

A term is any element of a term set. A term is defined by two components:

- fuzzy term name;
- membership function.

Declaration

```cpp
class CFuzzyTerm : public CNamedValueImpl
```

Title

```cpp
#include <Math\Fuzzy\fuzzyterm.mqh>
```

Inheritance hierarchy

- CObject
  - INamedValue
    - CNamedValueImpl
      - CFuzzyTerm

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MembershipFunction</td>
<td>Gets a membership function for the fuzzy term.</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CNamedValueImpl

- Name, Name
MembershipFunction

Gets a membership function for the fuzzy term.

| IMembershipFunction* MembershipFunction() |

Return Value

Membership function
Fuzzy systems

Fuzzy system (or fuzzy model) is a mathematical model whose calculation is based on fuzzy logic. Construction of such models is applicable when the subject of study has a weak formalization and its exact mathematical description is too complex or unknown.

The progress of a model construction can be divided into three main stages:

1. Definition of input and output characteristics of a model.
2. Building a knowledge base.
3. Selecting one of the methods of fuzzy inference (Mamdani and Sugeno).

The first stage directly effects the consequent two and determines the future operation of the model.

A knowledge base (rule base) is a set of fuzzy rules of “if, then” type that define the relationship between inputs and outputs of the examined object.

Rule condition describes the current state of the object, and rule conclusion — how this condition affects the object.

There can be two types of terms and conclusions for each rule:

1. simple (link to Csinglcond) — includes one fuzzy variable;
2. complex (link to Cconditions) — includes several fuzzy variables.

Each rule in the system has its weight — importance of a rule in the model. Weighting factors are assigned to a rule within range [0, 1].

Depending on the created knowledge base, the system of fuzzy inference is determined for a model. Fuzzy logical inference is a receipt of conclusion in form of a fuzzy set corresponding to the current value of the inputs with use of knowledge base and fuzzy operations. The two main types of fuzzy inference are Mamdani and Sugeno.
Mamdani system

Output variable values in the Mamdani system are set using fuzzy terms.

Description

Fuzzy logic rule for the Mamdani algorithm can be described as follows:

\[ if(X_1 \text{ is } a_1) \land (X_2 \text{ is } a_2) \land \ldots \land (X_n \text{ is } a_n) \text{ then } (Y \text{ is } d)(W) \]

where:
- \( X = (X_1, X_2, X_3 \ldots X_n) \) — vector of input variables;
- \( Y \) — output variable;
- \( a = (a_1, a_2, a_3 \ldots a_n) \) — vector of input variable values;
- \( d \) — output variable value;
- \( W \) — rule weight.

Class methods

<table>
<thead>
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<th>Class method</th>
<th>Description</th>
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</thead>
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<td>Sets the type of conditions aggregation</td>
</tr>
<tr>
<td><strong>Calculate</strong></td>
<td>Calculates a fuzzy inference for the system</td>
</tr>
<tr>
<td><strong>DefuzzificationMethod</strong></td>
<td>Sets defuzzification method type</td>
</tr>
<tr>
<td><strong>EmptyRule</strong></td>
<td>Creates an empty fuzzy Mamdani rule based on the current system</td>
</tr>
<tr>
<td><strong>ImplicationMethod</strong></td>
<td>Sets a type of the system implication operator</td>
</tr>
<tr>
<td><strong>Output</strong></td>
<td>Gets the list of fuzzy Mamdani output variables.</td>
</tr>
<tr>
<td><strong>OutputByName</strong></td>
<td>Gets a fuzzy Mamdani output variable by a specified name.</td>
</tr>
<tr>
<td><strong>ParseRule</strong></td>
<td>Creates a fuzzy Mamdani rule based on a specified line.</td>
</tr>
<tr>
<td><strong>Rules</strong></td>
<td>Returns the list of fuzzy Mamdani rules.</td>
</tr>
</tbody>
</table>

Methods inherited from class CGenericFuzzySystem

- Input, AndMethod, AndMethod, OrMethod, OrMethod, InputByName, Fuzzify

**AggregationMethod**

Sets the type of conditions aggregation method.

```c
void AggregationMethod(
    AggregationMethod value \ comment aggregation method type
)```

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Parameters

value
  [in] Type of conditions aggregation method.

Calculate

Calculates a fuzzy inference for the system

```cpp
CList* Calculate(
    CList* inputValues // input data
)
```

Parameters

inputValues
  [in] Input data for calculation.

Return Value

Calculation result.

DefuzzificationMethod

Sets defuzzification method type.

```cpp
void DefuzzificationMethod(
    DefuzzificationMethod value // defuzzification method type.
)
```

Parameters

value

EmptyRule

Creates an empty fuzzy Mamdani rule based on the current system

```cpp
CMamdaniFuzzyRule* EmptyRule()
```

Return Value

Fuzzy Mamdani rule.

ImplicationMethod

Sets a type of the conditions implication operator.

```cpp
void ImplicationMethod(
    ImplicationMethod value // implication operator type
)
```
Parameters

value

[in] Type of the conditions implication operator.

Output

Gets the list of fuzzy Mamdani output variables.

CList* Output()

Return Value

List of fuzzy variables.

OutputByName

Gets a fuzzy Mamdani output variable by a specified name.

CFuzzyVariable* OutputByName{
    const string name // fuzzy variable name
}

Parameters

name

[in] Fuzzy variable name.

Return Value

Fuzzy Mamdani variable with a specified name.

ParseRule

Creates a fuzzy Mamdani rule based on a specified line.

CMamdaniFuzzyRule* ParseRule{
    const string rule // string representation of a fuzzy rule
}

Parameters

rule

[in] String representation of a fuzzy Mamdani rule.

Return Value

Fuzzy Mamdani rule.

Rules
Returns the list of fuzzy Mamdani rules.

```cpp
List* Rules()
```

**Return Value**

List of fuzzy Mamdani rules.
**Sugeno system**

Sugeno fuzzy logic system is one of the two basic types of fuzzy systems. Output variable values are set as a linear combination of input variables.

**Description**

Unlike the Mamdani rule, an input variable value is set by a linear function from entries rather than by a fuzzy term. Fuzzy logic rule for the Sugeno algorithm can be described as follows:

\[ i f (X_1 is a_1) \land (X_2 is a_2) \land \ldots \land (X_n is a_n) \ then \ (Y = b_0 + b_1 \cdot X_1 + b_2 \cdot X_2 + \ldots + b_n \cdot X_n)(W) \]

where:
- \( X = (X_1, X_2, X_3 \ldots X_n) \) — vector of input variables;
- \( Y \) — output variable;
- \( a = (a_1, a_2, a_3 \ldots a_n) \) — vector of input variable values;
- \( b = (b_1, b_2, b_3 \ldots b_n) \) — free term ratio in the linear function for an output value
- \( W \) — rule weight.

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Methods inherited from class CGenericFuzzySystem

Input, AndMethod, AndMethod, OrMethod, OrMethod, InputByName, Fuzzify

**Calculate**

Calculates a fuzzy inference for the system

```cpp
CList* Calculate(
    CList* inputValues // input data
)
```
### Parameters

**inputValues**

[in] Input data for calculation.

### Return Value

Calculation result.

### CreateSugenoFunction

Creates a linear Sugeno function for the system.

```cpp
CLinearSugenoFunction* CreateSugenoFunction(
    const string name, // function name
    const double& coeffs[] // function ratios
);
```

### Parameters

**name**

[in] Function name.

**coeffs[]**


### Return Value

Linear Sugeno function.

### Note

The size of the ratio array may be equal to a number of inputs or exceed that number by one. In the first case, the free term of the Sugeno linear function is equal to zero, while in the second case, it is equal to the last ratio.

### CreateSugenoFunction

Creates a linear Sugeno function for the system.

```cpp
CLinearSugenoFunction* CreateSugenoFunction(
    const string name, // function name
    const double& coeffs[] // function ratios
);
```

### Parameters

**name**

[in] Function name.

**coeffs[]**

Return Value

Linear Sugeno function.

**EmptyRule**

Creates an empty fuzzy Sugeno rule based on the current system.

```cpp
CSugenoFuzzyRule* EmptyRule()
```

Return Value

Fuzzy Sugeno rule.

**Output**

Gets the list of fuzzy Sugeno output variables.

```cpp
CList* Output()
```

Return Value

List of fuzzy variables.

**OutputByName**

Gets a fuzzy Sugeno output variable by a specified name.

```cpp
CSugenoVariable* OutputByName(
    const string name   // fuzzy variable name
)
```

Parameters

- `name`
  - Fuzzy variable name.

Return Value

Fuzzy Sugeno variable with a specified name.

**ParseRule**

Creates a fuzzy Sugeno rule based on a specified line.

```cpp
CSugenoFuzzyRule* ParseRule(
    const string rule     // string representation of a fuzzy Sugeno rule
)
```

Parameters

- `rule`
Return Value

Fuzzy Sugeno rule.

Rules

Returns the list of fuzzy rules.

```c
CList* Rules()
```

Return Value

List of fuzzy rules.
Class for working with OpenCL programs

The COpenCL class is a wrapper to facilitate working with the OpenCL functions. In some cases, use of the GPU allows to substantially increase the speed of computations.

Examples of class use for calculations based on float and double values can be found in the corresponding subdirectories of the MQL5\Scripts\Examples\OpenCL folder. The source codes of the OpenCL programs are located in MQL5\Scripts\Examples\OpenCL\Double\Kernels and MQL5\Scripts\Examples\OpenCL\Float\Kernels subdirectories.

- MatrixMult.mq5 - example of matrix multiplication using global and local memory
- BitonicSort.mq5 - example of parallel sorting of array elements in GPU
- FFT.mq5 - example of fast Fourier transform calculation
- Wavelet.mq5 - example of wavelet transform of data using the Morlet wavelet.

It is recommended to write the source code for OpenCL in separate CL files, which can later be included in the MQL5 program using the resource variables.

Declaration

```cpp
class COpenCL
```

Title

```cpp
#include <OpenCL/OpenCL.mqh>
```

Class methods

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BufferCreate

Creates an OpenCL buffer at the specified index.

```c
bool BufferCreate(
    const int buffer_index,  // buffer index
    const uint size_in_bytes,  // buffer size in bytes
    const uint flags          // combination of flags that define the buffer properties
);
```

Parameters

buffer_index

[in] Index buffer.

size_in_bytes


flags

[in] Buffer properties that are set using a combination of flags.

Return Value

In case of successful execution, returns true, otherwise - false.
BufferFree

Deletes buffer at the specified index.

```c
bool BufferFree(
    const int buffer_index  // buffer index
);
```

**Parameters**

- `buffer_index`
  - [in] Index buffer.

**Return Value**

- In case of successful execution, returns true, otherwise - false.
BufferFromArray

Creates a buffer at the specified index from an array of values.

```cpp
template<typename T>
bool BufferFromArray(
    const int buffer_index, // buffer index
    T &data[],              // array of values
    const uint data_array_offset, // offset in the array of values, in bytes
    const uint data_array_count, // number of values from the array to write
    const uint flags // combination of flags that define the buffer
);
```

Parameters

- `buffer_index` [in] Index buffer.
- `data[]` [in] An array of values to be written into the OpenCL buffer.
- `data_array_offset` [in] Offset in the array of values in bytes, from which writing of values begins.
- `data_array_count` [in] The number of values to be written.
- `flags` [in] Buffer properties that are set using a combination of flags.

Return Value

In case of successful execution, returns true, otherwise - false.
BufferRead

Reads an OpenCL buffer at the specified index into an array.

```cpp
template<typename T>
bool BufferRead(
    const int buffer_index, // buffer index
    T &data[],           // array of values
    const uint cl_buffer_offset, // offset in the OpenCL buffer, in bytes
    const uint data_array_offset, // shift in the array elements
    const uint data_array_count // number of values from the buffer to read
);
```

**Parameters**

- `buffer_index`  
  - [in] Index buffer.
- `data[]`  
  - [in] Array to obtain the values of the OpenCL buffer.
- `cl_buffer_offset`  
  - [in] Offset in the OpenCL buffer in bytes, from which to start reading values.
- `data_array_offset`  
  - [in] Index of the first element of the array to write values of the OpenCL buffer.
- `data_array_count`  
  - [in] The number of values to be read.

**Return Value**

In case of successful execution, returns true, otherwise - false.
BufferWrite

Writes an array of values into buffer at the specified index.

```cpp
template<typename T>
bool BufferWrite(
    const int buffer_index,       // buffer index
    T & data[],                   // array of values
    const uint cl_buffer_offset,  // offset in the OpenCL buffer, in bytes
    const uint data_array_offset, // shift in the array elements
    const uint data_array_count   // number of values from the array to write
);
```

**Parameters**

- `buffer_index`:
  - `[in]` Index buffer.
- `data[]`:
  - `[in]` An array of values to be written into the OpenCL buffer.
- `cl_buffer_offset`:
  - `[in]` Offset in the OpenCL buffer in bytes, from which to start writing values.
- `data_array_offset`:
  - `[in]` Index of the first element of the array, starting from which the array values are written to the OpenCL buffer.
- `data_array_count`:
  - `[in]` The number of values to be written.

**Return Value**

In case of successful execution, returns true, otherwise - false.
Execute

Executes the OpenCL program at the specified index.

```cpp
bool Execute(
    const int kernel_index,             // index of the kernel
    const int work_dim,                 // dimension of the tasks space
    const uint &work_offset[],          // initial offset in the tasks space
    const uint &work_size[]             // total number of tasks
);
```

Executes the OpenCL kernel with the specified index and number of tasks in the local group.

```cpp
bool Execute(
    const int kernel_index,             // index of the kernel
    const int work_dim,                 // dimension of the tasks space
    const uint &work_offset[],          // initial offset in the tasks space
    const uint &work_size[],            // total number of tasks
    const uint &local_work_size[]       // number of tasks in the local group
);
```

Parameters

- `kernel_index` [in] Index of the kernel object.
- `work_dim` [in] Dimension of the tasks space.

Return Value

In case of successful execution, returns true, otherwise - false.
GetContext

Returns handle of the OpenCL context.

```
int GetContext();
```

Return Value

Handle of the OpenCL context.
GetKernel

Returns handle of the kernel object at the specified index.

```c
int GetKernel(
    const int kernel_index // index of the kernel
);
```

Parameters

- `kernel_index`:
  - [in] Index of the kernel object.

Return Value

- Handle of the kernel object.
GetKernelName

Returns name of the kernel object at the specified index.

```c++
string GetKernelName(
    const int kernel_index // index of the kernel
);
```

Parameters

- `kernel_index`
  - [in] Index of the kernel object.

Return Value

- Name of the kernel object.
GetProgram

Returns handle of the OpenCL program.

```c
text GetProgram();
```

Return Value

Handle of the OpenCL program.
Initialize

Initializes the OpenCL program.

```cpp
bool Initialize(
    const string program,  // handle of the OpenCL program
    const bool show_log=true  // keep a log
);
```

Parameters

- `program` [in] Handle of the OpenCL program.
- `show_log=true` [in] Enable logging messages.

Return Value

Returns true, if the initialization succeeded. Otherwise, it returns false.
KernelCreate

Creates an entry point into the OpenCL program at the specified index.

```cpp
bool KernelCreate(
    const int kernel_index,  // index of the kernel
    const string kernel_name  // name of the kernel
);
```

Parameters

- `kernel_index`
  - [in] Index of the kernel object.

- `kernel_name`
  - [in] Name of the kernel object.

Return Value

In case of successful execution, returns true, otherwise - false.
KernelFree

Removes an OpenCL start function at the specified index.

```cpp
bool KernelFree(
    const int kernel_index  // index of the kernel
);
```

Parameters

kernel_index

[in] Index of the kernel object.

Return Value

In case of successful execution, returns true, otherwise - false.
SetArgument

Sets a parameter for the OpenCL function at the specified index.

```cpp
template<typename T>
bool SetArgument(
    const int kernel_index,  // index of the kernel
    const int arg_index,     // index of the function argument
    T value                  // source code
);
```

Parameters

kernel_index

[in] Index of the kernel object.

arg_index

[in] Index of the function argument.

value

[in] The value of the function argument.

Return Value

In case of successful execution, returns true, otherwise - false.
SetArgumentBuffer

Sets an OpenCL buffer as a parameter of the OpenCL function at the specified index.

```cpp
bool SetArgumentBuffer(
    const int kernel_index,       // index of the kernel
    const int arg_index,          // index of the function argument
    const int buffer_index        // buffer index
);
```

Parameters

- `kernel_index` [in] Index of the kernel object.
- `arg_index` [in] Index of the function argument.
- `buffer_index` [in] Index buffer.

Return Value

In case of successful execution, returns true, otherwise - false.
SetArgumentLocalMemory

Sets a parameter in local memory for the OpenCL function at the specified index.

```cpp
bool SetArgumentLocalMemory(
    const int kernel_index,  // index of the kernel
    const int arg_index,     // index of the function argument
    const int local_memory_size // size of the local memory
);
```

**Parameters**

- `kernel_index`  
  [in] Index of the kernel object.

- `arg_index`  
  [in] Index of the function argument.

- `local_memory_size`  
  [in] Size of the local memory.

**Return Value**

- In case of successful execution, returns true, otherwise - false.
SetBuffersCount

Sets the number of buffers.

```cpp
bool SetBuffersCount(
    const int total_buffers  // number of buffers
);
```

Parameters

`total_buffers`

[in] The total number of buffers.

Return Value

In case of successful execution, returns true, otherwise - false.
SetKernelsCount

Sets the number of kernel objects.

```cpp
bool SetKernelsCount(
    const int total_kernels // number of kernels
);
```

Parameters

total_kernels
    [in] The total number of kernels.

Return Value

In case of successful execution, returns true, otherwise - false.
Shutdown

Unloads the OpenCL program.

```cpp
void Shutdown();
```

Return Value

No return value.
SupportDouble

Checks if floating point data types are supported on the device.

```cpp
bool SupportDouble();
```

Return Value

Returns true, if the device supports floating point data types.
Basic Class CObject

Class CObject is the base class for constructing a MQL5 Standard Library.

Description

Class CObject allows all its descendants to be part of a linked list. Also, a number of virtual methods for further implementation in descendant classes are identified.

Declaration

```cpp
class CObject
```

Title

```cpp
#include <Object.mqh>
```

Inheritance hierarchy

CObject

Direct descendants

CAccountInfo, CArray, CChart, CChartObject, CCurve, CDealInfo, CDictionary_Obj_Double, CDictionary_Obj_Obj, CDictionary_String_Obj, CExpertBase, CFile, CHistoryOrderInfo, CList, COrderInfo, CPositionInfo, CString, CSymbolInfo, CTerminalInfo, CTrade, CTreeNode, CWnd, ICondition, IExpression, IMembershipFunction, INamedValue, IParsableRule

Class Methods by Groups

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</table>
# Prev

Gets a pointer to the previous element in the list.

```cpp
CObject* Prev()
```

## Return Value

Pointer to the previous element in the list. If an item is listed first, then return NULL.

## Example:

```cpp
#include <Object.mqh>

void OnStart()
{
    CObject *object_first,*object_second;
    //---
    object_first=new CObject;
    if(object_first==NULL)
    {
        printf("Object create error");
        return;
    }
    object_second=new CObject;
    if(object_second==NULL)
    {
        printf("Object create error");
        delete object_first;
        return;
    }
    //--- set interconnect
    object_first.Next(object_second);
    object_second.Prev(object_first);
    //--- use prev object
    CObject *object=object_second.Prev();
    //--- delete objects
    delete object_first;
    delete object_second;
}
```
Prep

Sets the pointer to the previous element in the list.

```c
void Prep(
    CObject* object // Pointer to the previous element in the list
)
```

**Parameters**

- `object`
  - [in] New value of the pointer to the previous element in the list.

**Example:**

```c
//--- example for CObject::Prep(CObject*)
#include <Object.mqh>
//---
void OnStart()
{
    CObject *object_first,*object_second;
    //---
    object_first=new CObject;
    if(object_first==NULL)
    {
        printf("Object create error");
        return;
    }
    object_second=new CObject;
    if(object_second==NULL)
    {
        printf("Object create error");
        delete object_first;
        return;
    }
    //--- set interconnect
    object_first.Next(object_second);
    object_second.Prev(object_first);
    //--- use objects
    //--- ...
    //--- delete objects
    delete object_first;
    delete object_second;
}
```
**Next**

Gets a pointer to the next element in the list.

```cpp
CObject* Next()
```

**Return Value**

Pointer to the next element in the list. If this is the last element in the list, return NULL.

**Example:**

```cpp
//--- example for CObject::Next()
#include <Object.mqh>
//---
void OnStart()
{
    CObject *object_first,*object_second;
    //---
    object_first=new CObject;
    if(object_first==NULL)
    {
        printf("Object create error");
        return;
    }
    object_second=new CObject;
    if(object_second==NULL)
    {
        printf("Object create error");
        delete object_first;
        return;
    }
    //--- set interconnect
    object_first.Next(object_second);
    object_second.Prev(object_first);
    //--- use next object
    CObject *object=object_first.Next();
    //--- delete objects
    delete object_first;
    delete object_second;
}
```
Sets the pointer to the next element in the list.

```c
void Next(
   COBject* object   // Pointer to the next element in the list
)
```

**Parameters**

- **object**
  - [in] New value of the pointer to the next element in the list.

**Example:**

```c
//--- example for COBject::Next(COject*)
#include <Object.mq>
//---
void OnStart()
{
   COBject *object_first,*object_second;
   //---
   object_first=new COBject;
   if(object_first==NULL)
   {
      printf("Object create error");
      return;
   }
   object_second=new COBject;
   if(object_second==NULL)
   {
      printf("Object create error");
      delete object_first;
      return;
   }
   //--- set interconnect
   object_first.Next(object_second);
   object_second.Prev(object_first);
   //--- use objects
   //--- ...
   //--- delete objects
   delete object_first;
   delete object_second;
}```
**Compare**

Compares the data on a list element with data on another list element.

```cpp
virtual int Compare(
    const CObject* node,  // element
    const int mode=0      // variant
) const
```

**Parameters**

- **node**
  - [in] Pointer to a list element to compare

- **mode=0**
  - [in] Comparison variant

**Return Value**

0 - in case the list elements are equal, -1 - if the list element is less than the element used for comparison (node), 1 - if the list element is greater than the element used for comparison (node).

**Note**

Compare() method in CObject class always returns 0 and does not perform any action. If you want to compare data in derived class, the Compare(...) method should be implemented. The 'mode' parameter should be used when implementing multivariate comparison.

**Example:**

```cpp
#include <Object.mqh>

void OnStart()
{
    CObject *object_first,*object_second;
    //---
    object_first=new CObject;
    if(object_first==NULL)
    {
        printf("Object create error");
        return;
    }
    object_second=new CObject;
    if(object_second==NULL)
    {
        printf("Object create error");
        delete object_first;
        return;
    }
    //--- set interconnect
    object_first.Next(object_second);
```
object_second.Prev(object_first);

//--- compare objects
int result = object_first.Compare(object_second);

//--- delete objects
delete object_first;
delete object_second;
}
Save
Saves list element data in a file.

```cpp
virtual bool Save(
    int file_handle // File handle
)
```

Parameters

file_handle
[in] Handle of the binary file opened earlier using the FileOpen () function

Return Value

true - successfully completed, false - error.

Note

Save(int) method in CObject class always returns 'true' and does not perform any action. If you want to save the data of a derived class in a file, the Save(int) method should be implemented.

Example:

```cpp
//--- example for CObject::Save(int)
#include <Object.mqh>
//---
void OnStart()
{
    int file_handle;
    CObject *object=new CObject;
    //---
    if(object!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- set objects data
    //--- . . .
    //--- open file
    file_handle=FileOpen("MyFile.bin", FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!object.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d!", GetLastError());
            delete object;
            FileClose(file_handle);
            //---
            return;
        }
    }
}
```
FileClose(file_handle);
}
delete object;
}
Load

Loads list element data from a file.

```cpp
virtual bool Load(int file_handle) // file handle
```

**Parameters**

`file_handle`

[in] Handle of the binary file opened earlier using the FileOpen() function.

**Return Value**

true - successfully completed, false - error.

**Note**

Load(int) method in the CObject class always returns 'true' and does not perform any action. If you want to load the data of a derived class from a file, the Load(int) method should be implemented.

**Example:**

```cpp
//--- example for CObject::Load(int)
#include <Object.mqh>
//@
void OnStart()
{
    int file_handle;
    CObject *object=new CObject;
    //---
    if(object!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!object.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!",GetLastError());
            delete object;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
}
```
```cpp
//--- use object
//--- ...
    delete object;
}
```
Type

Gets the type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Type identifier (for CObject - 0).

**Example:**

```cpp
//--- example for CObject::Type()
#include <Object.mqh>
//---
void OnStart()
{
    CObject *object=new CObject;
    //---
    object=new CObject;
    if(object == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get objects type
    int type=object.Type();
    //--- delete object
    delete object;
}
```
Data Structures

This section contains the technical details on working with various data structures (arrays, linked lists, etc.) and description of the relevant components of the MQL5 Standard Library.

Using classes of data structures will save time when creating custom data stores of various formats (including composite data structures).

MQL5 Standard Library (in terms of data sets) is placed in the working directory of the terminal in the Include\Arrays folder.

Data Arrays

Use of classes of dynamic data arrays will save time when creating a custom data stores of various formats (including multidimensional arrays).

MQL5 Standard Library (in terms of arrays of data) is located in the working directory of the terminal in the Include\Arrays folder.

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CArray

CArray class is the base class of a dynamic array of variables.

Description

Class CArray is intended to operate on dynamic arrays of variables: memory allocation, sorting, and working with files.

Declaration

```cpp
class CArray : public CObject
```

Title

```cpp
#include <Arrays\Array.mqh>
```

Inheritance hierarchy

- CObject
- CArray

Direct descendants

- CArrayChar
- CArrayDouble
- CArrayFloat
- CArrayInt
- CArrayLong
- CArrayObj
- CArrayShort
- CArrayString

Class Methods by Groups

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**Methods inherited from class CObject**

- Prev, Prev, Next, Next, **Type**, **Compare**
Step

Gets the increment size of the array.

```c
int Step() const
```

Return Value

Increment size of the array.

Example:

```c
//--- example for CArray::Step()
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    CArray *array=new CArray;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get resize step
    int step=array.Step();
    //--- use array
    //--- ...
    //--- delete array
    delete array;
}
```
Step

Sets the increment size of the array.

```c
bool Step(
    int step       // step
);```

Parameters

**step**


Return Value

true - successful, false - there was an attempt to establish a step less than or equal to zero.

Example:

```c
//--- example for CArray::Step(int)
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    CArray *array=new CArray;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- set resize step
    bool result=array.Step(1024);
    //--- use array
    //--- ...
    //--- delete array
    delete array;
}
Total

Gets the number of elements in the array.

```cpp
int Total() const;
```

**Return Value**

Number of elements in the array.

**Example:**

```cpp
//--- example for CArray::Total()
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    CArray *array=new CArray;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check total
    int total=array.Total();
    //--- use array
    //--- ...
    //--- delete array
    delete array;
}
```
Available

Gets the number of free elements of the array that are available without additional memory allocation.

```cpp
int Available() const
```

Return Value

Number of free elements of the array available without additional memory allocation.

Example:

```cpp
//--- example for CArray::Available()
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    CArray *array=new CArray;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check available
    int available=array.Available();
    //--- use array
    //--- ...
    //--- delete array
    delete array;
}
```
Max

Gets the maximum possible size of the array without memory reallocation.

```cpp
int Max() const
```

Return Value

The maximum possible size of the array without memory reallocation.

Example:

```cpp
#include <Arrays\Array.mqh>

void OnStart()
{
    CArray *array=new CArray;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check maximum size
    int max=array.Max();
    //--- use array
    //--- ...
    //--- delete array
    delete array;
}
```
IsSorted

Gets the flag of array being sorted using the specified sorting mode.

```cpp
bool IsSorted(
    int mode=0  // sorting mode
) const
```

Parameters

- `mode=0`
  - [in] Tested sorting mode.

Return Value

Flag of the sorted list. If the list is sorted using the specified mode - true, otherwise - false.

Note

The sort flag cannot be changed directly. It is set by the Sort() method and reset by any add/insert method except for the InserSort(...).

Example:

```cpp
//--- example for CArray::IsSorted()
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    CArray *array=new CArray;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check sorted
    if(array.IsSorted())
    {
        //--- use methods for sorted array
        //--- ...
    }
    //--- delete array
    delete array;
}
```
SortMode

Gets the sorting mode for an array.

```cpp
int SortMode() const;
```

Return Value

Sorting mode.

Example:

```cpp
//--- example for CArray::SortMode()
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    CArray *array=new CArray;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check sort mode
    int sort_mode=array.SortMode();
    //--- use array
    //--- ...
    //--- delete array
    delete array;
}
```
Clear

Deletes all of the array elements without memory release.

```cpp
void Clear()
```

Return Value

None.

Example:

```cpp
//--- example for CArray::Clear()
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    CArray *array=new CArray;
    //---
    if (array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- use array
    //--- ...
    //--- clear array
    array.Clear();
    //--- delete array
    delete array;
}
```
Sort

Sorts an array using the specified option.

```cpp
void Sort(
    int mode=0 // sorting mode
)
```

Parameters

- `mode=0`
  

Return Value

- No.

Note

Sorting an array is always ascending. For arrays of primitive data types (CArrayChar, CArrayShort, etc.), the 'mode' parameter is not used. For the CArrayObj array, multivariate sorting should be implemented in the Sort(int) method of derived classes.

Example:

```cpp
//-- example for CArray::Sort(int)
#include <Arrays\Array.mqh>
//--
void OnStart()
{
    CArray *array=new CArray;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- sorting by mode 0
    array.Sort(0);
    //-- use array
    //-- ...
    //-- delete array
    delete array;
}
```
Save

Saves data array in the file.

```
virtual bool Save(
    int  file_handle  // file handle
)
```

**Parameters**

*file_handle*

[in] Handle of a binary file previously opened using the FileOpen(...) function.

**Return Value**

true - successfully completed, false - error.

**Example:**

```
    //--- example for CArray::Save(int)
    #include <Arrays\Array.mqh>
    //---
    void OnStart()
    {
        int  file_handle;
        CArray *array=new CArray;
        //---
        if(array!=NULL)
        {
            printf("Object create error");
            return;
        }
        //--- open file
        file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
        if(file_handle>=0)
        {
            if(!array.Save(file_handle))
            {
                //--- file save error
                printf("File save: Error %d",GetLastError());
                delete array;
                FileClose(file_handle);
                //---
                return;
            }
            FileClose(file_handle);
        }
        //--- delete array
        delete array;
    }
```
Load

Loads data array from a file.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

Parameters

`file_handle`

[in] Handle of a binary file previously opened using the `FileOpen()` function.

Return Value

true - successfully completed, false - error.

Example:

```cpp
//--- example for CArray::Load(...)  
#include <Arrays\Array.mqh>
//---
void OnStart()
{
    int    file_handle;
    CArray *array=new CArray;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- delete array
    delete array;
}
CArrayChar

CArrayChar is a class of dynamic array of char or uchar variables.

Description

CArrayChar class provides the ability to work with a dynamic array of char or uchar variables. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

Declaration

class CArrayChar : public CArray

Title

#include <Arrays\ArrayChar.mqh>

Inheritance hierarchy

CObject
  CArray
    CArrayChar

Class Methods

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Methods inherited from class CObject

Prev, Prev, Next, Next, **Compare**

Methods inherited from class CArray

**Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort**
**Reserve**

Allocates memory to increase the size of the array.

```cpp
bool Reserve(
    int size // number
)
```

**Parameters**

* size
  
  [in] The number of additional elements of the array.

**Return Value**

true - successful, false - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

**Note**

To reduce fragmentation of memory, the array size is increased by the step previously determined by the Step(int) method or the default step of 16.

**Example:**

```cpp
//--- example for CArrayChar::Reserve(int)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reserve memory
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Resize

Sets a new (smaller) size of the array.

```cpp
bool Resize(
    int size  // size
)
```

**Parameters**

`size`

[in] New size of the array.

**Return Value**

`true` - successful, `false` - there was an attempt to set the size less than zero.

**Note**

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. To reduce fragmentation of memory, the array size is changed by the step previously determined by the `Step(int)` method or the default step of 16.

**Example:**

```cpp
//--- example for CArrayChar::Resize(int)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array = new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
Shutdown

Cleans the array with a full memory release.

bool  Shutdown()

Return Value

true - successful, false - error.

Example:

```c
//--- example for CArrayChar::Shutdown()
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shutdown array
    if(!array.Shutdown())
    {
        printf("Shutdown error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}```
**Add**

Adds an element to the end of the array.

```cpp
bool Add(
    char element // element to add
)
```

**Parameters**

- **element**

  [in] Value of the element to add to the array.

**Return Value**

- true - successful, false - cannot add an element.

**Example:**

```cpp
//--- example for CArrayChar::Add(char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(i))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const char & src[]  // source array
)
```

Parameters

`src[]`

[in] Reference to an array of source elements to add.

Return Value

true - successful, false - cannot add items.

Example:

```cpp
//--- example for CArrayChar::AddArray(const char &[])
#include <Arrays/ArrayChar.h>
//--
char src[];
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const CArrayChar* src // pointer to the source
)
```

**Parameters**

*src*

[in] Pointer to an instance of CArrayChar class used as a source of elements to add.

**Return Value**

true - successful, false - cannot add items.

**Example:**

```cpp
//--- example for CArrayChar::AddArray(const CArrayChar*)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {  
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayChar *src=new CArrayChar;
    if(src==NULL)
    {  
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete src;
        delete array;
        return;
    }
    //--- delete source array
    delete src;
}
//--- use array
//--- . .
///--- delete array
deflect array;
}
**Insert**

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    char element, // element to insert
    int pos       // position
)
```

**Parameters**

- `element`
  
  [in] Value of the element to be inserted into the array

- `pos`
  
  [in] Position in the array to insert

**Return Value**

- `true` - successful, `false` - cannot insert the element.

**Example:**

```cpp
//--- example for CArrayChar::Insert(char,int)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(i,0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
InsertArray

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    const char* src[], // source array
    int pos // position
)
```

Parameters

- `src[]` - [in] Reference to an array used as a source of elements to insert
- `pos` - [in] Position in the array to insert

Return Value

- `true` - successful, `false` - cannot insert items.

Example:

```cpp
//--- example for CArrayChar::InsertArray(const char *[], int)
#include <Arrays\ArrayChar.mqh>
//---
char src[];
//---
void OnStart()
{
    CArrayChar *array = new CArrayChar;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert another array
    if (!array.InsertArray(src, 0))
    {
        printf("Array inserting error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
InsertArray

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    CArrayChar* src,   // pointer to the source
    int pos           // position
)
```

Parameters

src

[in]  Pointer to an instance of the CArrayChar class used as a source of elements to insert.

pos

[in]  Position in the array to insert

Return Value

true - successful, false - cannot insert items.

Example:

```cpp
//--- example for CArrayChar::InsertArray(const CArrayChar*,int)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayChar *src=new CArrayChar;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete src;
        delete array;
    }
}
```
return;
}

//--- delete source array
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
**AssignArray**

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const char* src[] // source array
)
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the items.

**Example:**

```cpp
//--- example for CArrayChar::AssignArray(const char*[])
#include <Arrays\ArrayChar.mqh>
//---
char src[];
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(const CArrayChar* src) // pointer to the source
```

**Parameters**

`src`

[in] Pointer to an instance of the CArrayChar class used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the elements.

**Example:**

```cpp
//--- example for CArrayChar::AssignArray(const CArrayChar*)
#include <Arrays\\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- create source array
    CArrayChar *src =new CArrayChar;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //-- add source arrays elements
    //-- . . .
    //-- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete src;
        delete array;
        return;
    }
    //-- arrays are identical
    //-- delete source array
```
```cpp
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
```

## Update

Changes the element at the specified array position.

```cpp
bool Update(
    int pos,  // position
    char element  // value
)
```

**Parameters**

- `pos`
  - [in] Position of the element in the array to change

- `element`
  - [in] New value of the element

**Return Value**

- true · successful, false · cannot change the element.

**Example:**

```cpp
//--- example for CArrayChar::Update(int,char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- update element
    if(!array.Update(0,'A'))
    {
        printf("Update error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
## Shift

Moves an item from a given position in the array to the specified offset.

```cpp
bool Shift(
    int pos, // position
    int shift // value
)
```

### Parameters

- **pos**
  - [in] Position of the moved element in the array

- **shift**
  - [in] The shift value (both positive and negative).

### Return Value

- true - successful, false - cannot move the element.

### Example:

```cpp
//--- example for CArrayChar::Shift(int,int)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array = new CArrayChar;
    //---
    if(array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shift element
    if(!array.Shift(10,-5))
    {
        printf("Shift error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos  // position
)
```

**Parameters**

`pos`

[in] Position of the array element to be removed.

**Return Value**

true - successful, false - cannot remove the element.

**Example:**

```cpp
//--- example for CArrayChar::Delete(int)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete element
    if(!array.Delete(0))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
DeleteRange

Deletes a group of elements from the specified array position.

```cpp
bool DeleteRange(
    int from,  // position of the first element
    int to     // position of the last element
)
```

**Parameters**

- `from`
  - [in] Position of the first array element to be removed.

- `to`
  - [in] Position of the last array element to be removed.

**Return Value**

- `true` - successful, `false` - cannot remove the elements.

**Example:**

```cpp
//--- example for CArrayChar::DeleteRange(int,int)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete elements
    if(!array.DeleteRange(0,10))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
At

Gets the element from the specified array position.

```
char At(
    int pos       // position
) const
```

Parameters

`pos`

[in] Position of the desired element in the array.

Return Value

The value of the element - success, CHAR_MAX - there was an attempt to get an element from a non-existing position (the last error code is ERR_OUT_OF_RANGE).

Note

Of course, CHAR_MAX may be a valid value of an array element. Therefore, always check the last error code after receiving such a value.

Example:

```
//--- example for CArrayChar::At(int)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . . .
    for(int i=0;i<array.Total();i++)
    {
        char result=array.At(i);
        if(result==CHAR_MAX && GetLastError()==ERR_OUT_OF_RANGE)
        {
            //--- error of reading from array
            printf("Get element error");
            delete array;
            return;
        }
        //-- use element
        //-- . . .
    }
}
```
//--- delete array
delete array;
}
### CompareArray

**Compares the array with another one.**

```cpp
bool CompareArray(
    const char & src[]  // source array
) const
```

**Parameters**

`src[]`

- **[in]** Reference to an array used as a source of elements for comparison.

**Return Value**

- `true` - arrays are equal, `false` - arrays are not equal.

**Example:**

```cpp
#include <Arrays\ArrayChar.mqh>

char src[];

void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- compare with another array
    int result=src.CompareArray(src);
    //--- delete array
    delete array;
}
```
**CompareArray**

Compares the array with another one.

```c
bool CompareArray(
    const CArrayChar* src // pointer to the source
) const
```

**Parameters**

`src`

[in] Pointer to an instance of the CArrayChar class used as a source of elements for comparison.

**Return Value**

true - arrays are equal, false - arrays are not equal.

**Example:**

```c
//--- example for CArrayChar::CompareArray(const CArrayChar*)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayChar *src=new CArrayChar;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}
```
InsertSort

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    char element
) // element to insert
```

**Parameters**

- **element**
  - [in] Value of the element to be inserted into a sorted array

**Return Value**

- true - successful, false - cannot insert the element.

**Example:**

```cpp
//--- example for CArrayChar::InsertSort(char)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- insert element
    if(!array.InsertSort('A'))
    {
        printf("Insert error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Search

Searches for an element equal to the sample in the sorted array.

```c
int Search(
    char element // sample
) const
```

Parameters

- `element`
  - [in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
//--- example for CArrayChar::Search(char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- ...
    //--- sort array
    array.Sort();
    //--- search element
    if(array.Search('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```c
int SearchGreat(
    char element // sample
) const
```

Parameters

element

[in] The sample element to search in the array.

Return Value

The position of the found element, if successful, -1 - the element not found.

Example:

```c
//--- example for CArrayChar::SearchGreat(char)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //-- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreat('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLess

Searches for an element with a value less than the value of the sample in the sorted array.

```c
int SearchLess(
    char element // sample
) const
```

Parameters

element

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
//--- example for CArrayChar::SearchLess(char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLess('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreatOrEqual

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```c
int SearchGreatOrEqual(
    char element  // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayChar::SearchGreatOrEqual(char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreatOrEqual('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchLessOrEqual**

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```c
int SearchLessOrEqual(
    char element  // sample
) const
```

**Parameters**

*element*

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayChar::SearchLessOrEqual(char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLessOrEqual('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchFirst**

Searches for the first element equal to the sample in the sorted array.

```cpp
int SearchFirst(
    char element  // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayChar::SearchFirst(char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- ...
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchFirst('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLast

Searches for the last element equal to the sample in the sorted array.

```c
int SearchLast(
    char element // sample
) const
```

Parameters

- **element**
  - [in] The sample element to search in the array.

Return Value

- The position of the found element - successful, -1 - the element not found.

Example:

```c
//--- example for CArrayChar::SearchLast(char)
#include <Arrays\ArrayChar.mqh>
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLast('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLinear

Searches for the element equal to the sample in the array.

```cpp
int SearchLinear(
    char element // sample
) const
```

**Parameters**

- `element`
  - [in] The sample element to search in the array.

**Return Value**

- The position of the found element - successful, -1 - the element not found.

**Note**

The method uses the linear search (or sequential search) algorithm for unsorted arrays.

**Example:**

```cpp
//--- example for CArrayChar::SearchLinear(char)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- search element
    if(array.SearchLinear('A')!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
Save

Saves data array in the file.

```cpp
virtual bool Save(
  int file_handle // file handle
)
```

**Parameters**

`file_handle`

[in] Handle of the binary file previously opened using the FileOpen(...) function.

**Return Value**

true - successfully completed, false - error.

**Example:**

```cpp
//--- example for CArrayChar::Save(int)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
  int file_handle;
  CArrayChar *array=new CArrayChar;
  //---
  if(array!=NULL)
  {
    printf("Object create error");
    return;
  }
  //--- open file
  file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
  if(file_handle>=0)
  {
    if(!array.Save(file_handle))
    {
      //--- file save error
      printf("File save: Error %d!",GetLastError());
      delete array;
      FileClose(file_handle);
      //---
      return;
    }
  }
  FileClose(file_handle);
  //--- delete array
  delete array;
}
Load

 Loads data array from the file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

`file_handle`

[in] Handle of the binary file previously opened using the `FileOpen(...)` function.

**Return Value**

true - successfully completed, false - error.

**Example:**

```cpp
//--- example for CArrayChar::Load(int)
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    int file_handle;
    CArrayChar *array=new CArrayChar;
    //--
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //-- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //--
            return;
        }
        FileClose(file_handle);
    }
    //-- use arrays elements
    for(int i=0;i<array.Total();i++)
    {
        printf("Element[%d] = '%c'",i,array.At(i));
    }
}
```
```cpp
} //--- delete array
delete array;
```
**Type**

Gets the array type identifier.

```c++
virtual int Type() const
```

**Return Value**

Array type identifier (for CArrayChar - 77).

**Example:**

```c++
//--- example for CArrayChar::Type()
#include <Arrays\ArrayChar.mqh>
//--
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    if(array==NULL)
        {
        printf("Object create error");
        return;
        }
    //--- get array type
    int type=array.Type();
    //--- delete array
    delete array;
}
```
**CArrayShort**

CArrayShort is a class of dynamic array of short or ushort variables.

**Description**

Class CArrayShort provides the ability to work with a dynamic array of short or ushort variables. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

**Declaration**

```cpp
class CArrayShort : public CArray

#include <Arrays\ArrayShort.mqh>
```

**Inheritance hierarchy**

- CObject
  - CArray
    - CArrayShort

**Class Methods by Groups**

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### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

### Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
Reserve

Allocates memory to increase the size of the array.

```cpp
bool Reserve{
    int size // number
}
```

Parameters

size

[in] The number of additional elements of the array.

Return Value

true - successful, false - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

Note

To reduce fragmentation of memory, the array size is changed using the step previously determined by the Step(int) method or the default step of 16.

Example:

```cpp
//--- example for CArrayShort::Reserve(int)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reserve memory
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Resize

Sets a new (smaller) size of the array.

```cpp
bool Resize(
    int size    // size
)
```

Parameters


Return Value

- `true` - successful, `false` - there was an attempt to set the size less than zero.

Note

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. To reduce fragmentation of memory, the array size is changed by the step previously determined by the `Step(int)` method or the default step of 16.

Example:

```cpp
//--- example for CArrayShort::Resize(int)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Shutdown

Clears the array with a full memory release.

```cpp
bool Shutdown()
```

**Return Value**

true - successful, false - error.

**Example:**

```cpp
//--- example for CArrayShort::Shutdown()
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shutdown array
    if(!array.Shutdown())
    {
        printf("Shutdown error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Add

Adds an element to the end of the array.

```c
bool Add(
    short element // element to add
)
```

**Parameters**

- **element**
  - [in] Value of the element to add to the array.

**Return Value**

- true - successful, false - cannot add an element.

**Example:**

```c
//--- example for CArrayShort::Add(short)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(i))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const short& src[] // source array
)
```

Parameters

`src[]`

[in] Reference to an array of source elements to add.

Return Value

true - successful, false - cannot add items.

Example:

```cpp
#include <Arrays\ArrayShort.mqh>

short src[];

void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const CArrayShort* src  // pointer to the source
)
```

**Parameters**

- `src` - [in] Pointer to an instance of CArrayShort class used as a source of elements to add.

**Return Value**

- true - successful, false - cannot add items.

**Example:**

```cpp
//--- example for CArrayShort::AddArray(const CArrayShort*)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayShort *src=new CArrayShort;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete src;
        delete array;
        return;
    }
    //--- delete source array
    delete src;
```
//--- use array
//--- ...
//--- delete array
delete array;
}
Insert

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    short element,   // element to insert
    int pos         // position
)
```

**Parameters**

*element*

[in] Value of the element to be inserted into the array

*pos*

[in] Position in the array to insert

**Return Value**

true - successful, false - cannot insert the element.

**Example:**

```cpp
//--- example for CArrayShort::Insert(short,int)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(i,0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
**InsertArray**

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    const short & src[], // source array
    int pos // position
)
```

**Parameters**

- `src[]`  
  [in] Reference to an array used as a source of elements to insert

- `pos`  
  [in] Position in the array to insert

**Return Value**

- `true` - successful, `false` - cannot insert items.

**Example:**

```cpp
//--- example for CArrayShort::InsertArray(const short &[], int)
#include <Arrays\ArrayShort.mqh>
include <Arrays\ArrayShort.mqh>
//---
short src[];
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
**InsertArray**

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    CArrayShort* src,  // pointer to the source
    int pos        // position
)
```

**Parameters**

- **src**
  
  [in] Pointer to an instance of the CArrayShort class used as a source of elements to insert.

- **pos**
  
  [in] Position in the array to insert.

**Return Value**

- true - successful, false - cannot insert items.

**Example:**

```cpp
//--- example for CArrayShort::InsertArray(const CArrayShort*,int)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayShort *src=new CArrayShort;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
    }
    return;
    //--- add source arrays elements
    //--- . . .
    //--- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete src;
    }
    delete array;
```
return;
}

//--- delete source array
delete src;

//--- use array
//--- . . .

//--- delete array
delete array;
}
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const short & src[] // source array
)
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the items.

**Example:**

```cpp
//--- example for CArrayShort::AssignArray(const short &[])
#include <Arrays\ArrayShort.mqh>
//--
short src[];
//--
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete array;
        return;
    }
    //-- use array
    //--- . . .
    //-- delete array
    delete array;
}
```
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const CArrayShort* src, // pointer to the source
)
```

Parameters

src

[in] Pointer to an instance of the CArrayShort class used as a source of elements to copy.

Return Value

true - successful, false - cannot copy the elements.

Example:

```cpp
//--- example for CArrayShort::AssignArray(const CArrayShort*)
#include <Arrays\ArrayShort.mqh>
//--
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayShort *src =new CArrayShort;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete src;
        delete array;
        return;
    }
    //--- arrays is identical
    //--- delete source array
}
```cpp
delete src;
//--- use array
//--- ...
//--- delete array
delete array;
```
Update

Changes the element at the specified array position.

```cpp
bool Update(
    int pos,  // position
    short element  // value
)
```

Parameters

- **pos**
  - [in] Position of the element in the array to change

- **element**
  - [in] New value of the element

Return Value

- `true` - successful, `false` - cannot change the element.

Example:

```cpp
//--- example for CArrayShort::Update(int,short)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- update element
    if(!array.Update(0,100))
    {
        printf("Update error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Shift

Moves an item from a given position in the array to the specified offset.

```cpp
bool Shift(
    int pos,  // positions
    int shift  // shift
)
```

Parameters

- **pos**
  - [in] Position of the moved element in the array

- **shift**
  - [in] The shift value (both positive and negative).

Return Value

- true - successful, false - cannot move the element.

Example:

```cpp
//--- example for CArrayShort::Shift(int,int)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shift element
    if(!array.Shift(10,-5))
    {
        printf("Shift error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos    // position
)
```

Parameters

- `pos`  
  [in] Position of the array element to be removed.

Return Value

- true - successful, false - cannot remove the element.

Example:

```cpp
//--- example for CArrayShort::Delete(int)
#include <Arrays\ArrayShort.mqh>
//--
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete element
    if(!array.Delete(0))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
DeleteRange

Deletes a group of elements from the specified array position.

```cpp
bool DeleteRange(
    int from, // position of the first element
    int to    // position of the last element
)
```

Parameters

- **from**
  - [in] Position of the first array element to be removed.

- **to**
  - [in] Position of the last array element to be removed.

Return Value

- true - successful, false - cannot remove the elements.

Example:

```cpp
#include <Arrays\ArrayShort.mqh>
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete elements
    if(!array.DeleteRange(0,10))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
At

Gets the element from the specified array position.

```
short At(
    int pos // position
) const
```

Parameters

pos

[in] Position of the desired element in the array.

Return Value

The value of the element - success, SHORT_MAX - there was an attempt to get an element from a non-existing position (the last error code is ERR_OUT_OF_RANGE).

Note

Of course, SHORT_MAX may be a valid value of an array element. Therefore, always check the last error code after receiving such a value.

Example:

```c
//--- example for CArrayShort::At(int)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    for(int i=0;i<array.Total();i++)
    {
        short result=array.At(i);
        if(result==SHORT_MAX && GetLastError()==ERR_OUT_OF_RANGE)
        {
            //--- error of reading from array
            printf("Get element error");
            delete array;
            return;
        }
        //--- use element
        //--- . . .
    }
}
```
///--- delete array
delete array;
}

## CompareArray

Compares the array with another one.

```cpp
bool CompareArray(
    const short& src[] // source array
) const
```

### Parameters

`src[]`

[in] Reference to an array used as a source of elements for comparison.

### Return Value

true - arrays are equal, false - arrays are not equal.

### Example:

```cpp
//--- example for CArrayShort::CompareArray(const short &[])
#include <Arrays\ArrayShort.mgh>
//---
short src[];
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete array
    delete array;
}
```
CompareArray

Compares the array with another one.

```cpp
bool CompareArray(
    const CArrayShort* src // pointer to the source
) const
```

Parameters

`src`

[in] Pointer to an instance of the CArrayShort class used as a source of elements for comparison.

Return Value

true - arrays are equal, false - arrays are not equal.

Example:

```cpp
//--- example for CArrayShort::CompareArray(const CArrayShort*)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayShort *src=new CArrayShort;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}
```
**InsertSort**

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    short element  // element to insert
)
```

**Parameters**

`element`

[in] Value of the element to be inserted into a sorted array

**Return Value**

true - successful, false - cannot insert the element.

**Example:**

```cpp
//--- example for CArrayShort::InsertSort(short)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- insert element
    if(!array.InsertSort(100))
    {
        printf("Insert error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Search

Searches for an element equal to the sample in the sorted array.

```c
int Search(
    short element  // sample
) const
```

Parameters

- `element`
  - [in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
//--- example for CArrayShort::Search(short)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.Search(100)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```cpp
int SearchGreat(
    short element // sample
) const
```

Parameters

`element`

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - element not found.

Example:

```cpp
//--- example for CArrayShort::SearchGreat(short)
#include <Arrays\ArrayShort.mqh>
//--
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreat(100)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchLess**

Searches for an element with a value less than the value of the sample in the sorted array.

```c
int SearchLess(
    short element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//-- example for CArrayShort::SearchLess(short)
#include <Arrays\ArrayShort.mqh>
//--
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . .
    //-- sort array
    array.Sort();
    //-- search element
    if(array.SearchLess(100)!=-1) printf("Element found");
    else printf("Element not found");
    //-- delete array
    delete array;
}
```
SearchGreatOrEqual

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```cpp
int SearchGreatOrEqual(
    short element // sample
) const
```

**Parameters**

- `element`
  - [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayShort::SearchGreatOrEqual(short)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreatOrEqual(100)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchLessOrEqual**

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```c
int SearchLessOrEqual(  
    short element       // sample  
) const
```

**Parameters**

- **element**
  
  [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
#include <Arrays\ArrayShort.mqh>

void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLessOrEqual(100)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchFirst

Searches for the first element equal to the sample in the sorted array.

```c
int SearchFirst(
    short element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayShort::SearchFirst(short)
#include <Arrays\ArrayShort.mqh>
//--
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchFirst(100) != -1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchLast**

Searches for the last element equal to the sample in the sorted array.

```c
int SearchLast(
    short element  // sample
) const
```

**Parameters**

- `element`
  
  [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayShort::SearchLast(short)
#include <Arrays\ArrayShort.mqh>
//--
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLast(100)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLinear

Searches for the element equal to the sample in the array.

```cpp
int SearchLinear(
    short element        // sample
) const
```

**Parameters**

- `element`

  [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Note**

The method uses the linear search (or sequential search) algorithm for unsorted arrays.

**Example:**

```cpp
//--- example for CArrayShort::SearchLinear(short)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array=new CArrayShort;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- ...
    //--- search element
    if(array.SearchLinear(100)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
Save

Saves data array in the file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

Parameters

- **file_handle**
  - [in] Handle of the binary file previously opened using the `FileOpen(...)` function.

Return Value

- true - successfully completed, false - error.

Example:

```cpp
//--- example for CArrayShort::Save(int)
#include <Arrays\ArrayShort.mqh>
//--
void OnStart()
{
    int file_handle;
    CArrayShort *array = new CArrayShort;
    //--
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add 100 arrays elements
    for(int i=0;i<100;i++)
    {
        array.Add(i);
    }
    //-- open file
    file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //--
            return;
        }
    }
    FileClose(file_handle);
}
```
```cpp
}
    delete array;
}
```
Load

Loads data array from the file.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

Parameters

- `file_handle`
  - [in] Handle of the binary file previously opened using the `FileOpen(...)` function.

Return Value

- `true` - successfully completed, `false` - error.

Example:

```cpp
//--- example for CArrayShort::Load(int)
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    int file_handle;
    CArrayShort *array=new CArrayShort;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- use arrays elements
    for(int i=0;i<array.Total();i++)
    {
        printf("Element[%d] = %d",i,array.At(i));
    }
}
```
}  
    delete array;  
}
## Type

Gets the array type identifier.

```cpp
virtual int Type() const
```

### Return Value

Array type identifier (for CArrayShort - 82).

### Example:

```cpp
//--- example for CArrayShort::Type()
#include <Arrays\ArrayShort.mqh>
//---
void OnStart()
{
    CArrayShort *array = new CArrayShort;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get array type
    int type = array.Type();
    //--- delete array
    delete array;
}
```
CArrayInt

CArrayInt is a class of dynamic array of int or uint variables.

Description

The class CArrayInt provides the ability to work with a dynamic array of int or uint variables. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

Declaration

```cpp
class CArrayInt : public CArray
```

#include <Arrays\ArrayInt.mqh>

Inheritance hierarchy

CObject
  CArray
    CArrayInt

Direct descendants

CSpreadBuffer

Class Methods by Groups

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### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

### Methods inherited from class CArray

- **Step**, **Step**, **Total**, **Available**, **Max**, IsSorted, **SortMode**, Clear, **Sort**
Reserve

Allocates memory to increase the size of the array.

```cpp
bool Reserve{
    int size    // number
}
```

Parameters

size

[in] The number of additional elements of the array.

Return Value

ture - successful, false - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

Note

To reduce fragmentation of memory, the array size is changed using the step previously determined by the Step(int) method or the default step of 16.

Example:

```cpp
//--- example for CArrayInt::Reserve(int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reserve memory
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Resize

Sets a new (smaller) size of the array.

```c
bool Resize(
    int size // number
)
```

**Parameters**

`size`

[in] New size of the array.

**Return Value**

true - successful, false - there was an attempt to set the size less than zero.

**Note**

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. To reduce fragmentation of memory, the array size is changed by the step previously determined by the Step(int) method or the default step of 16.

**Example:**

```c
//--- example for CArrayInt::Resize(int)
#include <Arrays\ArrayInt.mqh>
//--
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
**Shutdown**

Clears the array with a full memory release.

```cpp
bool Shutdown()
```

**Return Value**

true - successful, false - error.

**Example:**

```cpp
//--- example for CArrayInt::Shutdown()
#include <Arrays\ArrayInt.mqh>
//--
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shutdown array
    if(!array.Shutdown())
    {
        printf("Shutdown error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Add

Adds an element to the end of the array.

```cpp
bool Add(
    int element // element to add
)
```

**Parameters**

*element*

[in] Value of the element to add to the array.

**Return Value**

true - successful, false - cannot add an element.

**Example:**

```cpp
//--- example for CArrayInt::Add(int)
#include <Arrays\ArrayInt.mqh>
//--
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(i))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(const int& src[] // source array
)
```

Parameters

`src[]`

[in] Reference to an array of source elements to add.

Return Value

true - successful, false - cannot add items.

Example:

```cpp
#include <ArrayInt.mqh>

int src[];

void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const CArrayInt* src  // pointer to the source
)
```

Parameters

src

[in] Pointer to an instance of CArrayInt class used as a source of elements to add.

Return Value

ture - successful, false - cannot add items.

Example:

```cpp
#include <Arrays<ArrayInt.mqh>
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayInt *src=new CArrayInt;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //---...
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete src;
        delete array;
        return;
    }
    //--- delete source array
    delete src;
}
```
//--- use array
//--- . . .
//--- delete array
delete array;
}
Insert

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    int element, // element to insert
    int pos      // position
)
```

Parameters

- **element**
  - [in] Value of the element to be inserted into the array

- **pos**
  - [in] Position in the array to insert

Return Value

- true - successful, false - cannot insert the element.

Example:

```cpp
//--- example for CArrayInt::Insert(int,int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(i,0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
InsertArray

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    const int& src[], // source array
    int pos       // position
)
```

Parameters

- `src[]`
  - [in] Reference to an array used as a source of elements to insert
- `pos`
  - [in] Position in the array to insert

Return Value

- `true` - successful, `false` - cannot insert items.

Example:

```cpp
//--- example for CArrayInt::InsertArray(const int &, int)
#include <Arrays\ArrayInt.mqh>
//---
int src[];
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert another array
    if(!array.InsertArray(src, 0))
    {
        printf("Array inserting error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
**InsertArray**

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    CArrayInt* src,  // pointer to the source
    int pos          // position
)
```

**Parameters**

*src*

[**in**] Pointer to an instance of the CArrayInt class used as a source of elements to insert.

*pos*

[**in**] Position in the array to insert.

**Return Value**

true - successful, false - cannot insert items.

**Example:**

```cpp
//--- example for CArrayInt::InsertArray(const CArrayInt*,int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayInt *src=new CArrayInt;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete src;
        delete array;
    }
}
```
return;
}

//--- delete source array
delete src;

//--- use array

//--- . .

//--- delete array

delete array;
}
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const int& src[] // source array
)
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the items.

**Example:**

```cpp
//--- example for CArrayInt::AssignArray(const int &[])  
#include <Arrays\ArrayInt.hh>
//---
int src[];
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const CArrayInt* src // pointer to the source
)
```

Parameters

- **src**
  
  [in] Pointer to an instance of the CArrayInt class used as a source of elements to copy.

Return Value

- true - successful, false - cannot copy the elements.

Example:

```cpp
//--- example for CArrayInt::AssignArray(const CArrayInt*)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayInt *src =new CArrayInt;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete src;
        delete array;
        return;
    }
}
```
//--- arrays is identical
//--- delete source array
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
Update

Changes the element at the specified array position.

```cpp
bool Update(
    int pos,  // position
    int element // value
)
```

Parameters

- `pos`
  - [in] Position of the element in the array to change.

- `element`
  - [in] New value of the element

Return Value

- true - successful, false - cannot change the element.

Example:

```cpp
//--- example for CArrayInt::Update(int,int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- update element
    if(!array.Update(0,10000))
    {
        printf("Update error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Shift

Moves an item from a given position in the array to the specified offset.

```cpp
bool Shift(
    int pos,  // position
    int shift  // shift
)
```

Parameters

pos

[in] Position of the moved element in the array

shift

[in] The shift value (both positive and negative).

Return Value

true - successful, false - cannot move the element.

Example:

```cpp
#include <Arrays\ArrayInt.mqh>
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shift element
    if(!array.Shift(10,-5))
    {
        printf("Shift error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos  // position
)
```

**Parameters**

`pos`

[in] Position of the array element to be removed.

**Return Value**

true - successful, false - cannot remove the element.

**Example:**

```cpp
//--- example for CArrayInt::Delete(int)
#include <Arrays\ArrayInt.mqh>
//--
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete element
    if(!array.Delete(0))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}```
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DeleteRange
Deletes

a group of elements from the specified array position.

bool DeleteRange(
int from,
// position of the first element
int to
// position of the last element
)
Parameters

from
[in]

Position of the first array element to be removed.

to
[in]

Position of the last array element to be removed.

Return Value

true - successful, false - cannot remove the elements.
Example:

//--- example for CArrayInt::DeleteRange(int,int)
#include <Arrays\ArrayInt.mqh>
//--void OnStart()
{
CArrayInt *array=new CArrayInt;
//--if(array==NULL)
{
printf("Object create error");
return;
}
//--- add arrays elements
//--- . . .
//--- delete elements
if(!array.DeleteRange(0,10))
{
printf("Delete error");
delete array;
return;
}
//--- delete array
delete array;
}

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**At**

Gets the element from the specified array position.

```cpp
int At(
    int pos  // position
) const
```

**Parameters**

*pos*

[in] Position of the desired element in the array.

**Return Value**

The value of the element - success, `INT_MAX` - there was an attempt to get an element from a non-existing position (the last error code is `ERR_OUT_OF_RANGE`).

**Note**

Of course, `INT_MAX` may be a valid value of an array element. Therefore, always check the last error code after receiving such a value.

**Example:**

```cpp
//--- example for CArrayInt::At(int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    ///---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    ///--- add arrays elements
    ///--- . . .
    for(int i=0;i<array.Total();i++)
    {
        int result=array.At(i);
        if(result==INT_MAX && GetLastError()==ERR_OUT_OF_RANGE)
        {
            //--- error of reading from array
            printf("Get element error");
            delete array;
            return;
        }
        ///--- use element
        ///--- . . .
    }
}
```
//--- delete array
delete array;
}
**CompareArray**

Compares the array with another one.

```cpp
bool CompareArray(
    const int& src[] // source array
) const
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements for comparison.

**Return Value**

`true` - arrays are equal, `false` - arrays are not equal.

**Example:**

```cpp
//--- example for CArrayInt::CompareArray(const int &[])
#include <Arrays\ArrayInt.mqh>
//---
int src[];
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete array
    delete array;
}
```
**CompareArray**

Compares the array with another one.

```cpp
bool CompareArray(
    const CArrayInt* src // pointer to the source
) const
```

**Parameters**

*src*

[in] Pointer to an instance of the CArrayInt class used as a source of elements for comparison.

**Return Value**

true - arrays are equal, false - arrays are not equal.

**Example:**

```cpp
//--- example for CArrayInt::CompareArray(const CArrayInt*)
#include <Arrays\ArrayList.hpp>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayInt *src=new CArrayInt;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}
```
**InsertSort**

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    int element // element to insert
)
```

**Parameters**

- `element`

  [in] Value of the element to be inserted into a sorted array

**Return Value**

- true - successful, false - cannot insert the element.

**Example:**

```cpp
//--- example for CArrayInt::InsertSort(int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- insert element
    if(!array.InsertSort(10000))
    {
        printf("Insert error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
Search

Searches for an element equal to the sample in the sorted array.

```cpp
int Search(
    int element // sample
) const
```

Parameters

- **element**
  - [in] The sample element to search in the array.

Return Value

- The position of the found element - successful, -1 - the element not found.

Example:

```cpp
//--- example for CArrayInt::Search(int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array = new CArrayInt;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if (array.Search(10000) != -1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```c
int SearchGreat(
    int element // sample
) const
```

**Parameters**

- `element`  
  [in] The sample element to search in the array.

**Return Value**

- The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayInt::SearchGreat(int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreat(10000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
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SearchLess
S earches

for an element with a value less than the value of the sample in the sorted array.

int SearchLess(
int element
) const

// sample

Parameters

element
[in]

The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.
Example:

//--- example for CArrayInt::SearchLess(int)
#include <Arrays\ArrayInt.mqh>
//--void OnStart()
{
CArrayInt *array=new CArrayInt;
//--if(array==NULL)
{
printf("Object create error");
return;
}
//--- add arrays elements
//--- . . .
//--- sort array
array.Sort();
//--- search element
if(array.SearchLess(10000)!=-1) printf("Element found");
else
printf("Element not found");
//--- delete array
delete array;
}

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SearchGreatOrEqual

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```c
int SearchGreatOrEqual(const int element) // sample
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayInt::SearchGreatOrEqual(int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreatOrEqual(10000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
} 
```
SearchLessOrEqual

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```cpp
int SearchLessOrEqual(
    int element  // sample
) const
```

Parameters

element

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```cpp
//--- example for CArrayInt::SearchLessOrEqual(int)
#include <Arrays\ArrayInt.mqh>
//--
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLessOrEqual(10000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchFirst**

Searches for the first element equal to the sample in the sorted array.

```c
int SearchFirst(
    int element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
#include <Arrays\ArrayInt.mqh>

void OnStart()
{
    CArrayInt *array = new CArrayInt;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if (array.SearchFirst(10000) != -1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
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Standard Library

SearchLast
S earches

for the last element equal to the sample in the sorted array.

int SearchLast(
int element
) const

// sample

Parameters

element
[in]

The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.
Example:

//--- example for CArrayInt::SearchLast(int)
#include <Arrays\ArrayInt.mqh>
//--void OnStart()
{
CArrayInt *array=new CArrayInt;
//--if(array==NULL)
{
printf("Object create error");
return;
}
//--- add arrays elements
//--- . . .
//--- sort array
array.Sort();
//--- search element
if(array.SearchLast(10000)!=-1) printf("Element found");
else
printf("Element not found");
//--- delete array
delete array;
}

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SearchLinear

Searches for the element equal to the sample in the array.

```cpp
int SearchLinear(
    int element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Note**

The method uses the linear search (or sequential search) algorithm for unsorted arrays.

**Example:**

```cpp
//--- example for CArrayInt::SearchLinear(int)
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- search element
    if(array.SearchLinear(10000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
Save

Saves data array in the file.

virtual bool Save(
    int file_handle  // file handle
)

Parameters

file_handle

[in] Handle of the binary file previously opened using the FileOpen(...) function.

Return Value

true - successfully completed, false - error.

Example:

//--- example for CArrayInt::Save(int)
#include <Arrays\ArrayInt.mqh>
//--
void OnStart()
{
    int file_handle;
    CArrayInt *array=new CArrayInt;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add 100 arrays elements
    for(int i=0;i<100;i++)
    {
        array.Add(i);
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Save(file_handle))
        {
            // file save error
            printf("File save: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
} delete array;
Load

Loads data array from the file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

Parameters

`file_handle`

[in] Handle of the binary file previously opened using the FileOpen(...) function.

Return Value

true - successfully completed, false - error.

Example:

```cpp
//--- example for CArrayInt::Load(int)
#include <Arrays\ArrayInt.mqh>
//--
void OnStart()
{
    int file_handle;
    CArrayInt *array=new CArrayInt;
    //--
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //-- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d",GetLastError());
            delete array;
            FileClose(file_handle);
            //--
            return;
        }
        FileClose(file_handle);
    }
    //-- use arrays elements
    for(int i=0;i<array.Total();i++)
    {
        printf("Element[%d] = %d",i,array.At(i));
    }
}
```

}  
    delete array;

}
**Type**

Gets the array type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Array type identifier (for CArrayInt - 82).

**Example:**

```cpp
//--- example for CArrayInt::Type()
#include <Arrays\ArrayInt.mqh>
//---
void OnStart()
{
    CArrayInt *array = new CArrayInt;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get array type
    int type = array.Type();
    //--- delete array
    delete array;
}
```
CArrayLong

CArrayLong class is a class of dynamic array of long or ulong variables.

Description

The CArrayLong class provides the ability to work with a dynamic array of long or ulong variables. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

Declaration

```cpp
class CArrayLong : public CArray
```

Title

```cpp
#include <Arrays\ArrayLong.mqh>
```

Inheritance hierarchy

- CObject
- CArray
- CArrayLong

Direct descendants

- CRealVolumeBuffer, CTickVolumeBuffer, CTimeBuffer

Class Methods by Groups

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**Methods inherited from class CObject**

- Prev, Prev, Next, Next, **Compare**

**Methods inherited from class CArray**

- **Step**, **Step**, **Total**, **Available**, **Max**, **IsSorted**, **SortMode**, **Clear**, **Sort**
**Reserve**

Allocates memory to increase the size of the array.

```cpp
bool Reserve(
    int size  // number
)
```

**Parameters**

- `size`
  
  [in] The number of additional elements of the array.

**Return Value**

- true - successful, false - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

**Note**

To reduce fragmentation of memory, the array size is changed using the step previously determined by the `Step(int)` method or the default step of 16.

**Example:**

```cpp
//--- example for CArrayLong::Reserve(int)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reserve memory
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Resize

Sets a new (smaller) size of the array.

```cpp
bool Resize(
    int size    // size
)
```

**Parameters**

`size`

[in] New size of the array.

**Return Value**

true - successful, false - there was an attempt to set the size less than zero.

**Note**

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. To reduce fragmentation of memory, the array size is changed by the step previously determined by the Step(int) method or the default step of 16.

**Example:**

```cpp
//--- example for CArrayLong::Resize(int)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //-- . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}```
# Shutdown

Clears the array with a full memory release.

```c
bool Shutdown()
```

## Return Value

- `true` - successful, `false` - error.

## Example:

```c
//--- example for CArrayLong::Shutdown()
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shutdown array
    if(!array.Shutdown())
    {
        printf("Shutdown error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
Add

Adds an element to the end of the array.

```cpp
bool Add(
    long element  // element to add
)
```

**Parameters**

- `element`  
  
  [in] Value of the element to add to the array.

**Return Value**

- true - successful, false - cannot add an element.

**Example:**

```cpp
//--- example for CArrayLong::Add(long)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(i))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const long & src[]    // source array
)
```

**Parameters**

`src[]`

[in] Reference to an array of source elements to add.

**Return Value**

true - successful, false - cannot add items.

**Example:**

```cpp
//--- example for CArrayLong::AddArray(const long &[])
#include <Arrays\ArrayLong.mqh>
//---
long src[];
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(const CArrayLong* src) // pointer to the source
```

**Parameters**

`src`

[in] Pointer to an instance of CArrayLong class used as a source of elements to add.

**Return Value**

true - successful, false - cannot add items.

**Example:**

```cpp
//--- example for CArrayLong::AddArray(const CArrayLong*)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayLong *src=new CArrayLong;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete src;
        delete array;
        return;
    }
    //--- delete source array
    delete src;
```
```cpp
//--- use array
//--- . . .
//--- delete array
delete array;
```
Insert

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    long  element, // element to insert
    int   pos       // position
)
```

Parameters

- **element**
  - [in] Value of the element to be inserted into the array

- **pos**
  - [in] Position in the array to insert

Return Value

- true - successful, false - cannot insert the element.

Example:

```cpp
//--- example for CArrayLong::Insert(long,int)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(i,0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
**InsertArray**

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    const long& src[], // source array
    int pos            // position
)
```

**Parameters**

- `src[]`  
  [in] Reference to an array used as a source of elements to insert

- `pos`  
  [in] Position in the array to insert

**Return Value**

- `true` - successful, `false` - cannot insert items.

**Example:**

```cpp
#include <Arrays\ArrayLong.mqh>

//--- example for CArrayLong::InsertArray(const long &, int)

void OnStart()
{
    CArrayLong *array = new CArrayLong;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert another array
    if (!array.InsertArray(src, 0))
    {
        printf("Array inserting error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
# InsertArray

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    CArrayLong* src, // pointer to the source
    int pos // position
)
```

**Parameters**

- **src**
  - [in] Pointer to an instance of the CArrayLong class used as a source of elements to insert.

- **pos**
  - [in] Position in the array to insert

**Return Value**

- true - successful, false - cannot insert items.

**Example:**

```cpp
//--- example for CArrayLong::InsertArray(const CArrayLong*, int)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if (array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayLong *src=new CArrayLong;
    if (src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- insert another array
    if (!array.InsertArray(src, 0))
    {
        printf("Array inserting error");
        delete src;
        delete array;
    }
}
```
return;
}
//--- delete source array
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const long & src[]  // source array
)
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements to copy.

**Return Value**

`true` - successful, `false` - cannot copy the items.

**Example:**

```cpp
//--- example for CArrayLong::AssignArray(const long &[])
#include <Arrays\ArrayLong.mqh>
//--
long src[];
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete array;
        return;
    }
    //--- use array
    //-- . . .
    //--- delete array
    delete array;
}
```
**AssignArray**

Copies the elements of one array to another.

```cpp
bool AssignArray(const CArrayLong* src) // pointer to the source
```

**Parameters**

`src`

[in] Pointer to an instance of the CArrayLong class used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the elements.

**Example:**

```cpp
//--- example for CArrayLong::AssignArray(const CArrayLong*)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
  CArrayLong *array=new CArrayLong;  //---
  if(array==NULL)
  {
    printf("Object create error");
    return;
  }
  //--- create source array
  CArrayLong *src =new CArrayLong;
  if(src==NULL)
  {
    printf("Object create error");
    delete array;
    return;
  }
  //--- add source arrays elements
  //--- ...
  //--- assign another array
  if(!array.AssignArray(src))
  {
    printf("Array assigned error");
    delete src;
    delete array;
    return;
  }
  //--- arrays is identical
  //--- delete source array
```
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
Update

Changes the element at the specified array position.

```cpp
bool Update(
    int pos,  // position
    long element  // value
)
```

Parameters

- **pos**
  - [in] Position of the element in the array to change

- **element**
  - [in] New value of the element

Return Value

- true - successful, false - cannot change the element.

Example:

```cpp
//--- example for CArrayLong::Update(int, long)
#include <Arrays/ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- update element
    if(!array.Update(0,1000000))
    {
        printf("Update error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
**Shift**

Moves an item from a given position in the array to the specified offset.

```cpp
bool Shift(
    int pos,   // position
    int shift  // shift
)
```

**Parameters**

- `pos`  
  - [in] Position of the moved element in the array

- `shift`  
  - [in] The shift value (both positive and negative).

**Return Value**

true - successful, false - cannot move the element.

**Example:**

```cpp
//--- example for CArrayLong::Shift(int,int)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shift element
    if(!array.Shift(10,-5))
    {
        printf("Shift error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos  // position
)
```

Parameters

`pos`

[in] Position of the array element to be removed.

Return Value

true - successful, false - cannot remove the element.

Example:

```cpp
//--- example for CArrayLong::Delete(int)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete element
    if(!array.Delete(0))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
DeleteRange

Deletes a group of elements from the specified array position.

```cpp
bool DeleteRange(
    int from,  // position of the first element
    int to     // position of the last element
)
```

Parameters

- **from**
  - [in] Position of the first array element to be removed.

- **to**
  - [in] Position of the last array element to be removed.

Return Value

- true - successful, false - cannot remove the elements.

Example:

```cpp
//--- example for CArrayLong::DeleteRange(int,int)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- ...
    //--- delete elements
    if(!array.DeleteRange(0,10))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
**At**

Gets the element from the specified array position.

```cpp
long At(
    int pos    // position
) const
```

**Parameters**

pos

[in] Position of the desired element in the array.

**Return Value**

The value of the element - success, LONG_MAX - there was an attempt to get an element from a non-existing position (the last error code is ERR_OUT_OF_RANGE).

**Note**

Of course, LONG_MAX may be a valid value of an array element. Therefore, always check the last error code after receiving such a value.

**Example:**

```cpp
//--- example for CArrayLong::At(int)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    for(int i=0;i<array.Total();i++)
    {
        long result=array.At(i);
        if(result==LONG_MAX && GetLastError()==ERR_OUT_OF_RANGE)
        {
            //--- Error reading from the array
            printf("Get element error");
            delete array;
            return;
        }
        //--- use element
        //--- . . .
    }
}
```
//--- delete array
delete array;
}
**CompareArray**

Compares the array with another one.

```cpp
bool CompareArray(
    const long& src[]     // source array
) const
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements for comparison.

**Return Value**

true - arrays are equal, false - arrays are not equal.

**Example:**

```cpp
//--- example for CArrayLong::CompareArray(const long &[])
#include <Arrays\ArrayLong.mqh>
//---
long src[];
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //---- compare with another array
    int result=array.CompareArray(src);
    //--- delete array
    delete array;
}
```
**CompareArrayconst**

Compares the array with another one.

```cpp
bool CompareArrayconst(
    const CArrayLong* src // pointer to the source
) const
```

**Parameters**

src

[in] Pointer to an instance of the CArrayLong class used as a source of elements for comparison.

**Return Value**

true - arrays are equal, false - arrays are not equal.

**Example:**

```cpp
#include <Arrays\ArrayLong.mqh>

void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayLong *src=new CArrayLong;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}```
InsertSort

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    long element // element to insert
)
```

Parameters

`element`

[in] Value of the element to be inserted into a sorted array

Return Value

true - successful, false - cannot insert the element.

Example:

```cpp
//--- example for CArrayLong::InsertSort(long)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . . .
    //-- sort array
    array.Sort();
    //-- insert element
    if(!array.InsertSort(1000000))
    {
        printf("Insert error");
        delete array;
        return;
    }
    //-- delete array
    delete array;
}
```
Search

Searches for an element equal to the sample in the sorted array.

```c
int Search(
    long element  // sample
) const
```

**Parameters**

*element*

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayLong::Search(long)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.Search(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
## SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```cpp
int SearchGreat(
    long element // sample
) const
```

### Parameters

**element**

[in] The sample element to search in the array.

### Return Value

The position of the found element - successful, -1 - the element not found.

### Example:

```cpp
//--- example for CArrayLong::SearchGreat(long)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- ...
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreat(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLess

Searches for an element with a value less than the value of the sample in the sorted array.

```c
int SearchLess(
    long element // sample
) const
```

Parameters

`element`

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
//--- example for CArrayLong::SearchLess(long)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLess(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreatOrEqual

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```cpp
int SearchGreatOrEqual(
    long element // sample
) const
```

**Parameters**

- `element`
  - [in] The sample element to search in the array.

**Return Value**

- The position of the found element - successful, `-1` if the element not found.

**Example:**

```cpp
//--- example for CArrayLong::SearchGreatOrEqual(long)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    CArrayLong *array = new CArrayLong;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreatOrEqual(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
**SearchLessOrEqual**

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```c
int SearchLessOrEqual(
    long element       // sample
) const
```

**Parameters**

- `element`
  - [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayLong::SearchLessOrEqual(long)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . . .
    //-- sort array
    array.Sort();
    //-- search element
    if(array.SearchLessOrEqual(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //-- delete array
    delete array;
}
```
SearchFirst

Searches for the first element equal to the sample in the sorted array.

```c
int SearchFirst(
    long element       // sample
) const
```

Parameters

- `element`
  - [in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
//--- example for CArrayLong::SearchFirst(long)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchFirst(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchLast**

Searches for the last element equal to the sample in the sorted array.

```csharp
int SearchLast(
    long element  // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```csharp
//--- example for CArrayLong::SearchLast(long)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //--
    if(array==NULL)
        {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . .
    //-- sort array
    array.Sort();
    //-- search element
    if(array.SearchLast(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //-- delete array
    delete array;
}
```
**SearchLinear**

Searches for the element equal to the sample in the array.

```cpp
int SearchLinear(
    long element // sample
) const
```

**Parameters**

- `element`

  [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Note**

The method uses the linear search (or sequential search) algorithm for unsorted arrays.

**Example:**

```cpp
//--- example for CArrayLong::SearchLinear(long)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- ...
    //-- search element
    if(array.SearchLinear(1000000)!=-1) printf("Element found");
    else printf("Element not found");
    //-- delete array
    delete array;
}
```
Save

Saves data array in the file.

```c
virtual bool Save(
    int file_handle   // file handle
);
```

**Parameters**

- `file_handle`

  [in] Handle of the binary file previously opened using the `FileOpen(...)` function.

**Return Value**

- `true` - successfully completed, `false` - error.

**Example:**

```c
//--- example for CArrayLong::Save(int)
#include <Arrays\ArrayLong.mqh>
//---
void OnStart()
{
    int    file_handle;
    CArrayLong *array=new CArrayLong;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add 100 arrays elements
    for(int i=0;i<100;i++)
    {
        array.Add(i);
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
}
```
delete array;
Load

Loads data array from the file.

```
virtual bool Load(
    int file_handle    // file handle
)
```

Parameters

`file_handle`

[in] Handle of the binary file previously opened using the FileOpen(...) function.

Return Value

true - successfully completed, false - error.

Example:

```cpp
//--- example for CArrayLong::Load(int)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    int file_handle;
    CArrayLong *array=new CArrayLong;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- use arrays elements
    for(int i=0;i<array.Total();i++)
    {
        printf("Element[%d] = %I64",i,array.At(i));
    }
}
```cpp
} delete array;
```
Type

Gets the array type identifier.

```cpp
virtual int Type() const
```

Return Value

Array type identifier (for CArrayLong - 84).

Example:

```cpp
//--- example for CArrayLong::Type()
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
   CArrayLong *array=new CArrayLong;
   //---
   if(array==NULL)
   {
      printf("Object create error");
      return;
   }
   //--- get array type
   int type=array.Type();
   //--- delete array
   delete array;
}
```
CArrayFloat

CArrayFloat class is a class of dynamic array of float variables.

Description

The CArrayFloat class provides the ability to work with a dynamic array of float variables. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

Declaration

```cpp
class CArrayFloat : public CArray
```

Title

```cpp
#include <Arrays\ArrayFloat.mqh>
```

Inheritance hierarchy

- CObject
- CArray
- CArrayFloat

Class Methods by Groups

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#### Input/output

- **virtual Save**
  - Saves data array in the file
- **virtual Load**
  - Loads data array from the file
- **virtual Type**
  - Gets the type identifier of the array

### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

### Methods inherited from class CArray

- **Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort**
**Delta**

Sets the comparison tolerance.

```c
void Delta(
    float delta  // tolerance
)
```

**Parameters**

- `delta`
  
  [in] The new value of the comparison tolerance.

**Return Value**

None

**Note**

Comparison tolerance is used in the search. Values are considered equal if their difference is less than or equal to tolerance. The default tolerance is 0.0.

**Example:**

```c
//--- example for CArrayFloat::Delta(float)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
        {
        printf("Object create error");
        return;
        }
    //--- set compare variation
    array.Delta(0.001);
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Reserve

Allocates memory to increase the size of the array.

```cpp
bool Reserve(
    int size // number
)
```

Parameters

- `size`
  - [in] The number of additional elements of the array.

Return Value

- `true` - successful, `false` - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

Note

To reduce fragmentation of memory, the array size is changed using the step previously determined by the Step(int) method or the default step of 16.

Example:

```cpp
#include <Arrays\ArrayFloat.mqh>

void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reserve memory
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
**Resize**

Sets a new (smaller) size of the array.

```cpp
bool Resize(
    int size // size
)
```

**Parameters**

`size`

[in] New size of the array.

**Return Value**

true - successful, false - there was an attempt to set the size less than zero.

**Note**

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. To reduce fragmentation of memory, the array size is changed by the step previously determined by the Step(int) method or the default step of 16.

**Example:**

```cpp
#ifdef example for CArrayFloat:Resize(int)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}```
Shutdown

Clears the array with a full memory release.

```cpp
bool Shutdown()
```

Return Value

true - successful, false - error.

Example:

```cpp
//--- example for CArrayFloat::Shutdown()
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shutdown array
    if(!array.Shutdown())
    {
        printf("Shutdown error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
Add
Adds an element to the end of the array.

```c++
bool Add(
    float element  // element to add
)
```

Parameters

element

[in] Value of the element to add to the array.

Return Value

true - successful, false - cannot add an element.

Example:

```c++
#include <Arrays\ArrayFloat.mqh>

void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(i))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const float& src[] // source array
)
```

Parameters

**src[]**

[in] Reference to an array of source elements to add.

Return Value

true - successful, false - cannot add items.

Example:

```cpp
//--- example for CArrayFloat::AddArray(const float &[])
#include <Arrays\ArrayFloat.mqh>
//---
float src[];
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const CArrayFloat* src // pointer to the source
);
```

Parameters

src

[in] Pointer to an instance of CArrayFloat class used as a source of elements to add.

Return Value

true - successful, false - cannot add items.

Example:

```cpp
//--- example for CArrayFloat::AddArray(const CArrayFloat*)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayFloat *src=new CArrayFloat;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete src;
        delete array;
        return;
    }
    //--- delete source array
    delete src;
```
//--- use array
//--- . . .
//--- delete array
delete array;
}

Insert

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    float element, // element to insert
    int pos        // position
)
```

Parameters

- `element`
  - [in] Value of the element to be inserted into an array

- `pos`
  - [in] Position in the array to insert

Return Value

- `true` - successful, `false` - cannot insert the element.

Example:

```cpp
//--- example for CArrayFloat::Insert(float,int)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array = new CArrayFloat;
    //---
    if(array == NULL)
    {
        printf("Object create error");
        return;
    }
    //---- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(i,0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
**InsertArray**

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    const float& src[], // source array
    int pos // position
);
```

**Parameters**

- `src[]`  
  - [in] Reference to an array used as a source of elements to insert

- `pos`  
  - [in] Position in the array to insert

**Return Value**

- true - successful, false - cannot insert items.

**Example:**

```cpp
//--- example for CArrayFloat::InsertArray(const float &[], int)
#include <Arrays\ArrayFloat.mqh>
//---
float src[];
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert another array
    if(!array.InsertArray(src, 0))
    {
        printf("Array inserting error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
**InsertArray**

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    CArrayFloat* src, // pointer to the source
    int pos        // position
)
```

**Parameters**

- **src**  
  [in] Pointer to an instance of the CArrayFloat class used as a source of elements to insert.

- **pos**  
  [in] Position in the array to insert

**Return Value**

- **true** - successful, **false** - cannot insert items.

**Example:**

```cpp
//--- example for CArrayFloat::InsertArray(const CArrayFloat*,int)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayFloat *src=new CArrayFloat;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete src;
        delete array;
    }
}  
```
return;
}
//--- delete source array
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
AssignArray

Copies the elements of one array to another.

```c
bool AssignArray(
    const float & src[]  // source array
)
```

Parameters

`src[]`

[in] Reference to an array used as a source of elements to copy.

Return Value

true - successful, false - cannot copy the items.

Example:

```c
//--- example for CArrayFloat::AssignArray(const float &[])
#include <Arrays\ArrayFloat.mqh>
//---
float src[];
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const CArrayFloat* src // pointer to the source
);
```

**Parameters**

*src*

[in] Pointer to an instance of the CArrayFloat class used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the elements.

**Example:**

```cpp
#include <Arrays\ArrayFloat.mqh>

void OnStart()
{
    CArrayFloat *array = new CArrayFloat;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayFloat *src = new CArrayFloat;
    if (src == NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- assign another array
    if (!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete src;
        delete array;
        return;
    }
    //--- arrays is identical
    //--- delete source array
```
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
Update

Changes the element at the specified array position.

```cpp
bool Update(
    int pos, // position
    float element // value
)
```

Parameters

- **pos**
  - [in] Position of the element in the array to change

- **element**
  - [in] New value of the element

Return Value

- true - successful, false - cannot change the element.

Example:

```cpp
//--- example for CArrayFloat::Update(int, float)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart() {
    CArrayFloat *array = new CArrayFloat;
    //---
    if (array == NULL) {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- update element
    if (!array.Update(0, 100.0)) {
        printf("Update error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Shift

Moves an item from a given position in the array to the specified offset.

```cpp
bool Shift(
    int pos,  // position
    int shift // shift
)
```

**Parameters**

`pos`
- [in] Position of the moved element in the array

`shift`
- [in] The shift value (both positive and negative).

**Return Value**

true - successful, false - cannot move the element.

**Example:**

```cpp
#include <CArrayFloat.h>

void OnStart()
{
    CArrayFloat *array = new CArrayFloat;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shift element
    if (!array.Shift(10, -5))
    {
        printf("Shift error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos   // position
)
```

**Parameters**

`pos`

[in] Position of the array element to be removed.

**Return Value**

true - successful, false - cannot remove the element.

**Example:**

```cpp
#include <Arrays\ArrayFloat.mqh>

void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete element
    if(!array.Delete(0))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
DeleteRange

Deletes a group of elements from the specified array position.

```cpp
bool DeleteRange(
    int from,  // position of the first element
    int to     // position of last element
)
```

**Parameters**

- `from`  
  - [in] Position of the first array element to be removed.
- `to`  
  - [in] Position of the last array element to be removed.

**Return Value**

- `true` - successful, `false` - cannot remove the elements.

**Example:**

```cpp
//--- example for CArrayFloat::DeleteRange(int,int)
#include <ArraysArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete elements
    if(!array.DeleteRange(0,10))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
At

Gets the element from the specified array position.

```
float At(
    int pos    // position
) const
```

Parameters

`pos`

[in] Position of the desired element in the array.

Return Value

The value of the element - success, FLT_MAX - there was an attempt to get an element from a non-existing position (the last error code is ERR_OUT_OF_RANGE).

Note

Of course, FLT_MAX may be a valid value of an array element. Therefore, always check the last error code after receiving such a value.

Example:

```c
//--- example for CArrayFloat::At(int)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    for(int i=0;i<array.Total();i++)
    {
        float result=array.At(i);
        if(result==FLT_MAX && GetLastError()==ERR_OUT_OF_RANGE)
        {
            //--- error reading from array
            printf("Get element error");
            delete array;
            return;
        }
        //--- use element
        //--- . . .
    }
}
```
///--- delete array
delete array;
}
**CompareArray**

Compares the array with another one.

```cpp
bool CompareArray(
    const float & src[] // source array
) const
```

**Parameters**

*src[]* 

[in] Reference to an array used as a source of elements for comparison.

**Return Value**

true - arrays are equal, false - arrays are not equal.

**Example:**

```cpp
//--- example for CArrayFloat::CompareArray(const float &[])
#include <Arrays\ArrayFloat.mqh>
//---
float src[];
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete array
    delete array;
}
```
AssignArrayconst

Compares the array with another one.

```cpp
bool AssignArrayconst(
    const CArrayFloat* src // pointer to the source
) const
```

Parameters

`src` [in] Pointer to an instance of the CArrayFloat class used as a source of elements for comparison.

Return Value

true - successful, false - cannot copy the items.

Example:

```cpp
//--- example for CArrayFloat::CompareArray(const CArrayFloat*)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayFloat *src=new CArrayFloat;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}
InsertSort

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    float element // element to insert
)
```

**Parameters**

*element*

[in] Value of the element to be inserted into a sorted array

**Return Value**

true - successful, false - cannot insert the element.

**Example:**

```cpp
void OnStart()
{
    CArrayFloat *array = new CArrayFloat;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- insert element
    if (!array.InsertSort(100.0))
    {
        printf("Insert error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Search

Searches for an element equal to the sample in the sorted array.

```cpp
int Search(
    float element  // sample
) const
```

Parameters

`element`

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```cpp
//--- example for CArrayFloat::Search(float)
#include <Arrays\ArrayFloat.mgh>
//--
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.Search(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}```
**SearchGreat**

Searches for an element with a value exceeding the value of the sample in the sorted array.

```cpp
int SearchGreat(
    float element     // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayFloat::SearchGreat(float)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreat(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLess

Searches for an element with a value less than the value of the sample in the sorted array.

```cpp
int SearchLess(
    float element,  // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayFloat:: SearchLess(float)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }  //---
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLess(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreatOrEqual

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```cpp
int SearchGreatOrEqual(
    float element     // sample
) const
```

**Parameters**

- `element`
  - [in] The sample element to search in the array.

**Return Value**

- The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayFloat::SearchGreatOrEqual(float)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array = new CArrayFloat;
    //---
    if(array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreatOrEqual(100.0) != -1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
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Standard Library

SearchLessOrEqual
S earches

for an element with a value less than or equal to the value of the sample in the sorted array.

int SearchLessOrEqual(
float element
// sample
) const
Parameters

element
[in]

The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.
Example:

//--- example for CArrayFloat::SearchLessOrEqual(float)
#include <Arrays\ArrayFloat.mqh>
//--void OnStart()
{
CArrayFloat *array=new CArrayFloat;
//--if(array==NULL)
{
printf("Object create error");
return;
}
//--- add arrays elements
//--- . . .
//--- sort array
array.Sort();
//--- search element
if(array.SearchLessOrEqual(100.0)!=-1) printf("Element found");
else
printf("Element not found");
//--- delete array
delete array;
}

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Standard Library

SearchFirst
S earches

for the first element equal to the sample in the sorted array.

int SearchFirst(
float element
) const

// sample

Parameters

element
[in]

The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.
Example:

//--- example for CArrayFloat::SearchFirst(float)
#include <Arrays\ArrayFloat.mqh>
//--void OnStart()
{
CArrayFloat *array=new CArrayFloat;
//--if(array==NULL)
{
printf("Object create error");
return;
}
//--- add arrays elements
//--- . . .
//--- sort array
array.Sort();
//--- search element
if(array.SearchFirst(100.0)!=-1) printf("Element found");
else
printf("Element not found");
//--- delete array
delete array;
}

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SearchLast

Searches for the last element equal to the sample in the sorted array.

```
int SearchLast(
    float element // sample
) const
```

Parameters

element

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```
//--- example for CArrayFloat::SearchLast(float)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLast(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLinear

Searches for the element equal to the sample in the array.

```c
int SearchLinear(
    float element  // sample
) const
```

Parameters

- `element`
  - [in] The sample element to search in the array.

Return Value

- The position of the found element - successful, -1 - the element not found.

Note

- The method uses the linear search (or sequential search) algorithm for unsorted arrays.

Example:

```c
//--- example for CArrayFloat::SearchLinear(float)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- search element
    if(array.SearchLinear(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
Save

Saves data array in the file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

Parameters

- **file_handle**
  - [in] Handle of the binary file previously opened using the FileOpen(...) function.

Return Value

- true - successfully completed, false - error.

Example:

```cpp
//--- example for CArrayFloat::Save(int)
#include <Arrays\ArrayFloat.mqh>
//---
void OnStart()
{
    int file_handle;
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add 100 arrays elements
    for(int i=0;i<100;i++)
    {
        array.Add(i);
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin", FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d\n", GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
```
```cpp
    }
    delete array;
    }
```
Load

Loads data array from the file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`  
  [in] Handle of the binary file previously opened using the FileOpen(...) function.

**Return Value**

- true - successfully completed, false - error.

**Example:**

```cpp
//--- example for CArrayFloat::Load(int)
#include <Arrays\ArrayFloat.mqh>
//--
void OnStart()
{
    int file_handle;
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- use arrays elements
    for(int i=0;i<array.Total();i++)
    {
        printf("Element[%d] = %.2f",i,array.At(i));
    }
}
```
```cpp
}
delete array;
```
Type

Gets the array type identifier.

```python
virtual int Type() const
```

Return Value

Array type identifier (for CArrayFloat - 87).

Example:

```c++
#include <Arrays\ArrayFloat.mqh>

void OnStart()
{
    CArrayFloat *array=new CArrayFloat;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get array type
    int type=array.Type();
    //--- delete array
    delete array;
}
```
CArrayDouble

CArrayDouble class is a class of dynamic array of double variables.

Description

The CArrayDouble class provides the ability to work with a dynamic array of double variables. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

Declaration

```cpp
class CArrayDouble : public CArray
```

Title

```cpp
#include <Arrays\ArrayDouble.mqh>
```

Inheritance hierarchy

CObject
  CArray
    CArrayDouble

Direct descendants

CDoubleBuffer

Class Methods by Groups

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### Input/output

- **virtual Save** Saves data array in the file
- **virtual Load** Loads data array from the file
- **virtual Type** Gets the type identifier of the array

### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

### Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
**Delta**

Sets the comparison tolerance.

```cpp
void Delta(
    double delta  // tolerance
)
```

**Parameters**

`delta`

[in] The new value of the comparison tolerance.

**Return Value**

No

**Note**

Comparison tolerance is used in the search. Values are considered equal if their difference is less than or equal to tolerance. The default tolerance is 0.0.

**Example:**

```cpp
//--- example for CArrayDouble::Delta(double)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- set compare variation
    array.Delta(0.001);
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Reserve

Allocates memory to increase the size of the array.

```c
bool Reserve(
    int size   // number
)
```

Parameters

size

[in] The number of additional elements of the array.

Return Value

true - successful, false - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

Note

To reduce fragmentation of memory, the array size is changed using the step previously determined by the Step(int) method or the default step of 16.

Example:

```c
//--- example for CArrayDouble::Reserve(int)
#include <ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reserve memory
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Resize

Sets a new (smaller) size of the array.

```cpp
bool Resize(
    int size   // size
)
```

**Parameters**

`size`
- [in] New size of the array.

**Return Value**

true - successful, false - there was an attempt to set the size less than zero.

**Note**

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. To reduce fragmentation of memory, the array size is changed by the step previously determined by the `Step(int)` method or the default step of 16.

**Example:**

```cpp
//--- example for CArrayDouble::Resize(int)
#include <Arrays\ArrayDouble.mqh>
//--
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //-- . . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Shutdown

Clears the array with a full memory release.

```cpp
bool Shutdown()
```

Return Value

true - successful, false - error.

Example:

```cpp
//--- example for CArrayDouble::Shutdown()
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
  CArrayDouble *array=new CArrayDouble;
  //---
  if(array==NULL)
  {
    printf("Object create error");
    return;
  }
  //--- add arrays elements
  //--- . . .
  //--- shutdown array
  if(!array.Shutdown())
  {
    printf("Shutdown error");
    delete array;
    return;
  }
  //--- delete array
  delete array;
}```
Add

Adds an element to the end of the array.

```cpp
bool Add(
    double element // element to add
)
```

Parameters

**element**

[in] Value of the element to add to the array.

Return Value

true - successful, false - cannot add an element.

Example:

```cpp
//--- example for CArrayDouble::Add(double)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array = new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(i))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const double & src[]  // source array
)
```

**Parameters**

*src[]*

[in] Reference to an array of source elements to add.

**Return Value**

true - successful, false - cannot add items.

**Example:**

```cpp
#include <Arrays\ArrayDouble.mqh>

double src[];

void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const CArrayDouble* src  // pointer to the source
)
```

Parameters

- `src`  
  [in] Pointer to an instance of CArrayDouble class used as a source of elements to add.

Return Value

- true - successful, false - cannot add items.

Example:

```cpp
//--- example for CArrayDouble::AddArray(const CArrayDouble*)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayDouble *src=new CArrayDouble;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete src;
        delete array;
        return;
    }
    //--- delete source array
    delete src;
```
```cpp
//--- use array
//--- . . .
//--- delete array
delete array;
}````
Insert

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    double element,   // element to insert
    int pos          // position
)
```

Parameters

- `element`
  
  [in] Value of the element to be inserted into an array

- `pos`
  
  [in] Position in the array to insert

Return Value

`true` - successful, `false` - cannot insert the element.

Example:

```cpp
//--- example for CArrayDouble::Insert(double,int)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(i,0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
InsertArray

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    const double& src[], // source array
    int pos         // position
)
```

Parameters

src[]

[in] Reference to an array used as a source of elements to insert

pos

[in] Position in the array to insert

Return Value

true - successful, false - cannot insert items.

Example:

```cpp
//--- example for CArrayDouble::InsertArray(const double &[],int)
#include <Arrays\ArrayDouble.mqh>
//--
double src[];
//--
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete array;
        return;
    }
    //-- use array
    //--- . . .
    //-- delete array
    delete array;
}
```
InsertArray

Inserts elements of one array from the specified position of another array.

bool InsertArray(
    CArrayDouble* src, // pointer to the source
    int pos // position
)

Parameters

src
   [in] Pointer to an instance of the CArrayDouble class used as a source of elements to insert.

pos
   [in] Position in the array to insert

Return Value

true - successful, false - cannot insert items.

Example:

#include <Arrays\ArrayDouble.mqh>
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayDouble *src=new CArrayDouble;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete src;
        delete array;
    }
return;
}
//--- delete source array
delete src;
//--- use array
//--- . .
//--- delete array
delete array;
}
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const double& src[] // source array
)
```

Parameters

`src[]`

[in] Reference to an array used as a source of elements to copy.

Return Value

true - successful, false - cannot copy the items.

Example:

```cpp
//--- example for CArrayDouble::AssignArray(const double &[])
#include <Arrays/ArrayDouble.mqh>
//--
double src[];
//--
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AssignArray

Copies the elements of one array to another.

```c
bool AssignArray(
    const CArrayDouble* src // pointer to the source
)
```

**Parameters**

`src`

[in] Pointer to an instance of the CArrayDouble class used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the elements.

**Example:**

```c
//--- example for CArrayDouble::AssignArray(const CArrayDouble*)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayDouble *src =new CArrayDouble;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete src;
        delete array;
        return;
    }
    //--- arrays is identical
    //--- delete source array
```
```cpp
delete src;
//--- use array
//--- . .
//--- delete array
delete array;
```

Update

Changes the element at the specified array position.

```cpp
bool Update(
    int pos,       // position
    double element // value
)
```

Parameters

- `pos`
  - [in] Position of the element in the array to change
- `element`

Return Value

true - successful, false - cannot change the element.

Example:

```cpp
//--- example for CArrayDouble::Update(int,double)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- update element
    if(!array.Update(0,100.0))
    {
        printf("Update error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
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Standard Library

Shift
Moves an item from a given position in the array to the specified offset.
bool Shift(
int pos,
int shift
)

// position
// shift

Parameters

pos
[in]

Position of the moved element in the array

shift
[in]

The shift value (both positive and negative).

Return Value

true - successful, false - cannot move the element.
Example:

//--- example for CArrayDouble::Shift(int,int)
#include <Arrays\ArrayDouble.mqh>
//--void OnStart()
{
CArrayDouble *array=new CArrayDouble;
//--if(array==NULL)
{
printf("Object create error");
return;
}
//--- add arrays elements
//--- . . .
//--- shift element
if(!array.Shift(10,-5))
{
printf("Shift error");
delete array;
return;
}
//--- delete array
delete array;
}

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Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos  // position
)
```

**Parameters**

*pos*

[in] Position of the array element to be removed.

**Return Value**

true - successful, false - cannot remove the element.

**Example:**

```cpp
//--- example for CArrayDouble::Delete(int)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete element
    if(!array.Delete(0))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
DeleteRange

Deletes a group of elements from the specified array position.

```cpp
bool DeleteRange(
    int from, // position of the first element
    int to    // position of the last element
)
```

Parameters

- **from**
  - [in] Position of the first array element to be removed.

- **to**
  - [in] Position of the last array element to be removed.

Return Value

- true - successful, false - cannot remove the elements.

Example:

```cpp
//--- example for CArrayDouble::DeleteRange(int,int)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete elements
    if(!array.DeleteRange(0,10))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
At

Gets the element from the specified array position.

```c
double  At(
    int  pos        // position
) const
```

**Parameters**

`pos`

[in] Position of the desired element in the array.

**Return Value**

The value of the element - success, DBL_MAX - there was an attempt to get an element from a non-existing position (the last error code is ERR_OUT_OF_RANGE).

**Note**

Of course, DBL_MAX may be a valid value of an array element. Therefore, always check the last error code after receiving such a value.

**Example:**

```c
//--- example for CArrayDouble::At(int)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    for(int i=0;i<array.Total();i++)
    {
        double result=array.At(i);
        if(result==DBL_MAX && GetLastError()==ERR_OUT_OF_RANGE)
        {
            //--- Error reading from the array
            printf("Get element error");
            delete array;
            return;
        }
        //--- use element
        //--- . . .
    }
```
```cpp
//--- delete array
delete array;
}
```
**CompareArray**

Compares the array with another one.

```cpp
bool CompareArray(
    const double& src[] // source array
) const
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements for comparison.

**Return Value**

true - arrays are equal, false - arrays are not equal.

**Example:**

```cpp
//--- example for CArrayDouble::CompareArray(const double &[])
#include <Arrays\ArrayDouble.mqh>
//---
double src[];
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete array
    delete array;
}
```
## CompareArray

Compares the array with another one.

```cpp
bool CompareArray(
    const CArrayDouble* src // pointer to the source
) const
```

### Parameters

**src**

[in] Pointer to an instance of the CArrayDouble class used as a source of elements for comparison.

### Return Value

true - successful, false - cannot copy the items.

### Example:

```cpp
//--- example for CArrayDouble::CompareArray(const CArrayDouble*)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayDouble *src=new CArrayDouble;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}
```
Minimum

Gets index of the lowest element of the array in the specified range.

```c
int Minimum(
    int start,  // starting index
    int count   // number of elements
) const
```

**Parameters**

- `start`  
  [in] Starting index of the search range.

- `count`  
  [in] Search range size (number of elements).

**Return Value**

Index of the lowest element in the specified range.
Maximum

Gets index of the highest element of the array in the specified range.

```c
int Maximum(
    int start, // starting index
    int count  // number of elements
) const
```

**Parameters**

- `start`
  - [in] Starting index of the search range.

- `count`
  - [in] Search range size (number of elements).

**Return Value**

Index of the highest element in the specified range.
InsertSort

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    double element // element to insert
)
```

**Parameters**

`element`
- [in] Value of the element to be inserted into a sorted array

**Return Value**

true - successful, false - cannot insert the element.

**Example:**

```cpp
//--- example for CArrayDouble: :InsertSort(double)
#include <Arrays\ArrayDouble.mqh>
//--
void OnStart()
{
    CArrayDouble *array = new CArrayDouble;
    //---
    if (array == NULL)
        {
            printf("Object create error");
            return;
        }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array. Sort();
    //--- insert element
    if ( !array. InsertSort(100.0) )
        {
            printf("Insert error");
            delete array;
            return;
        }
    //--- delete array
    delete array;
}```
Search

Searches for an element equal to the sample in the sorted array.

```c
int Search(
    double element // sample
) const
```

**Parameters**

- `element`

  [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayDouble::Search(double)
#include <Arrays\ArrayDouble.mqh>
---
void OnStart()
{
    CArrayDouble *array = new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.Search(100.0)!=-1) printf("Element found");
    else
        printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```c
int SearchGreat(
    double element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayDouble::SearchGreat(double)
#include <Arrays/ArrayDouble.mqh>
//--
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreat(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLess

Searches for an element with a value less than the value of the sample in the sorted array.

```c
int SearchLess(
    double element // sample
) const
```

Parameters

- `element` ([in]) The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
//--- example for CArrayDouble:: SearchLess(double)
#include <Arrays\ArrayDouble.mqh>
//--
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //---...
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLess(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreatOrEqual

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```c
int SearchGreatOrEqual(
    double element // sample
) const
```

**Parameters**

*element*

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayDouble::SearchGreatOrEqual(double)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreatOrEqual(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchLessOrEqual**

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```cpp
int SearchLessOrEqual(
    double element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayDouble::SearchLessOrEqual(double)
#include <Arrays\ArrayDouble.mqh>
//--
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLessOrEqual(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
} 
```
SearchFirst

Searches for the first element equal to the sample in the sorted array.

```c
int SearchFirst(
    double element // sample
) const
```

Parameters

- `element`
  - [in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
///--- example for CArrayDouble::SearchFirst(double)
#include <Arrays\ArrayDouble.mqh>
///---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchFirst(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLast

Searches for the last element equal to the sample in the sorted array.

```cpp
int SearchLast(
    double element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
#include <Arrays\ArrayDouble.mqh>

void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLast(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLinear

Searches for the element equal to the sample in the array.

```cpp
int SearchLinear(
    double element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Note**

The method uses the linear search (or sequential search) algorithm for unsorted arrays.

**Example:**

```cpp
//--- example for CArrayDouble::SearchLinear(double)
#include <Arrays\ArrayDouble.mqh>
//--
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- search element
    if(array.SearchLinear(100.0)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
Save

Saves data array in the file.

```cpp
virtual bool Save(
    int file_handle  // file handle
)
```

**Parameters**

`file_handle`

[in] Handle of the binary file previously opened using the `FileOpen(...)` function.

**Return Value**

true - successfully completed, false - error.

**Example:**

```cpp
//--- example for CArrayDouble::Save(int)
#include <Arrays\ArrayDouble.mqh>
//--
void OnStart()
{
    int    file_handle;
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add 100 arrays elements
    for(int i=0;i<100;i++)
    {
        array.Add(i);
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
    }
    FileClose(file_handle);
```
//--- delete array
delete array;
}
Load

Loads data array from the file.

virtual bool Load(
    int file_handle   // file handle
)

Parameters

file_handle

[in] Handle of the binary file previously opened using the FileOpen(...) function.

Return Value

true - successfully completed, false - error.

Example:

//--- example for CArrayDouble::Load(int)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    int    file_handle;
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- use arrays elements
    for(int i=0;i<array.Total();i++)
    {
        printf("Element[%d] = %f",i,array.At(i));
    }
}
delete array;
}

//--- delete array
delete array;
}
Type

Gets the array type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Array type identifier (for CArrayDouble - 87).

**Example:**

```cpp
//--- example for CArrayDouble::Type()
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get array type
    int type=array.Type();
    //--- delete array
    delete array;
}
```
CArrayString

CArrayString class is a class of dynamic array of string variables.

Description

The CArrayString class provides the ability to work with a dynamic array of string variables. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

Declaration

```cpp
class CArrayString : public CArray
```

#include <Arrays\ArrayString.mqh>

Inheritance hierarchy

CObject
   CArray
      CArrayString

Class Methods by Groups

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</tr>
<tr>
<td>virtual <strong>Save</strong></td>
<td>Saves data array in the file</td>
</tr>
<tr>
<td>virtual <strong>Load</strong></td>
<td>Loads data array from the file</td>
</tr>
<tr>
<td>virtual <strong>Type</strong></td>
<td>Gets the type identifier of the array</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**
- Prev, Prev, Next, Next, **Compare**

**Methods inherited from class CArray**
- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
Reserve

Allocates memory to increase the size of the array.

```cpp
bool Reserve{
    int size // number
}
```

Parameters

size

[in] The number of additional elements of the array.

Return Value

true - successful, false - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

Note

To reduce fragmentation of memory, the array size is changed using the step previously determined by the Step(int) method or the default step of 16.

Example:

```cpp
//--- example for CArrayString::Reserve(int)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reserve memory
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
Resize

Sets a new (smaller) size of the array.

```cpp
bool Resize(
    int size // size
)
```

**Parameters**

- `size`
  
  [in] New size of the array.

**Return Value**

- true - successful, false - there was an attempt to set the size less than zero.

**Note**

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. To reduce fragmentation of memory, the array size is changed by the step previously determined by the `Step(int)` method or the default step of 16.

**Example:**

```cpp
//--- example for CArrayString::Resize(int)
#include <ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Shutdown

Clears the array with a full memory release.

```c
bool Shutdown()
```

Return Value

true - successful, false - error.

Example:

```c
//--- example for CArrayString::Shutdown()
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shutdown array
    if(!array.Shutdown())
    {
        printf("Shutdown error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Add

Adds an element to the end of the array.

```c
bool Add(
    string element // element to add
)
```

Parameters

element

[in] Value of the element to add to the array.

Return Value

true - successful, false - cannot add an element.

Example:

```c
//--- example for CArrayString::Add(string)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(IntegerToString(i)))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //-- use array
    //-- . . .
    //-- delete array
    delete array;
}
```
AddArray

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const string& src[] // source array
)
```

Parameters

`src[]`

[in] Reference to an array of source elements to add.

Return Value

ture - successful, false - cannot add items.

Example:

```cpp
#include <Arrays\ArrayString.mqh>

void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add another array
    if(!array.AddArray(src))
    {
        printf("Array addition error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Add elements of one array to the end of another.

```cpp
bool AddArray(const CArrayString* src)
```

Parameters

src

[in] Pointer to an instance of CArrayString class used as a source of elements to add.

Return Value

true - successful, false - cannot add items.

Example:

```cpp
#include <Arrays\ArrayString.mqh>

void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if (array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayString *src=new CArrayString;
    if (src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- add another array
    if (!array.AddArray(src))
    {
        printf("Array addition error");
        delete src;
        delete array;
        return;
    }
    //--- delete source array
    delete src;
}
//--- use array
//--- ...
//--- delete array
delete array;
}
Insert

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    string element, // element to insert
    int pos        // position
)
```

Parameters

element

[in] Value of the element to be inserted into an array

pos

[in] Position in the array to insert

Return Value

true - successful, false - cannot insert the element.

Example:

```cpp
//--- example for CArrayString::Insert(string,int)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(IntegerToString(i),0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
InsertArray

Inserts elements of one array from the specified position of another array.

```c
bool InsertArray(
    const string & src[], // source array
    int pos  // position
)
```

Parameters

src[]  
[in] Reference to an array used as a source of elements to insert

pos  
[in] Position in the array to insert

Return Value

true - successful, false - cannot insert items.

Example:

```c
//--- example for CArrayString::InsertArray(const string &,int)
#include <Arrays\ArrayString.mqh>
//---
string src[];
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert another array
    if(!array.InsertArray(src,0))
    {
        printf("Array inserting error");
        delete array;
        return;
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
InsertArray

Inserts elements of one array from the specified position of another array.

```c
bool InsertArray(  
    CArrayString* src,  // pointer to the source  
    int pos  // position  
);
```

Parameters

`src`
- [in] Pointer to an instance of the CArrayString class used as a source of elements to insert.

`pos`
- [in] Position in the array to insert

Return Value

- true - successful, false - cannot insert items.

Example:

```c
#include <Arrays\ArrayString.mqh>

void OnStart()  
{  
    CArrayString *array=new CArrayString;  
    //---  
    if(array==NULL)  
    {  
        printf("Object create error");  
        return;  
    }  
    //--- create source array  
    CArrayString *src=new CArrayString;  
    if(src==NULL)  
    {  
        printf("Object create error");  
        delete array;  
        return;  
    }  
    //--- add source arrays elements  
    //--- . . .  
    //--- insert another array  
    if(!array.InsertArray(src,0))  
    {  
        printf("Array inserting error");  
        delete src;  
        delete array;
    }
```
return;
}

//--- delete source array
delete src;

//--- use array
//--- . . .

//--- delete array
delete array;
}
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const string& src[] // source array
)
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the items.

**Example:**

```cpp
//--- example for CArrayString::AssignArray(const string &[])
#include <Arrays\ArrayString.mqh>
//--
string src[];
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete array;
        return;
    }
    //-- use array
    //--- . . .
    //-- delete array
    delete array;
}
```
AssignArray

Copies the elements of one array to another.

```cpp
bool AssignArray(
    const CArrayString* src // pointer to the source
)
```

Parameters

`src`

[in] Pointer to an instance of the CArrayString class used as a source of elements to copy.

Return Value

true - successful, false - cannot copy the elements.

Example:

```cpp
//--- example for CArrayString::AssignArray(const CArrayString*)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array = new CArrayString;
    //---
    if(array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayString *src = new CArrayString;
    if(src == NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- assign another array
    if(!array.AssignArray(src))
    {
        printf("Array assigned error");
        delete src;
        delete array;
        return;
    }
    //--- arrays is identical
    //--- delete source array
    delete src;
}
```
```cpp
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
```
Update

Changes the element at the specified array position.

```cpp
bool Update(
    int pos,  // position
    string element  // value
);
```

**Parameters**

- `pos`  
  [in] Position of the element in the array to change

- `element`  
  [in] New value of the element

**Return Value**

true - successful, false - cannot change the element.

**Example:**

```cpp
#include <Arrays/ArrayString.mqh>

void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- update element
    if(!array.Update(0,"ABC"))
    {
        printf("Update error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Shift

Moves an item from a given position in the array to the specified offset.

```cpp
bool Shift(
    int pos,       // position
    int shift      // shift
)
```

**Parameters**

*pos*

[in] Position of the moved element in the array

*shift*

[in] The shift value (both positive and negative).

**Return Value**

true - successful, false - cannot move the element.

**Example:**

```cpp
//--- example for CArrayString::Shift(int,int)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shift element
    if(!array.Shift(10,-5))
    {
        printf("Shift error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos // position
);
```

Parameters

- `pos`
  - [in] Position of the array element to be removed.

Return Value

- `true` - successful, `false` - cannot remove the element.

Example:

```cpp
//-- example for CArrayString::Delete(int)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //--
    if(array==NULL)
        {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . . .
    //-- delete element
    if(!array.Delete(0))
        {
        printf("Delete error");
        delete array;
        return;
    }
    //-- delete array
    delete array;
}"
DeleteRange

Deletes a group of elements from the specified array position.

```cpp
bool DeleteRange(
    int from,  // position of the first element
    int to     // position of last element
)
```

Parameters

- `from`
  - [in] Position of the first array element to be removed.
- `to`
  - [in] Position of the last array element to be removed.

Return Value

- `true` - successful, `false` - cannot remove the elements.

Example:

```cpp
//--- example for CArrayString::DeleteRange(int,int)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete elements
    if(!array.DeleteRange(0,10))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
At

Gets the element from the specified array position.

```cpp
string At(
    int pos  // position
) const
```

**Parameters**

- `pos`
  - [in] Position of the desired element in the array.

**Return Value**

The value of the element - success, "" - there was an attempt to get an element from a non-existing position (the last error code is ERR_OUT_OF_RANGE).

**Note**

Of course, "" may be a valid value of an array element. Therefore, always check the last error code after receiving such a value.

**Example:**

```cpp
//--- example for CArrayString::At(int)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    for(int i=0;i<array.Total();i++)
    {
        string result=array.At(i);
        if(result=="" && GetLastError()==ERR_OUT_OF_RANGE)
        {
            //--- Error reading from array
            printf("Get element error");
            delete array;
            return;
        }
        //--- use element
        //--- . . .
    }
}
```
//--- delete array
delete array;
}
**CompareArray**

Compares the array with another one.

```cpp
bool CompareArray(
    const string & src[] // source array
) const
```

**Parameters**

`src[]`

[in] Reference to an array used as a source of elements for comparison.

**Return Value**

true - arrays are equal, false - arrays are not equal.

**Example:**

```cpp
//--- example for CArrayString::CompareArray(const string &[])
#include "Arrays\ArrayString.mqh"
//--
string src[];
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete array
    delete array;
}
```
CompareArray

Compares the array with another one.

```cpp
bool CompareArrays(
    const CArrayString* src // pointer to the source
) const
```

**Parameters**

*src*

[in] Pointer to an instance of the CArrayString class used as a source of elements for comparison.

**Return Value**

true - successful, false - cannot copy the items.

**Example:**

```cpp
//--- example for CArrayString::CompareArray(const CArrayString*)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayString *src=new CArrayString;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- add source arrays elements
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}
InsertSort

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    string element  // element to insert
)
```

**Parameters**

- `element`
  
  [in] Value of the element to be inserted into a sorted array

**Return Value**

- true - successful, false - cannot insert the element.

**Example:**

```cpp
//--- example for CArrayString::InsertSort(string)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- insert element
    if(!array.InsertSort("ABC"))
    {
        printf("Insert error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Search

Searches for an element equal to the sample in the sorted array.

```cpp
int Search(
    string element  // sample
) const
```

Parameters

`element`

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```cpp
//--- example for CArrayString::Search(string)
#include <Arrays\ArrayString.mqh>
///--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //---- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.Search("ABC")!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```cpp
int SearchGreat(
    string element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayString::SearchGreat(string)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //--- . . .
    //-- sort array
    array.Sort();
    //-- search element
    if(array.SearchGreat("ABC")!=-1) printf("Element found");
    else printf("Element not found");
    //-- delete array
    delete array;
}
```
SearchLess

Searches for an element with a value less than the value of the sample in the sorted array.

```cpp
int SearchLess(
    string element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayString::SearchLess(string)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //---...
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLess("ABC")!=-1) printf("Element found");
    else
    printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchGreatOrEqual

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```c
int SearchGreatOrEqual(
    string element       // sample
) const
```

Parameters

element

[in] The sample element to search in the array.

Return Value

The position of the found element - successful, -1 - the element not found.

Example:

```c
#include <Arrays/ArrayString.mqh>

void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchGreatOrEqual("ABC")!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLessOrEqual

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```c
int SearchLessOrEqual(
    string element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayString::SearchLessOrEqual(string)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLessOrEqual("ABC")!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchFirst

Searches for the first element equal to the sample in the sorted array.

```cpp
int SearchFirst(
    string element  // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayString:: SearchFirst(string)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . .
    //--- sort array
    array.Sort();
    //-- search element
    if(array.SearchFirst("ABC")!=-1) printf("Element found");
    else printf("Element not found");
    //-- delete array
    delete array;
}
```
**SearchLast**

Searches for the last element equal to the sample in the sorted array.

```cpp
int SearchLast(string element) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayString::SearchLast(string)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- ...
    //--- sort array
    array.Sort();
    //--- search element
    if(array.SearchLast("ABC")!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLinear

Searches for the element equal to the sample in the array.

```cpp
int SearchLinear(
    string element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Note**

The method uses the linear search (or sequential search) algorithm for unsorted arrays.

**Example:**

```cpp
//--- example for CArrayString::SearchLinear(string)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- search element
    if(array.SearchLinear("ABC")!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
Save

Saves data array in the file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

**Parameters**

*file_handle*

[in] Handle of the binary file previously opened using the FileOpen(...) function.

**Return Value**

true - successfully completed, false - error.

**Example:**

```cpp
//--- example for CArrayString::Save(int)
#include <Arrays\ArrayString.mqh>
//--
void OnStart()
{
    int file_handle;
    CArrayString *array=new CArrayString;
    //--
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add 100 arrays elements
    for(int i=0;i<100;i++)
    {
        array.Add(IntegerToString(i));
    }
    //-- open file
    file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d",GetLastError());
            delete array;
            FileClose(file_handle);
            //--
            return;
        }
        FileClose(file_handle);
    }
}
```
```cpp
}
    delete array;
}
```
Load

Loads data array from the file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

Parameters

- `file_handle`
  
  [in] Handle of the binary file previously opened using the FileOpen(...) function.

Return Value

- true - successfully completed, false - error.

Example:

```cpp
//--- example for CArrayString::Load(int)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    int file_handle;
    CArrayString *array = new CArrayString;
    //---
    if(array != NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle = FileOpen("MyFile.bin", FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle > 0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d", GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- use arrays elements
    for(int i = 0; i < array.Total(); i++)
    {
        printf("Element[%d] = '%s'", i, array.At(i));
    }
}```
```cpp
} delete array;
```
Type

Gets the array type identifier.

```cpp
virtual int Type() const
```

Return Value

Array type identifier (for CArrayString - 89).

Example:

```cpp
//--- example for CArrayString::Type()
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CArrayString *array=new CArrayString;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get array type
    int type=array.Type();
    //---- delete array
    delete array;
}
```
**CArrayObj**

CArrayObj class is a class of dynamic array of pointers to instances of CObject and its derived classes.

**Description**

Class CArrayObj provides the ability to work with a dynamic array of pointers to instances of CObject and its derived classes. This allows working both with multidimensional dynamic arrays of primitive data types and with data structures that have more complex organization of data.

The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

There are certain subtleties of the class CArrayObj.

**Declaration**

```cpp
class CArrayObj : public CArray
```

**Title**

```cpp
#include <Arrays\ArrayObj.mqh>
```

**Inheritance hierarchy**

- CObject
  - CArray
    - CArrayObj

**Direct descendants**

- CIndicators, CSeries

**Class Methods by Groups**

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Attributes

<table>
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<tbody>
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Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Arrays of the CObject class have practical application (including all classes of the Standard Library).

For example, consider the options for two-dimensional array:

```cpp
#include <Arrays\ArrayDouble.mqh>
#include <Arrays\ArrayObj.mqh>

void OnStart()
{
    int i,j;
    int first_size=10;
    int second_size=100;
    //--- create array
    CArrayObj *array=new CArrayObj;
    CArrayDouble *sub_array;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create subarrays
    for(i=0;i<first_size;i++)
```
```cpp
{  
    sub_array=new CArrayDouble;
    if(sub_array==NULL)
    {  
        delete array;
        printf("Object create error");
        return;  
    }  
    //--- fill array  
    for(j=0;j<second_size;j++)
    {  
        sub_array.Add(i*j);
    }
    array.Add(sub_array);
}
//--- create array OK  
for(i=0;i<first_size;i++)
{  
    sub_array=array.At(i);  
    for(j=0;j<second_size;j++)
    {  
        double element=sub_array.At(j);  
        //--- use array element  
    }
    delete array;  
}
```

**Subtleties**

The class has a mechanism to control dynamic memory, so be careful when working with elements of the array.

Mechanism of memory management can be switched on/off using the method FreeMode (bool). By default, the mechanism is enabled.

Accordingly, there are two options for dealing with the CArrayObj class:

1. Mechanism of memory management is enabled. (default)

In this case, CArrayObj takes responsibility for releasing the memory used for the elements after their removal from the array. A custom program should not release the array elements.

**Example:**

```cpp
int i;  
//--- create an array  
CArrayObj *array=new CArrayObj;  
//--- fill array elements  
for(i=0;i<10;i++) array.Add(new COobject);
```
2. Mechanism of memory management is disabled.

In this case, CArrayObj is not responsible for deallocating of the elements' memory after their removal from the array. Besides, the user program must deallocate the array elements.

Example:

```cpp
int i;
//--- create an array
CArrayObj *array=new CArrayObj;
//--- disable the mechanism of memory management
array.FreeMode(false);
//--- fill array with elements
for(i=0;i<10;i++) array.Add(new CObject);
//--- do something
for(i=0;i<array.Total();i++)
{
    CObject *object=array.At(i);
    //--- actions performed with the element
    . . .
}
//--- remove array elements
while(array.Total()) delete array.Detach();
//--- remove empty array
delete array;
```
FreeMode

Gets the flag of memory management.

```cpp
bool FreeMode() const
```

**Return Value**

Flag of memory management.

**Example:**

```cpp
//--- example for CArrayObj::FreeMode()
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get free mode flag
    bool array_free_mode=array.FreeMode();
    //--- delete array
    delete array;
}
```
FreeMode

Sets the flag of memory management.

```cpp
void FreeMode(
    bool mode  // new flag
)
```

Parameters

- `mode`
  - [in] New value of the memory management flag.

Return Value

- None.

Note

Setting the memory management flag is an important part in the CArrayObj class use. Since the array elements are pointers to dynamic objects, it is important to determine what to do with them when removing from the array.

If the flag is set, removing an element from the array, the element is automatically deleted by the delete operator. If the flag is not set, it is assumed that a pointer to the deleted object is still somewhere in the user program and will be deallocated by the program afterwards.

If the user program resets the flag of memory management, the user must understand his responsibility for the removal of the array before the termination of the program. Otherwise the memory allocated for elements by the new operator is not released.

For large amounts of data this could lead even to crash of your terminal.

If the user does not reset the memory management flag, there is another pitfall. When pointer elements in array are stored somewhere in the local variables, then removing the array will lead to a critical error and crash of the user program. By default, the memory management flag is set, i.e. the class of the array is responsible for freeing the memory elements.

Example:

```cpp
//--- example for CArrayObj::FreeMode(bool)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reset free mode flag
    array.FreeMode(false);
```

```cpp
    //--- use array
    //--- . .
    //--- delete array
    delete array;
```
Reserve

Allocates memory to increase the size of the array.

```c
bool Reserve(
    int size  // number
);
```

Parameters

- `size`
  
  [in] The number of additional elements of the array.

Return Value

- `true` - successful, `false` - there was an attempt to request for an amount less than or equal to zero, or failed to increase the array.

Note

To reduce fragmentation of memory, the array size is changed using the step previously determined by the Step(int) method or the default step of 16.

Example:

```c
//--- example for CArrayObj::Reserve(int)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    if(!array.Reserve(1024))
    {
        printf("Reserve error");
        delete array;
        return;
    }
    //--- use array
    //---...
    //--- delete array
    delete array;
}
```
**Resize**

Sets a new (smaller) size of the array.

```cpp
bool Resize(
    int size    // size
);
```

### Parameters

- **size**
  - [in] New size of the array.

### Return Value

- `true` - successful, `false` - there was an attempt to set the size less than zero.

### Note

Changing the size of the array allows using the memory optimally. Excessive elements on the right are lost. The memory of the lost elements is released or not depending on the memory management mode.

To reduce fragmentation of memory, change the size of the array is made with a step previously given through the method of `Step` (int), or 16 (default).

### Example:

```cpp
//--- example for CArrayObj::Resize(int)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- resize array
    if(!array.Resize(10))
    {
        printf("Resize error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Clear

Removes all elements of the array without the release of the memory array.

```c
void Clear()
```

Return Value

No.

Note

If the memory management flag is enabled, the memory used for the deleted objects is released.

Example:

```c
//-- example for CArrayObj::Clear()
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . . .
    //-- clear array
    array.Clear();
    //-- delete array
    delete array;
}
```
Shutdown

Clears the array with full deallocation of memory for it (but not for its elements).

```cpp
bool Shutdown()
```

Return Value

true - successful, false - an error occurred.

Note

If memory management is enabled, the memory of deleted elements is deallocated.

Example:

```cpp
//--- example for CArrayObj::Shutdown()
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shutdown array
    if(!array.Shutdown())
    {
        printf("Shutdown error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
CreateElement

Creates a new array element at the specified position.

```cpp
bool CreateElement(
    int index    // position
)
```

Parameters

`index`

[in] Position in which you want to create a new element.

Return Value

true - successful, false - cannot create an element.

Note

Method `CreateElement(int)` in class `CArrayObj` always returns false and does not perform any action. If necessary, the `CreateElement(int)` method should be implemented in a derived class.

Example:

```cpp
//--- example for CArrayObj::CreateElement(int)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    int size=100;
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- fill array
    array.Reserve(size);
    for(int i=0; i<size; i++)
    {
        if(!array.CreateElement(i))
        {
            printf("Element create error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- ...
    //--- delete array
    delete array;
```
Add

Adds an element to the end of the array.

```cpp
bool Add(
    CObject* element  // element to add
)
```

Parameters

element

[in] value of the element to add to the array.

Return Value

true - successful, false - cannot add an element.

Note

Element is not added to the array if an invalid pointer (such as NULL) is passed as a parameter.

Example:

```cpp
//--- example for CArrayObj::Add(CObject*)
#include <ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    
    
    
    {
    
    
    }
    //--- add 100 arrays elements
    for(int i=0;i<100;i++)
    
    
    
    { iarray.Add(new CObject)
    
    
    
    
    }
    //--- use array
    //--- . . .
    //--- delete array
    delete array;
}
```
AddArray

Adds elements from one array to the end of another.

```cpp
bool AddArray(
    const CArrayObj * src  // pointer to the source array
)
```

Parameters

src

[in] Pointer to an instance of the `CArrayDouble` class - source of elements to add.

Return Value

true - successful, false - cannot add items.

Note

Adding elements from array to array is actually copying the pointers. Therefore, when calling the method, there is a pitfall - there may be a pointer to a dynamic object in more than one variable.

```cpp
//--- example
extern bool make_error;
extern int error;
extern CArrayObj *src;
//--- create a new instance CArrayObj
//--- default memory management is turned on
CArrayObj *array = new CArrayObj;
//--- add (copy) the elements from the source array
if (array != NULL)
    bool result = array.AddArray(src);
if (make_error)
{
    //--- perform erroneous actions
    switch (error)
    {
    case 0:
        //--- remove the source array without checking its memory management flag
        delete src;
        //--- result:
        //--- it is possible to address an element by invalid pointer in the receiver
        break;
    case 1:
        //--- disable the mechanism of memory management in the source array
        if (src.FreeMode()) src.FreeMode(false);
        //--- but do not remove the source array
        //--- result:
        //--- after removing the receiver array, it is possible to address an element
        break;
    case 2:
    ```
//--- disable the mechanism of memory management in the source array
src.FreeMode(false);
//--- disable the mechanism of memory management in the receiver array
array.FreeMode(false);
//-- result:
//-- after the program termination, get a "memory leak"
break;
}

} else {

//--- disable the mechanism of memory management in the source array
if(src.FreeMode()) src.FreeMode(false);
//--- delete the source array
delete src;
//-- result:
//-- addressing the receiver array element will be correct
//-- deleting the receiver array will lead to deleting its elements

Example:

//-- example for CArrayObj::AddArray(const CArrayObj*)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array = new CArrayObj;
    //--
    if(array == NULL)
    {
        printf("Object create error");
        return;
    }
    //-- create source array
    CArrayObj *src = new CArrayObj;
    if(src == NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //-- reset free mode flag
    src.FreeMode(false);
    //-- fill source array
    //-- ...
    //-- add another array
    if(!array.AddArray(src))
```c
{
    printf("Array addition error");
    delete src;
    delete array;
    return;
}

//--- delete source array without elements
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
```
**Insert**

Inserts an element to the specified position in the array.

```cpp
bool Insert(
    CObject* element, // element to insert
    int pos // position
)
```

**Parameters**

- **element**
  - [in] Value of the element to be inserted into an array

- **pos**
  - [in] Position in the array to insert

**Return Value**

- true - successful, false - cannot insert the element.

**Note**

Element is not added to the array if an invalid pointer (such as NULL) is passed as a parameter.

**Example:**

```cpp
//--- example for CArrayObj::Insert(CObject*,int)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj* array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert elements
    for(int i=0;i<100;i++)
    {
        if(!array.Insert(new CObject,0))
        {
            printf("Insert error");
            delete array;
            return;
        }
    }
    //--- use array
    //--- . . .
    //--- delete array
```
```cpp
    delete array;
```
InsertArray

Inserts elements of one array from the specified position of another array.

```cpp
bool InsertArray(
    const CArrayObj* src, // pointer to the source
    int pos             // position
)
```

Parameters

src

[in] Pointer to an instance of the CArrayObj class used as a source of elements to insert.

pos

[in] Position in the array to insert

Return Value

true - successful, false - cannot insert items.

Note

See: CArrayObj::AddArray(const CArrayObj*).

Example:

```cpp
//--- example for CArrayObj::InsertArray(const CArrayObj*,int)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayObj *src=new CArrayObj;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- reset free mode flag
    src.FreeMode(false);
    //--- fill source array
    //--- . . .
    //--- insert another array
```
if(!array.InsertArray(src,0))
{
    printf("Array inserting error");
    delete src;
    delete array;
    return;
}

//--- delete source array without elements
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
AssignArray

Compares the array with another one.

```c
bool AssignArray(
    const CArrayObj* src  // pointer to the source
)
```

**Parameters**

* src

[in] Pointer to an instance of the CArrayObj class used as a source of elements to copy.

**Return Value**

true - successful, false - cannot copy the elements.

**Note**

If the receiver array is not empty when calling AssignArray, then all its elements will be removed; and if the memory management flag is set, the memory used for the deleted elements will be released. The receiver array becomes an exact copy of the source one. Additionally, see `CArrayObj::AddArray(const CArrayObj*)`.

**Example:**

```c
#include <Arrays\ArrayObj.mqh>

void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayObj *src=new CArrayObj;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- reset free mode flag
    src.FreeMode(false);
    //--- fill source array
    //--- . . .
    //--- assign another array
    if(!array.AssignArray(src))
```
```c
{
    printf("Array assigned error");
    delete src;
    delete array;
    return;
}

//--- arrays is identical
//-- delete source array without elements
delete src;
//-- use array
//--...
//-- delete array
delete array;
```
Update

Changes the element at the specified array position.

```c++
bool Update(
    int pos, // position
    CObject* element // value
)
```

Parameters

- `pos`
  - [in] Position of the element in the array to change

- `element`
  - [in] New value of the element

Return Value

- `true` - successful, `false` - cannot change the element.

Note

The element will not change if an invalid pointer (for example, `NULL`) is passed as a parameter. If the memory management is enabled, the memory of a replaced element is deallocated.

Example:

```c++
//-- example for CArrayObj::Update(int,CObject*)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
   //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
   //-- add arrays elements
   //-- ... 
   //-- update element
    if(!array.Update(0,new CObject))
    {
        printf("Update error");
        delete array;
        return;
    }
   //-- delete array
    delete array;
}
```
Shift

Moves an item from a given position in the array to the specified offset.

```cpp
bool Shift(
    int pos,      // position
    int shift     // shift
)
```

Parameters

- **pos**
  - [in] Position of the moved element in the array

- **shift**
  - [in] The shift value (both positive and negative).

Return Value

- true - successful, false - cannot move the element.

Example:

```cpp
//--- example for CArrayObj::Shift(int,int)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- shift element
    if(!array.Shift(10,-5))
    {
        printf("Shift error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
Detach

Removes an element from a given position in the array.

```cpp
CObject*  Detach(
    int  pos  // position
)
```

Parameters

`pos`

[in] Position of a removed item in the array.

Return Value

Pointer to the removed element - success, NULL - cannot remove the element.

Note

When an element is removed from the array, it will not be deleted regardless of the memory management flag. Once the array element pointer is used, it has to be deallocated.

Example:

```cpp
//-- example for CArrayObj::Detach(int)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    CObject *object=array.Detach(0);
    if(object==NULL)
    {
        printf("Detach error");
        delete array;
        return;
    }
    //--- use element
    //--- . . .
    //--- delete element
    delete object;
    //--- delete array
    delete array;
}
```
Delete

Removes the element from the specified array position.

```cpp
bool Delete(
    int pos // position
)
```

**Parameters**

`pos`

[in] Position of the array element to be removed.

**Return Value**

true - successful, false - cannot remove the element.

**Note**

If the memory management is enabled, the memory of deleted elements is deallocated.

**Example:**

```cpp
//--- example for CArrayObj::Delete(int)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array = new CArrayObj;
    //---
    if(array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    if(!array.Delete(0))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}```
DeleteRange

Deletes a group of elements from the specified array position.

```cpp
bool DeleteRange(
    int from, // position of the first element
    int to    // position of last element
)
```

**Parameters**

*from*
- [in] Position of the first array element to be removed.

*to*
- [in] Position of the last array element to be removed.

**Return Value**

ture - successful, false - cannot remove elements.

**Note**

If the memory management is enabled, the memory of deleted elements is deallocated.

**Example:**

```cpp
//--- example for CArrayObj::DeleteRange(int,int)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- delete elements
    if(!array.DeleteRange(0,10))
    {
        printf("Delete error");
        delete array;
        return;
    }
    //--- delete array
    delete array;
}
```
At

Gets the element from the specified array position.

```cpp
CObject* At(
    int pos // position
)
```

**Parameters**

`pos`

[in] Position of the desired element in the array.

**Return Value**

The value of the element - successful, NULL- there was an attempt to get an element of a non-existent position.

**Example:**

```cpp
//--- example for CArrayObj::At(int)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj* array = new CArrayObj;
    //---
    if (array == NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add elements
    //--- . . .
    for (int i = 0; i < array->Total(); i++)
    {
        CObject* result = array->At(i);
        if (result == NULL)
        {
            //--- Error reading from array
            printf("Get element error");
            delete array;
            return;
        }
        //--- use element
        //--- . . .
    }
    delete array;
}
```
**CompareArray**

Compares the array with another one.

```cpp
bool CompareArray(
    const CArrayObj* src // pointer to the source
) const
```

**Parameters**

`src`

[in] Pointer to an instance of the CArrayObj class used as a source of elements for comparison.

**Return Value**

true - the arrays are equal - the arrays are not equal.

**Example:**

```cpp
//--- example for CArrayObj::CompareArray(const CArrayObj*)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source array
    CArrayObj *src=new CArrayObj;
    if(src==NULL)
    {
        printf("Object create error");
        delete array;
        return;
    }
    //--- fill source array
    //--- . . .
    //--- compare with another array
    int result=array.CompareArray(src);
    //--- delete arrays
    delete src;
    delete array;
}
```
InsertSort

Inserts an element in a sorted array.

```cpp
bool InsertSort(
    CObject* element  // element to insert
)
```

**Parameters**

*element*

[in] Value of the element to be inserted into a sorted array

**Return Value**

true - successful, false - cannot insert the element.

**Note**

Element is not added to the array if an invalid pointer (such as NULL) is passed as a parameter.

**Example:**

```cpp
//--- example for CArrayObj::InsertSort(CObject*)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add arrays elements
    //-- . . .
    //-- sort array
    array.Sort();
    //-- insert element
    if(!array.InsertSort(new CObject))
    {
        printf("Insert error");
        delete array;
        return;
    }
    //-- delete array
    delete array;
}
```
**Search**

Searches for an element equal to the sample in the sorted array.

```c
int Search(
    CObject* element  // sample
) const
```

**Parameters**

- `element`
  
  [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
#include <Arrays\ArrayObj.mqh>

void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //---...
    //--- sort array
    array.Sort();
    //--- create sample
    CObject *sample=new CObject;
    if(sample==NULL)
    {
        printf("Sample create error");
        delete array;
        return;
    }
    //--- set sample attributes
    //---...
    //--- search element
    if(array.Search(sample)!=-1) printf("Element found");
    else                     printf("Element not found");
    //--- delete array
    delete array;
}
```

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SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```cpp
int SearchGreat(
    CObject* element // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayObj::SearchGreat(CObject*)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj* array = new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- ...
    //--- sort array
    array.Sort();
    //--- create sample
    CObject* sample = new CObject;
    if(sample==NULL)
    {
        printf("Sample create error");
        delete array;
        return;
    }
    //--- set sample attributes
    //--- ...
    //--- search element
    if(array.SearchGreat(sample)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchLess**

Searches for an element with a value less than the value of the sample in the sorted array.

```c
int SearchLess(
    CObject* element   // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayObj:: SearchLess(CObject*)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- create sample
    CObject *sample=new CObject;
    if(sample==NULL)
    {
        printf("Sample create error");
        delete array;
        return;
    }
    //--- set sample attributes
    //--- . . .
    //--- search element
    if(array.SearchLess(sample)=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchGreatOrEqual**

Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

```cpp
int SearchGreatOrEqual(
    CObject* element // sample
) const
```

**Parameters**

*element*  
[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayObj::SearchGreatOrEqual(CObject*)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- create sample
    CObject *sample=new CObject;
    if(sample==NULL)
    {
        printf("Sample create error");
        delete array;
        return;
    }
    //--- set sample attributes
    //--- . . .
    //--- search element
    if(array.SearchGreatOrEqual(sample)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLessOrEqual

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```c
int SearchLessOrEqual(
    CObject* element // sample
) const
```

**Parameters**

- `element`
  
  [in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayObj:: SearchLessOrEqual(CObject*)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
        {
            printf("Object create error");
            return;
        }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- create sample
    CObject *sample=new CObject;
    if(sample==NULL)
        {
            printf("Sample create error");
            delete array;
            return;
        }
    //--- set sample attributes
    //--- . . .
    //--- search element
    if(array.SearchLessOrEqual(sample)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
**SearchFirst**

Searches for the first element equal to the sample in the sorted array.

```c
int SearchFirst(
    CObject* element // sample
) const
```

**Parameters**

*element*

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```c
//--- example for CArrayObj::SearchFirst(CObject*)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    ///// . . .
    //--- sort array
    array.Sort();
    //--- create sample
    CObject *sample=new CObject;
    if(sample==NULL)
    {
        printf("Sample create error");
        delete array;
        return;
    }
    //--- set sample attributes
    ///// . . .
    //--- search element
    if(array.SearchFirst(sample)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
SearchLast

Searches for the last element equal to the sample in the sorted array.

```cpp
int SearchLast(
    CObject* element  // sample
) const
```

**Parameters**

`element`

[in] The sample element to search in the array.

**Return Value**

The position of the found element - successful, -1 - the element not found.

**Example:**

```cpp
//--- example for CArrayObj::SearchLast(CObject*)
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add arrays elements
    //--- . . .
    //--- sort array
    array.Sort();
    //--- create sample
    CObject *sample=new CObject;
    if(sample==NULL)
    {
        printf("Sample create error");
        delete array;
        return;
    }
    //--- set sample attributes
    //--- . . .
    //--- search element
    if(array.SearchLast(sample)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
```
Save

Saves data array in the file.

```cpp
virtual bool Save(
    int file_handle  // file handle
);
```

**Parameters**

`file_handle`

[in] Handle of the binary file previously opened using the FileOpen(...) function.

**Return Value**

true - successfully completed, false - error.

**Example:**

```cpp
//--- example for CArrayObj::Save(int)
#include <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
  int file_handle;
  CArrayObj *array=new CArrayObj;
  //---
  if(array!=NULL)
  {
    printf("Object create error");
    return;
  }
  //--- add arrays elements
  //--- . . .
  //--- open file
  file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
  if(file_handle>=0)
  {
    if(!array.Save(file_handle))
    {
      //--- file save error
      printf("File save: Error %d!",GetLastError());
      delete array;
      FileClose(file_handle);
      //---
      return;
    }
    FileClose(file_handle);
  }
  delete array;
}
```
Load

Loads data array from the file.

```
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

`file_handle`

[in] Handle of the binary file previously opened using the FileOpen(...) function.

**Return Value**

true - successfully completed, false - error.

**Note**

When reading array elements from the file, the `CArrayObj::CreateElement(int)` method is called to create each element.

**Example:**

```c++
//--- example for CArrayObj::Load(int)
#include "Arrays\ArrayObj.mqh"
//--
void OnStart()
{
    int file_handle;
    CArrayObj *array=new CArrayObj;
    //---
    if(array!=NULL)
    {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!array.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!",GetLastError());
            delete array;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
```
```cpp
//--- use arrays elements
//--- . . .
//--- delete array
delete array;
}```
Type

Gets the array type identifier.

```
virtual int Type() const
```

Return Value

Array type identifier (for CArrayObj - 7778).

Example:

```cpp
//--- example for CArrayObj::Type()
#include <Arrays\ArrayObj.mqh>
//---
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get array type
    int type=array.Type();
    //--- delete array
    delete array;
}
```
CList

CList Class is a class of dynamic list of instances of the CObject class and its derived classes.

Description

Class CList provides the ability to work with a list of instances of CObject and its derived classes. The class allows adding/inserting/deleting array elements, performing an array sorting, and searching in a sorted array. In addition, methods of working with files have been implemented.

There are some subtleties of working with the CList class. The class has a mechanism to control dynamic memory, so be careful when working with elements of the list.

Subtleties of the mechanism of memory management similar to those described in CArrayObj.

Declaration

```cpp
#include <Arrays\List.mqh>
```

Inheritance hierarchy

CObject
  CList

Class Methods by Groups

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Attributes

Delete methods

**DetachCurrent**
Removes an element from the current position in the list without deleting it “physically”

**DeleteCurrent**
Removes the element from the current position in the list

**Delete**
Removes the element from the specified position in the list

**Clear**
Removes all list elements

Navigation

**IndexOf**
Gets the index of the specified list element

**GetNodeAtIndex**
Gets an item with the specified index of the list

**GetFirstNode**
Gets the first element of the list

**GetPrevNode**
Gets the previous element of the list

**GetCurrentNode**
Gets the current list element

**GetNextNode**
Gets the next element in the list

**GetLastNode**
Gets the last element in the list

Ordering methods

**Sort**
Sorts the list

**MoveToIndex**
Moves the current element in the list to the specified position

**Exchange**
Swaps two elements in the list

Compare methods

**CompareList**
Compares the list with another one

Search methods

**Search**
Searches for an element equal to the sample in sorted list

Input/output

**virtual** **Save**
Saves list data in the file

**virtual** **Load**
Loads list data from the file

**virtual** **Type**
Gets the list type identifier

Methods inherited from class CObject

Prev, Prev, Next, Next, **Compare**
FreeMode

Gets the flag of memory management when deleting list elements.

```cpp
bool FreeMode() const
```

**Return Value**

Flag of memory management.

**Example:**

```cpp
//--- example for CList::FreeMode()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get free mode flag
    bool list_free_mode=list.FreeMode();
    //--- delete list
    delete list;
}
```
FreeMode

Sets the flag of memory management when deleting list elements.

```cpp
void FreeMode(
    bool mode  // new value
)
```

**Parameters**

*mode*


**Note**

Setting the memory management flag is an important part in the CList class use. Since the list elements are pointers to dynamic objects, it is important to determine what to do with them when removing from the list.

If the flag is set, when removing an element from the list, the element is automatically deleted by the delete operator. If the flag is not set, it is assumed that a pointer to the deleted object is still somewhere in the user program and will be deallocated by the program afterwards.

If the user program resets the flag of memory management, users should understand their responsibility for the removal of the list elements before the termination of the program. Otherwise, the memory allocated for elements by the new operator is not released.

For large amounts of data this could lead even to a terminal crash.

If the user program does not reset the memory management flag, there is another "pitfall". When pointer elements in list are stored somewhere in the local variables, then removing the list will lead to a critical error and crash of the user program. By default, the memory management flag is set, i.e. the class of the list is responsible for releasing the memory elements.

**Example:**

```cpp
//--- example for CList::FreeMode(bool)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- reset free mode flag
    list.FreeMode(false);
    //--- use list
    //--- ..
    //--- delete list
```
delete list;
}
Total

Gets the number of elements in the list.

```cpp
int Total() const
```

Return Value

Number of elements in the list.

Example:

```cpp
//--- example for CList::Total()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check total
    int total=list.Total();
    //--- use list
    //--- ...
    //--- delete list
    delete list;
}
```
IsSorted

Gets the sorted list flag.

```cpp
bool IsSorted(
    int mode=0  // sorting mode
) const
```

**Parameters**

* mode=0  
  [in] Checked sort mode.

**Return Value**

Flag of the sorted list. Returns true if the list is sorted using the specified mode, otherwise returns false.

**Note**

Flag of the sorted list cannot be changed directly. The flag is set by `Sort(int)` and resets by any add/insert methods.

**Example:**

```cpp
#include <Arrays\List.mqh>

void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check sorted
    if(list.IsSorted(0))
    {
        //--- use methods for sorted list
        //--- ...
    }
    //--- delete list
    delete list;
}
```
SortMode

Gets the version of the sorting.

```cpp
int SortMode() const
```

**Return Value**

Sorting mode, or -1 if the list is not sorted.

**Example:**

```cpp
#include <Arrays\List.mqh>

void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- check sort mode
    int sort_mode=list.SortMode();
    //--- use list
    //--- ...
    //--- delete list
    delete list;
}
```
CreateElement

Creates a new element of the list.

CObject* CreateElement()

Return Value

Pointer to the newly created element - successful, NULL - cannot create an element.

Note

Method CreateElement() in the CList class always returns NULL and does not perform any actions. If necessary, method CreateElement() should be implemented in a derived class.

Example:

```cpp
//--- example for CList::CreateElement(int)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    int size=100;
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- fill list
    for(int i=0;i<size;i++)
    {
        CObject *object=list.CreateElement();
        if(object==NULL)
        {
            printf("Element create error");
            delete list;
            return;
        }
        list.Add(object);
    }
    //--- use list
    //--- . . .
    //--- delete list
    delete list;
}
```
Add

Adds an element to the end of the list.

```cpp
int Add(
    CObject* element // element to add
)
```

**Parameters**

`element`

[in] Value of the element to add to the list.

**Return Value**

Index of the added element - success, -1 - error.

**Note**

The element is not added to the list, if an invalid pointer (for example, NULL) is passed as a parameter.

**Example:**

```cpp
#include <Arrays\List.mqh>

void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add 100 elements
    for(int i=0;i<100;i++)
    {
        if(list.Add(new CObject)==-1)
        {
            printf("Element addition error");
            delete list;
            return;
        }
    }
    //--- use list
    //--- . . .
    //--- delete list
    delete list;
}
Insert

Inserts an element to the specified position in the list.

```c
int Insert(
    CObject* element,  // element to insert
    int    pos         // position
)
```

**Parameters**

- `element`
  
  [in] value of the element to insert in the list

- `pos`
  
  [in] position in the list to insert

**Return Value**

index of inserted element - success, -1 - error.

**Note**

The element is not added to the list, if an invalid pointer (for example, NULL) is passed as a parameter.

**Example:**

```c
//--- example for CList::Insert(CObject*,int)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- insert 100 elements
    for(int i=0;i<100;i++)
    {
        if(list.Insert(new CObject,0)==-1)
        {
            printf("Element insert error");
            delete list;
            return;
        }
    }
    //--- use list
    //--- . . .
```
//--- delete list
delete list;
}
**DetachCurrent**

Extracts an element from the current position in the list without its "physical" deletion.

```cpp
CObject* DetachCurrent()
```

**Return Value**

Pointer to the removed element in case of success, NULL - cannot remove the element.

**Note**

When removed from the list, the element is not removed in any state of the memory management flag. The pointer to the extracted element should be released after it has been used.

**Example:**

```cpp
//--- example for CList::DetachCurrent()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    CObject *object=list.DetachCurrent();
    if(object==NULL)
    {
        printf("Detach error");
        delete list;
        return;
    }
    //--- use element
    //--- . . .
    //--- delete element
delete object;
    //--- delete list
    delete list;
}
```
DeleteCurrent

Removes the element from the current position in the list.

**bool DeleteCurrent()**

**Return Value**

- true - successful, false - cannot remove the element.

**Note**

If the memory management is enabled, memory for the removed element is deallocated.

**Example:**

```cpp
//--- example for CList::DeleteCurrent()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    if(!list.DeleteCurrent())
    {
        printf("Delete error");
        delete list;
        return;
    }
    //--- delete list
    delete list;
}
```
Delete

Removes the element from the given position in the list.

```cpp
bool Delete(
    int pos  // position
)
```

**Parameters**

`pos`
- [in] position of element to be removed from the list.

**Return Value**

true - successful, false - cannot remove the element.

**Note**

If the memory management flag is enabled, the memory used for the deleted element is released.

**Example:**

```cpp
//--- example for CList::Delete(int)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    if(!list.Delete(0))
    {
        printf("Delete error");
        delete list;
        return;
    }
    //--- delete list
    delete list;
}
```
Clear

Removes all elements of the list.

```cpp
void Clear()
```

Note

If the memory management is enabled, the memory of deleted elements is deallocated.

Example:

```cpp
//--- example for CList::Clear()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    //--- clear list
    list.Clear();
    //--- delete list
    delete list;
}
```
IndexOf

Gets the index of the specified list element.

```c
int IndexOf(
    CObject* element) // pointer to the element
```

**Parameters**

- `element`
  
  [in] pointer to the list element.

**Return Value**

List element index, or -1.

**Example:**

```c
//--- example for CList::IndexOf(CObject*)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    CObject *object=new CObject;
    if(object==NULL)
    {
        printf("Element create error");
        delete list;
        return;
    }
    if(list.Add(object))
    {
        int pos=list.IndexOf(object);
    }
    //--- delete list
    delete list;
}
```
**GetNodeAtIndex**

Gets an element from the specified position in the list.

```cpp
CObject* GetNodeAtIndex(int pos) // position
```

**Parameters**

- **pos**
  
  [in] element position in the list.

**Return Value**

- Pointer to the element - success, NULL - cannot receive a pointer.

**Example:**

```cpp
//--- example for CList::GetNodeAtIndex(int)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    CObject *object=list.GetNodeAtIndex(10);
    if(object==NULL)
    {
        printf("Get node error");
        delete list;
        return;
    }
    //--- use element
    //--- . . .
    //--- do not delete element
    //--- delete list
    delete list;
}
```
GetFirstNode

Gets the first element of the list.

`CObject* GetFirstNode();`

Return Value

Pointer to the first element - success, NULL - cannot get a pointer.

Example:

```cpp
//--- example for CList::GetFirstNode()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    CObject *object=list.GetFirstNode();
    if(object==NULL)
    {
        printf("Get node error");
        delete list;
        return;
    }
    //--- use element
    //--- . . .
    //--- do not delete element
    //--- delete list
    delete list;
}
GetPrevNode

Gets the previous element of the list.

CObject* GetPrevNode()

Return Value

Pointer to the previous element - successful, NULL - cannot get a pointer.

Example:

```cpp
//--- example for CList::GetPrevNode()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    CObject *object=list.GetPrevNode();
    if(object==NULL)
    {
        printf("Get node error");
        delete list;
        return;
    }
    //--- use element
    //--- . . .
    //--- do not delete element
    //--- delete list
    delete list;
}
```
GetCurrentNode

Gets the current list element.

CObject* GetCurrentNode()

Return Value

Pointer to the current element - successful, NULL - cannot get a pointer.

Example:

```c++
//--- example for CList::GetCurrentNode()
#include <Arrays\List.mqh>
//---
void OnStart()
{
  CList *list=new CList;
  //---
  if(list==NULL)
  {
    printf("Object create error");
    return;
  }
  //--- add list elements
  //--- . . .
  CObject *object=list.GetCurrentNode();
  if(object==NULL)
  {
    printf("Get node error");
    delete list;
    return;
  }
  //--- use element
  //--- . . .
  //--- do not delete element
  //--- delete list
  delete list;
}```
GetNextNode

Gets the next element in the list.

\[
\text{CObject* GetNextNode()}
\]

Return Value

Pointer to the next element - successful, NULL - cannot get a pointer.

Example:

```c
//--- example for CList::GetNextNode()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add list elements
    //--- . . .
    CObject *object=list.GetNextNode();
    if(object==NULL)
    {
        printf("Get node error");
        delete list;
        return;
    }
    //--- use element
    //--- . . .
    //--- do not delete element
    //--- delete list
    delete list;
}
```
GetLastNode

Gets the last element of the list.

CObject* GetLastNode()

Return Value

Pointer to the last element - success, NULL - cannot get a pointer.

Example:

```c
//--- example for CList::GetLastNode()
#include <Arrays\List.mqh>
//---
void OnStart()
{
   CList *list=new CList;
   //---
   if(list==NULL)
   {
      printf("Object create error");
      return;
   }
   //--- add list elements
   //--- . . .
   CObject *object=list.GetLastNode();
   if(object==NULL)
   {
      printf("Get node error");
      delete list;
      return;
   }
   //--- use element
   //--- . . .
   //--- do not delete element
   //--- delete list
   delete list;
}
```
Sort

Sorts a list.

```c
void Sort(
    int mode  // sorting mode
)
```

**Parameters**

*mode*

[in] Sorting mode.

**Return Value**

No.

**Note**

The list is always sorted in ascending order.

**Example:**

```c
//--- example for CList::Sort(int)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- sorting by mode 0
    list.Sort(0);
    //--- use list
    //--- ...
    //--- delete list
    delete list;
}
```
**MoveToIndex**

Moves the current element in the list to the specified position.

```cpp
bool MoveToIndex(
    int pos  // position
)
```

**Parameters**

- `pos`
  - [in] position in the list to move.

**Return Value**

- `true` - successful, `false` - cannot move the element.

**Example:**

```cpp
//--- example for CList::MoveToIndex(int)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- move current node to begin
    list.MoveToIndex(0);
    //--- use list
    //--- . . .
    //--- delete list
    delete list;
}
```
Exchange

Swaps two elements in the list.

```c
bool Exchange(
    CObject* node1, // list element
    CObject* node2  // list element
)
```

Parameters

- **node1**
  - [in] list element
- **node2**
  - [in] list element

Return Value

- true - successful, false - cannot swap the elements.

Example:

```c
//--- example for CList::Exchange(CObject*,CObject*)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    } //--- exchange
    list.Exchange(list.GetFirstNode(),list.GetLastNode());
    //--- use list
    //--- . . .
    //--- delete list
    delete list;
}
```
CompareList

Compares the list with another one.

```cpp
bool CompareList(
    CList* list // pointer to the source
)
```

**Parameters**

- `list`
  - [in] a pointer to an instance of the CList class used as a source of elements for comparison.

**Return Value**

- `true` - the lists are equal, `false` - the lists are not equal.

**Example:**

```cpp
#include <Arrays\List.mqh>

void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- create source list
    CList *src=new CList;
    if(src==NULL)
    {
        printf("Object create error");
        delete list;
        return;
    }
    //--- fill source list
    //--- . . .
    //--- compare with another list
    bool result=list.CompareList(src);
    //--- delete lists
    delete src;
    delete list;
}
```
Search

Searches for an element equal to the sample in the sorted list.

CObject* Search(
    CObject* element     // sample
)

Parameters

element

[in] element sample to search for in the list.

Return Value

Pointer to the found element - successful, NULL - the element is not found.

Example:

//--- example for CList::Search(CObject*)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add lists elements
    //--- . . .
    //--- sort list
    list.Sort(0);
    //--- create sample
    CObject *sample=new CObject;
    if(sample==NULL)
    {
        printf("Sample create error");
        delete list;
        return;
    }
    //--- set sample attributes
    //--- . . .
    //--- search element
    if(list.Search(sample)!=NULL) printf("Element found");
    else                      printf("Element not found");
    //--- delete list
    delete list;
}
Save
Saves list data in the file.

```cpp
virtual bool Save(
    int file_handle  // file handle
)
```

Parameters
file_handle
[in] Handle of the binary file previously opened using the FileOpen () function.

Return Value
true - successfully completed, false - error.

Example:
```cpp
//--- example for CList::Save(int)
#include <Arrays\List.mqh>
//---
void OnStart()
{
    int file_handle;
    CList *list = new CList;
    //---
    if (list != NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add lists elements
    //--- . .
    //--- open file
    file_handle = FileOpen("MyFile.bin", FILE_WRITE|FILE_BIN|FILE_ANSI);
    if (file_handle > 0)
    {
        if (!list.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d", GetLastError());
            delete list;
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- delete list
    delete list;
```


```cpp
}
```
Load

Loads list data from the file.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

**Parameters**

`file_handle`

[in] Handle of the binary file previously opened using the `FileOpen()` function.

**Return Value**

true - successfully completed, false - error.

**Note**

When reading list elements from the file, the `CList::createElement(int)` method is called to create each element.

**Example:**

```cpp
#include <Arrays\List.mqh>

void OnStart() {
    int file_handle;
    CList *list=new CList;
    //---
    if(list!=NULL) {
        printf("Object create error");
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0) {
        if(!list.Load(file_handle)) {
            //--- file load error
            printf("File load: Error %d",GetLastError());
            delete list;
            FileClose(file_handle);
            //---
            return;
        }
    } FileClose(file_handle);
}  
```
//--- use list elements
//--- ...
//--- delete list
delete list;
}
# Type

Gets the list type identifier.

```cpp
virtual int Type()
```

## Return Value

List type identifier (for CList - 7779).

## Example:

```cpp
//--- example for CList::Type()
#include <Arrays\List.mqh>
//---
void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- get list type
    int type=list.Type();
    //--- delete list
    delete list;
}
```
**CTreeNode**

CTreeNode is a class of the CTree binary tree node.

**Description**

CTreeNode provides the ability to work with nodes of the CTree binary tree. Options of navigation through the tree are implemented in the class. Besides, methods of working with the file are implemented.

**Declaration**

```cpp
class CTreeNode : public CObject
```

**Title**

```cpp
#include <Arrays\TreeNode.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - **CTreeNode**

**Direct descendants**

- **CTree**

**Class Methods by Groups**

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Methods inherited from class CObject

Prev, Prev, Next, Next, **Save**, **Load**, **Compare**

Trees of CTreeNode class descendants have practical application.

A descendant of CTreeNode class should have predefined methods: **CreateSample** creates a new instance of the descendant class of CTreeNode, **Compare** compares values of key fields of the descendant class of CTreeNode, **Type** (if it is necessary to identify a node), **SaveNode** and **LoadNode** (if it is necessary to work with a file).

Let's consider an example of a CTree descendant class.

```cpp
#include <Arrays\TreeNode.mqh>

class CMyTreeNode : public CTreeNode
{
public:
    CMYTreeNode();

protected:
    //--- user's data
    long m_long; // key field of long type
    double m_double; // custom variable of double type
    string m_string; // custom variable of string type
    datetime m_datetime; // custom variable of datetime type

public:
    CMYTreeNode();
    //--- methods of accessing user's data
    long GetLong(void) { return m_long; }
};
```
void SetLong(long value) { m_long=value; }

double GetDouble( void) { return(m_double); }

void SetDouble(double value) { m_double=value; }

string GetString( void) { return(m_string); }

void SetString(string value) { m_string=value; }

datetime GetDateTime( void) { return(m_datetime); }

void SetDateTime(datetime value) { m_datetime=value; }

//--- methods for working with files
virtual bool Save(int file_handle);
virtual bool Load(int file_handle);

protected:
    virtual int Compare(const CObject *node, int mode);

    //--- method of creating class instances
    virtual CTreeNode* CreateSample();

void CMyTreeNode::CMyTreeNode()
{
    //--- initialization of user's data
    m_long =0;
    m_double =0.0;
    m_string ="");
    m_datetime =0;
}

int CMyTreeNode::Compare(const CObject *node, int mode)
{
    //--- mode parameter is ignored, because tree construction algorithm is the only one
    int res=0;

    //--- explicit type casting
    CMyTreeNode *n=node;
    res=(int)(m_long-n.m_long);

    //---
    return(res);
}

//| Creation of a new class instance.
//| INPUT: none.

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CTreeNode* CMyTreeNode::CreateSample()
{
    CMyTreeNode *result = new CMyTreeNode;
    //---
    return (result);
    //---
}

bool CMyTreeNode::Save(int file_handle)
{
    uint i=0,len;
    //--- checks
    if(file_handle<0) return(false);
    //--- writing user data
    //--- writing custom variable of long type
    if(FileWriteLong(file_handle,m_long)!-sizeof(long)) return(false);
    //--- writing custom variable of double type
    if(FileWriteDouble(file_handle,m_double)!-sizeof(double)) return(false);
    //--- writing custom variable of string type
    len=StringLength(m_string);
    //--- write string length
    if(FileWriteInteger(file_handle,len,INT_VALUE)!-INT_VALUE) return(false);
    //--- write the string
    if(len!=0 && FileWriteString(file_handle,m_string,len)!=len) return(false);
    //--- writing custom variable of datetime type
    if(FileWriteLong(file_handle,m_datetime)!-sizeof(long)) return(false);
    //---
    return(true);
}

bool CMyTreeNode::Load(int file_handle)
{
    uint i=0,len;
    //--- checks
    if(file_handle<0) return(false);
    //--- reading
    if(FileIsEnding(file_handle)) return(false);
//--- reading custom variable of char type
//--- reading custom variable of long type
m_long=FileReadLong(file_handle);
//--- reading custom variable of double type
m_double=FileReadDouble(file_handle);
//--- reading custom variable of string type
//--- read the string length
len=FileReadInteger(file_handle, INT_VALUE);
//--- read the string
if(len!=0) m_string=FileReadString(file_handle, len);
else m_string="";
//--- reading custom variable of datetime type
m_datetime=FileReadLong(file_handle);
//--
return(true);
Owner

Gets the pointer of the owner node.

```cpp
CTreeNode* Owner()
```

Return Value

Pointer of the owner node.

Owner

Sets the pointer of the owner node.

```cpp
void Owner(
    CTreeNode* node  // node
)
```

Parameters

- `node`
  - [in] New value of the pointer of the owner node.

Return Value

None.
**Left**

Gets the pointer of the left node.

```cpp
CTreeNode* Left()
```

**Return Value**

Pointer of the left node.

**Left**

Sets the pointer of the left node.

```cpp
void Left(
    CTreeNode* node  // node
)
```

**Parameters**

*node*

[in] New value of the pointer of the left node.

**Return Value**

None.
Right

Gets the pointer of the right node.

```cpp
CTreeNode* Right()
```

Return Value

The pointer of the right node.

Right

Sets the pointer of the right node.

```cpp
void Right(
    CTreeNode* node   // node
)
```

Parameters

- `node`
  - [in] New value of the pointer of the right node.

Return Value

None.
**Balance**

Gets the node balance.

```c
int Balance() const
```

**Return Value**

Node balance.
BalanceL

Gets the balance of the left sub-branch of the node.

```cpp
int BalanceL() const
```

Return Value

Balance of the left sub-branch of the node.
**BalanceR**

Gets the balance of the right sub-branch of the node.

```cpp
int BalanceR() const
```

**Return Value**

Balance of the right sub-branch of the node.
**CreateSample**

Creates a new node sample.

```cpp
virtual CTreeNode* CreateSample()
```

**Return Value**

Pointer to the new node sample or NULL.
**RefreshBalance**

Recalculates the node balance.

```c
int RefreshBalance()
```

**Return Value**

Node balance.
**GetNext**

Gets the pointer of the next node.

```cpp
CTreeNode* GetNext(
    CTreeNode* node     // node
)
```

**Parameters**

*node*


**Return Value**

Pointer of the next node.
SaveNode

Writes node data to a file.

```cpp
bool SaveNode(
    int file_handle  // handle
)
```

Parameters

- `file_handle`
  
  [in] Handle of a binary file that was earlier opened for writing.

Return Value

- `true` - success, otherwise `false`. 
LoadNode

Reads node data from a file.

```cpp
bool LoadNode(
    int file_handle,   // handle
    CTreeNode* main    // node
)
```

Parameters

**file_handle**

[in] Handle of a binary file that was earlier opened for reading.

**main**

[in] Node for data.

Return Value

true - success, otherwise false.
Type

_gets the identifier of the node type._

```
virtual int Type() const
```

_Return Value_

_Identifier of the node type._
**CTree**

CTree is a class of the binary tree of the instances of CTreeNode class and its descendants.

**Description**

CTree class provides the possibility to work with the binary tree of CTreeNode class instances and its descendants. Options of adding/inserting/deleting of tree elements and search in the tree are implemented in the class. Besides that, methods of working with a file are implemented.

Note that mechanism of dynamic memory management is not implemented in class CTree (unlike classes CList and CArrayObj). All tree nodes are deleted with memory deallocation.

**Declaration**

```cpp
class CTree : public CTreeNode
```

**Title**

```cpp
#include <Arrays\Tree.mqh>
```

**Inheritance hierarchy**

```
CObject
    CTreeNode
        CTree
```

**Class Methods by Groups**

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Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CTreeNode

Parent, Parent, Left, Left, Right, Right, Balance, BalanceL, BalanceR, RefreshBalance, GetNext, SaveNode, LoadNode

Trees of CTreeNode class descendants - descendants of class CTree - have practical application.

Descendant of CTree class should have a predefined method CreateElement that creates a new instance of the CTreeNode descendant class.

Let's consider an example of the CTree descendant class.

```cpp
#include <Arrays\Tree.mqh>
#include "MyTreeNode.mqh"

input int extCountedNodes = 100;

class CMyTree : public CTree
{
public:
    //--- methods of searching in the tree by custom data
    CMyTreeNode* FindByLong(long find_long);
    //--- method of creation of the tree element
    virtual CTreeNode *CreateElement();
};

CMyTree MyTree;
```
CTreeNode *CMyTree::CreateElement()
{
    CMyTreeNode *node = new CMyTreeNode;
    //---
    return (node);
}
//+------------------------------------------------------------------+

//| Search of element in a list by value m_long.                     |
//| INP|UT: find_long - searched value.                              |
//| O|UTP|UT: pointer of a found list element, or NULL.                |
//| REMARK: none.                                                    |
//+------------------------------------------------------------------+
CMyTreeNode* CMyTree::FindByLong(long find_long)
{
    CMyTreeNode *res = NULL;
    CMyTreeNode *node;
    //--- create a tree node to pass the search parameter
    node = new CMyTreeNode;
    if (node == NULL) return (NULL);
    node.SetLong(find_long);
    //---
    res = Find(node);
    delete node;
    //---
    return (res);
}
//+------------------------------------------------------------------+

//--- script "testing of class CMyTree"                                |
//+------------------------------------------------------------------+
//--- array for string initialization
//---
int OnStart() export
{
    int i;
    uint pos;
    int beg_time, end_time;
    CMyTreeNode *node;  //--- temporary pointer to the sample of class CMyTreeNode
    //---
    printf("Start test \$s\", __FILE__);
    //--- Fill out MyTree with instances of class MyTreeNode in the amount of extCountedNodes.
    beg_time = GetTickCount();
    for (i = 0; i < extCountedNodes; i++)
    {
        node = MyTree.CreateElement();
    }
if (node == NULL)
{
    //--- emergency exit
    printf("%s (%4d): create error", __FILE__, __LINE__);
    return(__LINE__);
}
NodeSetData(node, i);
node.SetLong(i);
MyTree.Insert(node);
}
end_time = GetTickCount();
printf("Filling time of MyTree is %d ms.", end_time-beg_time);
//--- Create a temporary tree TmpMyTree.
CMyTree TmpMyTree;
//--- Detach 50% of tree elements (all even)
//--- and add them to the temporary tree TmpMyTree.
beg_time = GetTickCount();
for (i = 0; i < extCountedNodes; i += 2)
{
    node = MyTree.FindByLong(i);
    if (node != NULL)
        if (MyTree.Detach(node)) TmpMyTree.Insert(node);
}
end_time = GetTickCount();
printf("Deletion time of %d elements from MyTree is %d ms.", extCountedNodes/2, end_time - beg_time);
//--- Return the detached
node = TmpMyTree.Root();
while (node != NULL)
{
    if (TmpMyTree.Detach(node)) MyTree.Insert(node);
    node = TmpMyTree.Root();
}
//--- Check work of method Save(int file_handle);
int file_handle;
file_handle = FileOpen("MyTree.bin", FILE_WRITE|FILE_BIN|FILE_ANSI);
if (file_handle >= 0)
{
    if (!MyTree.Save(file_handle))
    {
        //--- error writing to a file
        //--- emergency exit
        printf("%s Error %d in %d!", __FILE__, GetLastError(), __LINE__);
        //--- close file before leaving!!
        FileClose(file_handle);
        return(__LINE__);
    }
    FileClose(file_handle);
}
//--- Check work of method Load(int file_handle);
file_handle=FileOpen("MyTree.bin",FILE_READ|FILE_BIN|FILE_ANSI);
if(file_handle>=0)
{
    if(!TmpMyTree.Load(file_handle))
    {
        //--- error reading from file
        //--- emergency exit
        printf("%s: Error %d in %d!",__FILE__,__LINE__,GetLastError());
        //--- close file before leaving!!!
        FileClose(file_handle);
        return(__LINE__);
    }
    FileClose(file_handle);
}

//---
MyTree.Clear();
TmpMyTree.Clear();
//---
printf("End test %s. OK!",__FILE__);
Root

Gets the root node of the tree.

CTreeNode* Root() const

Return Value

Pointer of the root node of the tree.
**CreateElement**

Creates a new instance of the node.

```cpp
virtual CTreeNode* CreateElement()
```

**Return Value**

*Pointer of the new instance of the node or NULL.*
Insert

Adds a node to a tree.

```cpp
CTreeNode* Insert(
    CTreeNode* new_node  // node
)
```

Parameters

`new_node`

[in] Pointer of a node to insert to a tree.

Return Value

Pointer of the owner node or NULL.
**Detach**

Detaches a specified node from a tree.

```cpp
bool Detach(
    CTreeNode* node  // node
)
```

**Parameters**

- `node`
  - [in] Node pointer to detach.

**Return Value**

- `true` - success, otherwise `false`.

**Note**

- After detachment, the node pointer is not released. The tree is balanced.
Delete

Deletes a specified node from a tree.

```cpp
bool Delete(
    CTreeNode* node  // node
)
```

**Parameters**

- node
  - [in] Node pointer to delete.

**Return Value**

- true - success, otherwise false.

**Note**

After deletion, a node pointer is released. The tree is balanced.
Clear

Deletes all nodes of a tree.

```cpp
void Clear()
```

Return Value

None.

Note

After deletion, node pointers are released.
Find

Searches for a node in a tree by sample.

```c
CTreeNode* Find(
    CTreeNode* node  // node
)
```

**Parameters**

*node*

[in] Node that contains data used as a search sample.

**Return Value**

Pointer of the found node or NULL.
Save

Writes tree data to a file.

```cpp
virtual bool Save(
    int file_handle // handle
)
```

Parameters

`file_handle`

[in] Handle of a binary file that was earlier opened for writing.

Return Value

true - success, otherwise false.
Load

Reads tree data from a file.

```cpp
virtual bool Load(
    int file_handle  // handle
)
```

**Parameters**

- `file_handle`

  [in] Handle of a binary file that was earlier opened for reading.

**Return Value**

- true - success, otherwise false.
**Type**

Gets identifier of the tree type.

```cpp
virtual int Type() const
```

Return Value

Identifier of the tree type.
## Generic Data Collections

The library provides classes and interfaces that define generic collections, which allow users to create strongly typed collections. These collections provide greater convenience and data handling performance than non-generic typed collections.

The library is available in the Include\Generic folder of the terminal working directory.

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<td>INTERFACE</td>
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<td>Interface for implementing objects that can be compared in terms of “greater than, less than or equal to”</td>
<td>INTERFACE</td>
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<tr>
<td>IComparer</td>
<td>Interface for implementing a generic class that compares two object of the T type, whether one is “greater than, less than or equal to” the other one</td>
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<td>INTERFACE</td>
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<tr>
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<tr>
<td>Object</td>
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<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------</td>
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<tr>
<td><strong>CArrayList</strong></td>
<td>A generic class that implements the <code>IList&lt;T&gt;</code> interface</td>
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<tr>
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<td>The class implements the key/value pair</td>
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<tr>
<td><strong>CHashMap</strong></td>
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<tr>
<td><strong>CHashSet</strong></td>
<td>A generic class that implements the <code>ISet&lt;T&gt;</code> interface</td>
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<tr>
<td><strong>CListNode</strong></td>
<td>A helper class for implementing the <code>CLinkedListNode&lt;T&gt;</code> class</td>
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<tr>
<td><strong>CLinkedList</strong></td>
<td>A generic class that implements the <code>IList&lt;T&gt;</code> interface</td>
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<tr>
<td><strong>CRedBlackTree</strong></td>
<td>A generic class that implements the <code>IList&lt;T&gt;</code> interface</td>
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<tr>
<td><strong>CSortedMap</strong></td>
<td>A generic class that implements the <code>IList&lt;T&gt;</code> interface</td>
<td>CLASS</td>
</tr>
<tr>
<td><strong>CSortedSet</strong></td>
<td>A generic class that implements the <code>IList&lt;T&gt;</code> interface</td>
<td>CLASS</td>
</tr>
<tr>
<td><strong>CStack</strong></td>
<td>A generic class that implements the <code>IList&lt;T&gt;</code> interface</td>
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<tr>
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<tr>
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ICollection<T>

ICollection<T> is an interface for implementing generic data collections.

Description

The ICollection<T> interface determines basic methods to work with collections, including methods to count elements, to clear a collection, to add or delete elements, and others.

Declaration

```
template<typename T>
interface ICollection
```

Header

```
#include <Generic\Interfaces\ICollection.mgh>
```

Inheritance Hierarchy

ICollection

Direct descendants

CLinkedList, CQueue, CRedBlackTree, CStack, IList, IMap, ISet

Class Methods

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<tr>
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<td>Contains</td>
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<td>CopyTo</td>
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<td>Clear</td>
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</tr>
<tr>
<td>Remove</td>
<td>Removes the first occurrence of the specified element from a collection</td>
</tr>
</tbody>
</table>
Add

Adds an element to a collection.

```cpp
bool Add(
    T value  // the value of the element
);
```

**Parameters**

- `value`
  - `[in]` The value of the element to add.

**Return Value**

- Returns true on successful, or false otherwise.
Count

Returns the number of elements in a collection.

```cpp
int Count();
```

**Return Value**

Returns the number of elements.
Contains

Determines whether a collection contains an element with the specified value.

```cpp
bool Contains(
    T item    // the search value
);
```

Parameters

`item`

[in] The searched value.

Return Value

Returns true if an element with the specified value is found in the collection, or false otherwise.
CopyTo

Copies all elements of a collection to the specified array starting at the specified index.

```c
int CopyTo(
    T& dst_array[], // an array for writing
    const int dst_start=0 // starting index for writing
);
```

**Parameters**

`dst_array[]`
- [out] An array to which the elements of the collection will be written.

`dst_start=0`
- [in] An index in the array from which copying starts.

**Return Value**

Returns the number of copied elements.
Clear

Removes all elements of a collection.

```plaintext
void Clear();
```
Remove

Removes the first occurrence of the specified element from a collection.

```cpp
bool Remove(
    T item      // the element value
);
```

Parameters

- `item`
  - [in] The value of the element to be deleted.

Return Value

- Returns true on successful, or false otherwise.
IEqualityComparable<T>

IEqualityComparable<T> is an interface for implementing objects that can be compared.

Description

The IEqualityComparable<T> interface defines methods to retrieve the hash code of the current object and to check whether it is equal to another object of the same type.

Declaration

```
template<typename T>
interface IEqualityComparable
```

Header

```
#include <Generic\Interfaces\IEqualityComparable.mqh>
```

Inheritance Hierarchy

IEqualityComparable

Direct descendants

IComparable

Class Methods

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</tr>
<tr>
<td>HashCode</td>
<td>Calculates the hash code value for the current object</td>
</tr>
</tbody>
</table>
Equals

Compares the current object with the specified value.

```cpp
bool Equals(
    T value  // the value to compare
);
```

Parameters

`value`

[in] The value to compare the current object with.

Return Value

Returns true if the objects are equal, or false otherwise.
HashCode

Calculates the hash code value for the current object.

```cpp
int HashCode();
```

Return Value

Returns the hash code.
IComparable<T>

IComparable<T> is an interface for implementing objects that can be compared to find out whether one is greater than, less than or equal to the other one.

Description

The IComparable<T> interface defines a method to compare the current object to another object of the same type, on the basis of which the collection of these objects can be sorted.

Declaration

```cpp
template<typename T>
interface IComparable : public IEqualityComparable<T>
```

Header

```cpp
#include <Generic\Interfaces\IComparable.mqh>
```

Inheritance Hierarchy

IEqualityComparable

IComparable

Direct descendants

CKeValuePair

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
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<tbody>
<tr>
<td>Compare</td>
<td>Compares the current object with the specified value</td>
</tr>
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</table>
**Compare**

Compares the current object with the specified value.

```c
int Compare(
    T value  // the value to compare
);
```

**Parameters**

- `value`  
  
  [in] The value to compare the current object with.

**Return Value**

Returns a number that expresses the ratio of the current and passed object:

- if the result is less than zero, the current object is less than the passed one
- if the result is zero, the current object is equal to than the passed one
- if the result is greater than zero, the current object is greater than the passed one
IComparer<T>

IComparer<T> is an interface for implementing a generic class that compares two objects of the T type, whether one is greater than, less than or equal to the other one.

**Description**

The IComparer<T> interface determines a method to compare two objects of the T type, on the basis of which a collection of these objects can be sorted.

**Declaration**

```cpp
template<typename T>
interface IComparer
```

**Header**

```cpp
#include <Generic\Interfaces\IComparer.mqh>
```

**Inheritance Hierarchy**

- IComparer

**Direct descendants**

- CDefaultComparer

**Class Methods**

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>Compare</td>
<td>Compares two values of type T</td>
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</tbody>
</table>
Compare

Compares two values of type T.

```c
int Compare(
    T x,       // the first value
    T y       // the second value
);
```

Parameters

- `x`
  - [in] The first value to compare.

- `y`
  - [in] The first value to compare.

Return Value

Returns a number that expresses the ratio of the two compared values:

- if the result is less than zero, `x` is less than `y` (`x < y`)
- if the result is equal to zero, `x` is equal to `y` (`x = y`)
- if the result is greater than zero, `x` is greater than `y` (`x > y`)
IEqualityComparer<T>

IEqualityComparer<T> is an interface for implementing a generic class that compares two object of the T type.

Description

The IEqualityComparer<T> interface defines methods to retrieve the hash code of a T type object and to check whether two objects of type T are equal.

Declaration

```cpp
template<typename T>
interface IEqualityComparer
```

Header

```cpp
#include <Generic\Interfaces\IEqualityComparer.hpp>
```

Inheritance Hierarchy

IEqualityComparer

Direct descendants

CDefaultEqualityComparer

Class Methods

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</table>
# Equals

Compares two values of type T.

```c
bool Equals(
    T x,       // the first value
    T y        // the second value
);
```

## Parameters

- `x`  
  - `[in]` The first value to compare.

- `y`  
  - `[in]` The second value to compare.

## Return Value

Returns true if the values are equal, or false otherwise.
HashCode

Calculates the hash code value based on the T type object.

```cpp
int HashCode(
    T value  // an object for calculation
);
```

Parameters

value

[in] The object for which you want to get the hash code.

Return Value

Returns the hash code.
IList\<T\> is an interface for implementing generic data lists.

**Description**

The IList\<T\> interface defines basic methods to work with lists, such as to access an element by index, to search and delete elements, sort, and others.

**Declaration**

```cpp
template<typename T>
interface IList : public ICollection<T>
```

**Header**

```cpp
#include <Generic\Interfaces\IList.mqh>
```

**Inheritance Hierarchy**

- ICollection
- IList
- ArrayList

**Class Methods**

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<td>RemoveAt</td>
<td>Removes a list element at the specified index</td>
</tr>
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</table>
TryGetValue

Gets a list element at the specified index.

```cpp
bool TryGetValue(
    const int index, // element index
    T& value // a variable for writing
);
```

Parameters

- `index`
  - [in] The index of the element from the list.

- `value`
  - [out] The variable to which the specified value of the element from the list will be written.

Return Value

Returns true on successful, or false otherwise.
TrySetValue

Changes a value from the list at the specified index.

```cpp
bool TrySetValue(
    const int index,  // element index
    T value          // new value
);
```

**Parameters**

- **index**
  
  [in] The index of the element from the list.

- **value**
  
  [in] The new value to assign to the specified list element.

**Return Value**

Returns true on successful, or false otherwise.
Insert

Inserts an element into the list at the specified index.

```cpp
bool Insert(
    const int index, // index to insert at
    T item          // the value to be inserted
);
```

Parameters

- **index**
  - [in] The index to insert at.

- **item**
  - [in] The value to be inserted at the specified index.

Return Value

Returns true on successful, or false otherwise.
**IndexOf**

Searches for the first occurrence of a value in a list.

```cpp
int IndexOf(
    T item // the search value
);
```

**Parameters**

*item*

[in] The searched value.

**Return Value**

Returns the index of the first found element. If the value is not found, returns -1.
LastIndexOf

Searches for the last occurrence of a value in a list.

```cpp
int LastIndexOf(
    T item       // the search value
);
```

**Parameters**

`item`

[in] The searched value.

**Return Value**

Returns the index of the last found element. If the value is not found, returns -1.
RemoveAt

Removes a list element at the specified index.

```cpp
bool RemoveAt(
    const int index // element index
);
```

Parameters

- **index**
  
  [in] The index of the element that you want to delete.

Return Value

Returns true on successful, or false otherwise.
**IMap<TKey, TValue>**

IMap<TKey, TValue> is an interface for implementing generic collections of key/value pairs.

**Description**

The IMap<TKey, TValue> interface defines basic methods to work with collections whose data are stored as key/value pairs.

**Declaration**

```cpp
template<typename TKey, typename TValue>
interface IMap : public ICollection<TKey>
```

**Header**

```cpp
#include <Generic\Interfaces\IMap.mqh>
```

**Inheritance Hierarchy**

- `ICollection`
  - `IMap`

**Direct descendants**

- `CHashMap`, `CSortedMap`

**Class Methods**

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<td>Determines whether a collection contains the key/value table with the specified key</td>
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</tr>
<tr>
<td><strong>TryGetValue</strong></td>
<td>Gets an element with the specified key from a collection</td>
</tr>
<tr>
<td><strong>TrySetValue</strong></td>
<td>Changes the value of the key/value pair from a collection at the specified key</td>
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<tr>
<td><strong>CopyTo</strong></td>
<td>Copies all key/value pairs from a collection to specified arrays, starting at the specified index</td>
</tr>
</tbody>
</table>
Add

Adds a key/value pair to a collection.

```cpp
bool Add(
    TKey key, // key
    TValue value // value
);
```

Parameters

- **key**
  - [in] Key.
- **value**
  - [in] Value.

Return Value

Returns true on successful, or false otherwise.
Contains

Determines whether a collection contains the key/value table with the specified key.

```cpp
bool Contains(
    TKey key,  // key
    TValue value  // value
);
```

Parameters

- **key**
  - [in] Key.

- **value**
  - [in] Value.

Return Value

Returns true, if the collection contains the key/value pair with the specified key and value, or false otherwise.
Remove

Remove the first occurrence of a key/value pair from a collection.

```cpp
bool Remove(
    TKey key // key
);
```

Parameters

- **key**: [in] Key.

Return Value

Returns true on successful, or false otherwise.
**TryGetValue**

Gets an element with the specified key from a collection.

```csharp
bool TryGetValue(
    TKey key,       // key
    TValue& value   // a variable for writing the value
);
```

**Parameters**

- **key**
  
  [in] Key.

- **value**
  
  [out] The variable to which the specified value of the key/value pair will be written.

**Return Value**

Returns true on successful, or false otherwise.
TrySetValue

Changes the value of the key/value pair from the collection at the specified key.

```c
bool TrySetValue(  
    TKey key,      // key  
    TValue value    // new value
);
```

**Parameters**
- `key`
  - [in] Key.
- `value`
  - [in] The new value to assign to the specified key-value pair.

**Return Value**
- Returns true on successful, or false otherwise.
CopyTo

Copies all key/value pairs from a collection to the specified arrays, starting at the specified index.

```cpp
int CopyTo(
    TKey&  dst_keys[],  // an array for writing keys
    TValue& dst_values[],  // an array for writing values
    const int dst_start=0  // the starting index for writing
);
```

Parameters

- `&dst_keys[]`  
  [out] An array to which all keys from the collection will be written.

- `&dst_values[]`  
  [out] An array to which values of corresponding keys from the collection will be written.

- `dst_start=0`  
  [in] An index in the array from which copying starts.

Return Value

Returns the number of copied key/value pairs.
**ISet<T>**

`ISet<T>` is an interface for implementing generic data sets.

**Description**

The `ISet` interface defines basic methods to work with sets, such as: the union and intersection of sets, definition of strict and non-strict subsets, and others.

**Declaration**

```cpp
template<typename T>
interface ISet : public ICollection<T>
```

**Header**

```cpp
#include <Generic\Interfaces\ISet.mqh>
```

**Inheritance Hierarchy**

- `ICollection`
  - `ISet`

**Direct descendants**

- `HashSet`, `SortedSet`

**Class Methods**

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<tr>
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<td>Produces the operation of symmetrical difference between the current collection and a passed collection (array)</td>
</tr>
<tr>
<td><code>UnionWith</code></td>
<td>Produces the union of the current collection and a passed collection (array)</td>
</tr>
<tr>
<td><code>IsProperSubsetOf</code></td>
<td>Determines whether the current set is a proper subset of the specified collection or array</td>
</tr>
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<td>Determines whether the current set is a proper superset of the specified collection or array</td>
</tr>
<tr>
<td><code>IsSubsetOf</code></td>
<td>Determines whether the current set is a subset of the specified collection or array</td>
</tr>
<tr>
<td>Method</td>
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</tr>
<tr>
<td>IsSupersetOf</td>
<td>Determines whether the current set is a superset of the specified collection or array</td>
</tr>
<tr>
<td>Overlaps</td>
<td>Determines whether the current set overlaps the specified collection or array</td>
</tr>
<tr>
<td>SetEquals</td>
<td>Determines whether the current set contains all elements of the specified collection or array</td>
</tr>
</tbody>
</table>
ExceptWith

Produces the operation of difference between the current collection and a passed collection (array). It removes from the current collection (array) all elements that are present in the specified collection (array).

A version for working with the collection that implements the ICollection<T> interface.

```csharp
void ExceptWith(
    ICollection<T>* collection // collection
);
```

A version for working with an array.

```csharp
void ExceptWith(
    T& array[] // array
);
```

Parameters

*collection

[in] A collection to be excepted from the current set.

&collection[]

[in] An array to be excepted from the current set.

Note

The result is written to the current collection (array).
IntersectWith

Produces the operation of intersection of the current collection and a passed collection (array). It modifies the current collection to only contain elements that are present in the specified collection (array).

A version for working with the collection that implements the ICollection<T> interface.

```csharp
void IntersectWith(
    ICollection<T>^ collection  // collection
);
```

A version for working with an array.

```csharp
void IntersectWith(
    T[] array[]            // array
);
```

Parameters

*collection

[in] A collection with which the current set will be intersected.

&collection[]

[in] An array with which the current set will be intersected.

Note

The result is written to the current collection (array).
SymmetricExceptWith

Produces the operation of symmetrical difference between the current collection and a passed collection (array). It modifies the current collection to only contain elements that are present in the source object or in the specified collection (array), but not in both of them.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
void SymmetricExceptWith(
    ICollection<T>* collection // collection
);```

A version for working with an array.

```csharp
void SymmetricExceptWith(
    T& array[] // array
);```

Parameters

*collection
  [in] A collection to produce the symmetrical difference with.

&collection[]
  [in] An array to produce the symmetrical difference with.

Note

The result is written to the current collection (array).
**UnionWith**

Produces the union of the current collection and a passed collection (array). It adds to the current collection (array) missing elements from the specified collection (array).

A version for working with the collection that implements the ICollection\<T\> interface.

```csharp
void UnionWith(
    ICollection\<T\>* collection         // collection
);
```

A version for working with an array.

```csharp
void UnionWith(
    T& array[]                   // array
);
```

**Parameters**

*collection

[in] A collection with which the current set will be united.

*collection[]

[in] An array with which the current set will be united.

**Note**

The result is written to the current collection (array).
**IsProperSubsetOf**

Determines whether the current set is a proper subset of the specified collection or array.

A version for working with the collection that implements the `ICollection<T>` interface.

```csharp
bool IsProperSubsetOf(
    ICollection<T>* collection // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsProperSubsetOf(
    T4 array[] // an array to determine the relation
);
```

**Parameters**

*collection*

[in] A collection to determine the relation.

&collection[]

[in] An array to determine the relation.

**Return Value**

Returns true if the current set is a proper subset, or false otherwise.
IsProperSupersetOf

Determines whether the current set is a proper superset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsProperSupersetOf(
    ICollection<T>* collection  // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsProperSupersetOf(
    T4* array[]  // an array to determine the relation
);
```

Parameters

*collection

  [in] A collection to determine the relation.

&collection[]

  [in] An array to determine the relation.

Return Value

Returns true if the current set is a proper superset, or false otherwise.
IsSubsetOf

Determines whether the current set is a subset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

bool IsSubsetOf(
   ICollection<T>*   collection   // a collection to determine the relation
);

A version for working with an array.

bool IsSubsetOf(
   T&   array[]                  // an array to determine the relation
);

Parameters

*collection
   [in] A collection to determine the relation.

&collection
   [in] An array to determine the relation.

Return Value

Returns true if the current set is a subset, or false otherwise.
IsSupersetOf

Determines whether the current set is a superset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsSupersetOf(
    ICollection<T>* collection    // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsSupersetOf(
    T4& array[]       // an array to determine the relation
);
```

Parameters

*collection

[in] A collection to determine the relation.

&collection[]

[in] An array to determine the relation.

Return Value

Returns true if the current set is a superset, or false otherwise.
Overlaps

Determines whether the current set overlaps the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```cpp
bool Overlaps(
    ICollection<T>* collection // a collection to compare
);```

A version for working with an array.

```cpp
bool Overlaps(
    T& array[] // an array to compare
);```

Parameters

*collection

&collection[]

Return Value

Returns true if the current set and a collection or an array overlap, or false otherwise.
SetEquals

Determines whether the current set contains all elements of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool SetEquals(
    ICollection<T>* collection // a collection to compare
);
```

A version for working with an array.

```csharp
bool SetEquals(
    T& array[] // an array to compare
);
```

Parameters

*collection

&collection[]

Return Value

Returns true if the current set contains all elements of the specified collection or array, or false otherwise.
# CDefaultComparer<T>

CDefaultComparer<T> is a helper class that implements the IComparer<T> generic interface based on Compare global methods.

## Description

The CDefaultComparer<T> class is used by default in generic data collections, unless the user implicitly uses another class implementing the IComparer<T> interface.

## Declaration

```cpp
template<typename T>
class CDefaultComparer : public IComparer<T>
```

## Header

```cpp
#include <Generic\Internal\DefaultComparer.mqh>
```

## Inheritance Hierarchy

- IComparer
  - CDefaultComparer

## Class Methods

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<td>Compares two values of type T</td>
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</table>
Compare

Compares two values of type T.

```cpp
int Compare(
    T x,  // the first value
    T y   // the second value
);
```

Parameters

- `x`  
  [in] The first value to compare.

- `y`  
  [in] The second value to compare.

Return Value

Returns a number that expresses the ratio of the two compared values:

- if the result is less than zero, `x` is less than `y` (`x < y`)
- if the result is equal to zero, `x` is equal to `y` (`x = y`)
- if the result is greater than zero, `x` is greater than `y` (`x > y`)

Note

The `x` and `y` values are compared based on one of the overloads of the `Compare` global method depending on the `T` type.
CDefaultEqualityComparer<T>

CDefaultEqualityComparer<T> is a helper class that implements the IEqualityComparer<T> generic interface based on Equals<T> and GetHashCode global methods.

Description

The CDefaultEqualityComparer<T> class is used by default in generic data collections, unless the user implicitly uses another class implementing the IEqualityComparer<T> interface.

Declaration

```
template<typename T>
class CDefaultEqualityComparer : public IEqualityComparer<T>
```

Header

```
#include <Generic\Internal\DefaultEqualityComparer.mqh>
```

Inheritance Hierarchy

- IEqualityComparer
  - CDefaultEqualityComparer

Class Methods

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<td>Calculates the hash code value based on the T type object</td>
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</tbody>
</table>
**Equals**

Compares two values of type T.

```cpp
bool Equals(
    T x,  // the first value
    T y   // the second value
);
```

**Parameters**

- **x**
  
  [in] The first value to compare.

- **y**
  
  [in] The second value to compare.

**Return Value**

Returns true if the values are equal, or false otherwise.
**HashCode**

Calculates the hash code value based on the T type object.

```cpp
int HashCode(
    T value  // an object for calculation
);
```

**Parameters**

- `value`
  - [in] The object for which you want to get the hash code.

**Return Value**

Returns the hash code.
CRedBlackTreeNode<T>

CRedBlackTreeNode<T> is a helper class used in implementing the CRedBlackTree<T> class.

Description

The CRedBlackTreeNode<T> class is a node of the CRedBlackTree<T>. Tree navigation methods are implemented in the class.

Declaration

```cpp
template<typename T>
class CRedBlackTreeNode
```

Header

```cpp
#include "Generic\RedBlackTree.mqh"
```

Class Methods

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<tr>
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</tr>
<tr>
<td>Left</td>
<td>Returns and sets a pointer to the left node</td>
</tr>
<tr>
<td>Right</td>
<td>Returns and sets a pointer to the right node</td>
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<tr>
<td>Color</td>
<td>Returns and sets a node color</td>
</tr>
<tr>
<td>IsLeaf</td>
<td>Determines whether the specified node is a leaf</td>
</tr>
<tr>
<td>CreateEmptyNode</td>
<td>Creates a new black node with no parent and children, and returns a pointer to it</td>
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</tbody>
</table>
## Value (the Get method)

Returns the node value.

```cpp
T Value();
```

### Return Value

Returns the node value.

## Value (the Set method)

Sets the node value

```cpp
void Value(
    T value // node value
);
```

### Parameters

- `value`
  - [in] Node value.
Parent (the Get method)

Returns a pointer to the parent node.

```cpp
CRedBlackTreeNode<T>* Parent();
```

Return Value

Returns a pointer to the parent node.

Parent (the Set method)

Sets a pointer to the parent node.

```cpp
void Parent(
    CRedBlackTreeNode<T>* node  // a pointer to the parent node
);
```

Parameters

*node

[in] A pointer to the parent node.
**Left (the Get method)**

Returns a pointer to the left node.

```cpp
CRedBlackTreeNode<T>* Left();
```

**Return Value**

Returns a pointer to the left node.

**Left (the Set method)**

Sets a pointer to the left node.

```cpp
void Left(
    CRedBlackTreeNode<T>* node     // a pointer to the left node
);
```

**Parameters**

*node

[in] A pointer to the left node.
**Right (the Get method)**

Returns a pointer to the right node.

```cpp
CRedBlackTreeNode<T>* Right();
```

**Return Value**

Returns a pointer to the right node.

**Right (the Set method)**

Sets a pointer to the right node.

```cpp
void Right(
    CRedBlackTreeNode<T>* node  // a pointer to the right node
);
```

**Parameters**

*node

[in] A pointer to the right node.
## Color (Get method)

Returns a node color.

```c
ENUM_RED_BLACK_TREE_NODE_TYPE Color();
```

## Return Value

Returns a node color.

## Color (Set method)

Sets the node color.

```c
void Color(
    ENUM_RED_BLACK_TREE_NODE_TYPE clr  // node color
);
```

### Parameters

- `clr`
  - `[in]` Node color.

### Note

The color of the node is set using a value from `ENUM_RED_BLACK_TREE_NODE_TYPE`. It can be of two types:

- `RED_BLACK_TREE_NODE_RED` — the red color of the node;
- `RED_BLACK_TREE_NODE_BLACK` — the black color of the node.
IsLeaf

Determines whether the specified node is a leaf.

```cpp
bool IsLeaf();
```

Return Value

Returns true if the node is a leaf, or false otherwise.
CreateEmptyNode

Creates a new black node with no parent and children, and returns a pointer to it.

```cpp
static CRadBlackTreeNode<T>* CreateEmptyNode();
```

Return Value

Returns a pointer to the new node.
**CLinkedListNode<T>**

CLinkedListNode<T> is a helper class used in implementing the CLinkedListNode<T> class.

**Description**

The CLinkedListNode<T> class is a node of the doubly linked list CLinkedListNode<T>. List navigation methods are implemented in the class.

**Declaration**

```cpp
template<typename T>
class CLinkedListNode
```

**Header**

```cpp
#include <Generic\LinkedList.mqh>
```

**Class Methods**

<table>
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</thead>
<tbody>
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<td>Returns and sets a pointer to the CLinkedList&lt;T&gt;</td>
</tr>
<tr>
<td>Next</td>
<td>Returns and sets a pointer to the next node</td>
</tr>
<tr>
<td>Previous</td>
<td>Returns and sets a pointer to the previous node</td>
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<tr>
<td>Value</td>
<td>Returns and sets the node value</td>
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</tbody>
</table>
List (the Get method)

Returns a pointer to the `CLinkedList<T>`.

```cpp
CLinkedList<T>* List();
```

Return Value

Returns a pointer to the `CLinkedList<T>` linked list.

List (the Set method)

Sets a pointer to the `CLinkedList<T>`.

```cpp
void List(
    CLinkedList<T>* value  // a pointer to the list
);
```

Parameters

*value

[in] A pointer to the linked list `CLinkedList<T>`. 
Next (the Get method)

Returns a pointer to the next node.

```cpp
CPolyLinkedList<T>* Next();
```

Return Value

Returns a pointer to the next node.

Next (the Set method)

Sets a pointer to the next node.

```cpp
void Next(
    CPolyLinkedList<T>* value  // a pointer to the next node
);
```

Parameters

*value

[in] A pointer to the next node.
Previous (the Get method)

Returns a pointer to the previous node.

```cpp
CLinkedListNode<T>* Previous();
```

Return Value

Returns a pointer to the previous node.

Previous (the Set method)

Sets a pointer to the previous node.

```cpp
void Previous(
    CLinkedListNode<T>* value  // a pointer to the previous node
);`

Parameters

`*value`

[in] A pointer to the previous node.
Value (the Get method)

Returns the node value.

```
T Value();
```

Return Value

Returns the node value.

Value (the Set method)

Sets the node value.

```
void Value(
    T value // Node value
);
```

Parameters

value

[in] Node value.
CKeyValuePair<TKey, TValue>

The CKeyValuePair<TKey, TValue> class implements a key/value pair.

Description

The CKeyValuePair<TKey, TValue> class implements methods for working with the key and the value of the key/value pair.

Declaration

```cpp
template<typename TKey, typename TValue>
class CKeyValuePair : public IComparable<CKeyValuePair<TKey, TValue>*/
```

Header

```
#include <Generic\HashMap.mqh>
```

Inheritance Hierarchy

IEqualityComparable
    IComparable
        CKeyValuePair

Class Methods

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<td>Equals</td>
<td>Checks whether the current key/value pair and the specified one are equal</td>
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<tr>
<td>HashCode</td>
<td>Calculates the hash value based on the key/value pair</td>
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</table>
Key (the Get method)

Gets the key in the key/value pair.

```cpp
TKey Key();
```

Return Value

Returns the key.

Key (the Set method)

Sets the key in the key/value pair.

```cpp
void Key(
    TKey key \// key
);
```

Parameters

- `key`[in] Key.
Value (the Get method)

Gets the value in the key/value pair.

```cpp
TValue Value();
```

Return Value

Returns the value.

Value (the Set method)

Sets the value in the key/value pair.

```cpp
void Value(
    TValue value    // value
);`

Parameters

- `value`  
  
  [in] Value
Clone

Creates a new key/value pair whose key and value are equal to the current ones.

`TValue>* Clone();`

Return Value

Returns a new key/value pair
**Compare**

Compares the current key/value pair to the specified one.

```cpp
int Compare(
    CKeyValuePair<TKeyTValue>* pair        // the pair to compare
);
```

**Parameters**

*pair*  
[in] The pair to compare.

**Return Value**

Returns a number that expresses the ratio of the current and passed key-value pairs:

- if the result is less than zero, the current key/value pair is less than the passed one
- if the result is zero, the current key/value pair is equal to than the passed one
- if the result is greater than zero, the current key/value pair is greater than the passed one

**Note**

Key/value pairs are compared based on their keys.
**Equals**

Checks whether the current key/value pair and the specified one are equal.

```cpp
bool Equals(
    CKeyValuePair<TKeyTValue>* pair  // the pair to compare
);
```

**Parameters**

*pair

[in] The pair to compare

**Return Value**

Returns true if the key/value pairs are equal, or false otherwise.

**Note**

Key/value pairs are compared based on their keys.
**HashCode**

Calculates the hash value based on the key/value pair.

```cpp
int HashCode();
```

**Return Value**

Returns the hash code.

**Note**

The hash code of the key/value pair is equal to the key hash code.
CArrayList<T>

CArrayList<T> is a generic class that implements the IList<T> interface.

Description

The CArrayList<T> class is an implementation of the dynamic data list of the T type. This class provides the basic methods to work with the list, such as to access an element by index, to search and delete elements, sort, and others.

Declaration

```
template<typename T>
class CArrayList : public IList<T>
```

Header

```
#include <Generic\ArrayList.mqh>
```

Inheritance Hierarchy

- ICollection
  - IList
    - CArrayList

Class Methods

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<td>AddRange</td>
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<td>Inserts an element into the list at the specified index</td>
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<tr>
<td>Method</td>
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<tr>
<td><code>InsertRange</code></td>
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<td>Removes all elements from a collection</td>
</tr>
<tr>
<td><code>Remove</code></td>
<td>Removes the first occurrence of the specified element from the list</td>
</tr>
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<td><code>RemoveAt</code></td>
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</tr>
</tbody>
</table>
## Capacity (the Get method)

Returns the current list capacity.

```c
int Capacity();
```

### Return Value

Returns the current list capacity.

## Capacity (the Set method)

Sets the current capacity of a list.

```c
void Capacity(
    const int capacity  // capacity value
);
```

### Parameters

- `capacity`
Count

Returns the number of elements in the list.

```c
int Count();
```

Return Value

Returns the number of elements.
Contains

Determines whether the list contains an element with the specified value.

```cpp
bool Contains(
    T item // the search value
);
```

Parameters

- `item` [in] The searched value.

Return Value

Returns true if an element with the specified value is found in the list, or false otherwise.
TrimExcess

Sets the capacity of a list to the actual number of elements, and thus frees up unused memory.

```cpp
void TrimExcess();
```
**TryGetValue**

Gets an element of the list at the specified index.

```cpp
bool TryGetValue(
    const int index,  // index
    T& value          // a variable to write
);
```

**Parameters**

*index*

[in] The index of the list element the value of which you want to get.

*value*

[out] The variable to write the element value to.

**Return Value**

Returns true on successful, or false otherwise.
**TrySetValue**

Sets the value of the list element at the specified index.

```cpp
bool TrySetValue(
    const int index,  // index
    T value          // element value
);
```

**Parameters**

- `index`
  - [in] The index of the list element the value of which you want to set.

- `value`
  - [in] Sets the value of the list element.

**Return Value**

Returns true on successful, or false otherwise.
Add

Adds an element to the list.

```cpp
bool Add(
    T value    // the value of the element
);
```

Parameters

`value`

[in] The value of the element to add.

Return Value

Returns true on successful, or false otherwise.
AddRange

Adds a collection or an array of elements to the list.

The version that adds an array.

```cpp
bool AddRange(
    const T& array[]  // an array to be added
);
```

The version that adds a collection.

```cpp
bool AddRange(
    ICollection<T>* collection  // a collection to be added
);
```

Parameters

- `array[]`
  - [in] An array to be added.

- `collection`
  - [in] A collection to be added.

Return Value

Returns true on successful, or false otherwise.
Insert

Inserts an element into the list at the specified index.

```cpp
bool Insert(
    const int  index,  // index to insert at
    T item         // the value to be inserted
);
```

Parameters

- **index**
  - [in] The index to insert at.

- **item**
  - [in] The value to be inserted at the specified index.

Return Value

Returns true on successful, or false otherwise.
InsertRange

Inserts a collection or an array of elements into the list at the specified index.

The version that inserts an array.

```cpp
bool InsertRange(
    const int index, // index to insert at
    const T& array[] // an array to be inserted
);
```

The version that inserts a collection.

```cpp
bool InsertRange(
    const int index, // index to insert at
    ICollection<T>* collection // a collection to be inserted
);
```

Parameters

`index`

[in] The index to insert at.

`&array[]`

[in] An array to be inserted at the specified index.

`*collection`

[in] A collection to be inserted at the specified index.

Return Value

Returns true on successful, or false otherwise.
CopyTo

Copies all elements of a list to the specified array starting at the specified index.

```cpp
int CopyTo(
    T& dst_array[], // an array for writing
    const int dst_start=0 // the starting index for writing
);
```

Parameters

- `dst_array[]`
  - [out] An array to which the elements of the list will be written.

- `dst_start=0`
  - [in] An index in the array from which copying starts.

Return Value

Returns the number of copied elements.
BinarySearch

Searches for the specified value in an ascending-sorted list.

The version that searches in the specified range of values using the class that implements the `IComparer<T>` interface for comparing elements.

```cpp
int BinarySearch(
    const int index, // the starting index
    const int count, // the search range
    T item, // the search value
    IComparer<T>* comparer // interface to compare
);
```

The version that searches using the class that implements the `IComparer<T>` interface for comparing elements.

```cpp
int BinarySearch(
    T item, // the search value
    IComparer<T>* comparer // interface to compare
);
```

The version that searches using the `::Compare` global method for comparing elements.

```cpp
int BinarySearch(
    T item // the search value
);
```

Parameters

`index`
- [in] The starting index from which the search begins.

`count`
- [in] The length of the search range.

`item`
- [in] The searched value.

`*comparer`

Return Value

Returns the index of the found element. If the search value is not found, it returns the index of the smallest element, which is closest in value.
IndexOf

Searches for the first occurrence of a value in a list.

**Version that searches in the entire list.**

```c++
int IndexOf(
    T item // the search value
);
```

**Version that searches from the specified position and to the end of the list.**

```c++
int IndexOf(
    T item, // the search value
    const int start_index // the starting index
);
```

**Version that searches from the specified position in the specified range.**

```c++
int IndexOf(
    T item, // the search value
    const int start_index, // the starting index
    const int count // the search range
);
```

**Parameters**

- `item` [in] The searched value.
- `start_index` [in] The starting index from which the search begins.
- `count` [in] The length of the search range.

**Return Value**

Returns the index of the first found element. If the value is not found, returns -1.
LastIndexOf

Searches for the last occurrence of a value in a list.

**Version that searches in the entire list.**

```cpp
int LastIndexOf(
    T item, // the search value
);
```

**Version that searches from the specified position and to the end of the list.**

```cpp
int LastIndexOf(
    T item, // the search value
    const int start_index // the starting index
);
```

**Version that searches from the specified position in the specified range.**

```cpp
int LastIndexOf(
    T item, // the search value
    const int start_index, // the starting index
    const int count // the search range
);
```

**Parameters**

- **item**
  - [in] The searched value.
- **start_index**
  - [in] The starting index from which the search begins.
- **count**
  - [in] The length of the search range.

**Return Value**

Returns the index of the last found element. If the value is not found, returns -1.
Clear

Removes all elements of a collection.

```cpp
void Clear();
```
Remove

Removes the first occurrence of the specified element from the list.

```c
bool Remove(
    T item      // the element value
);
```

Parameters

- **item**
  - [in] The value of the element to be deleted.

Return Value

- Returns true on successful, or false otherwise.
**RemoveAt**

Removes an element at the specified index of the list.

```cpp
bool RemoveAt(
    const int index    // index
);
```

**Parameters**

- `index`
  - [in] The index of the element to remove.

**Return Value**

Returns true on successful, or false otherwise.
RemoveRange

Removes a range of elements from the list.

```cpp
bool RemoveRange(
    const int start_index, // the starting index
    const int count       // the number of elements
);
```

Parameters

- `start_index` [in] The starting index from which the deletion begins.
- `count` [in] The number of elements to be deleted.

Return Value

Returns true on successful, or false otherwise.
Reverse

Reverses the order of elements in the list.

The version for working with the entire list.

```cpp
bool Reverse();
```

The version for working with the specified range of list elements.

```cpp
bool Reverse(
    const int start_index,  // the starting index
    const int count        // the number of elements
);
```

Parameters

- `start_index`
  - [in] The starting index.

- `count`
  - [in] The number of list elements participating in the operation.

Return Value

Returns true on successful, or false otherwise.
## Sort

Sorts elements in the list.

The version that sorts all elements in the list.

```cpp
bool Sort();
```

The version that sorts all elements in the list using the class that implements the `IComparable<T>` interface for comparing elements.

```cpp
bool Sort(IComparer<T>* comparer);  // interface for comparing
```

The version that sorts the specified range of elements in the list using the class that implements the `IComparable<T>` interface for comparing elements.

```cpp
bool Sort(const int start_index,  // the starting index
          const int count,     // the number of elements
          IComparer<T>* comparer // interface to compare
);  
```

### Parameters

*comparer*

*start_index*
- `[in]` The starting index from which sorting begins.

*count*
- `[in]` The length of the sorting range.

### Return Value

Returns true on successful, or false otherwise.
**CHashMap<TKey, TValue>**

CHashMap<TKey, TValue> is a generic class that implements the IMap<TKey, TValue> interface.

**Description**

The CHashMap<TKey, TValue> class is an implementation of the dynamic hash table, the data of which are stored in the form of unordered key/value pairs taking into account the key uniqueness requirement. This class provides basic methods to work with a hash table, such as to access a value by key, to search and delete a key/value pair, and others.

**Declaration**

```csharp
template<typename TKey, typename TValue>
class CHashMap : public IMap<TKey, TValue>
```

**Header**

```csharp
#include <Generic\HashMap.mqh>
```

**Inheritance Hierarchy**

- ICollection
  - IMap
    - CHashMap

**Class Methods**

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<th>Description</th>
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<td>Adds a key/value pair to the hash table</td>
</tr>
<tr>
<td><strong>Count</strong></td>
<td>Returns the number of elements in the hash table</td>
</tr>
<tr>
<td><strong>Comparer</strong></td>
<td>Returns a pointer to the IEqualityComparer&lt;T&gt; interface, used to organize a hash table</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Determines whether the hash table contains the specified key/value pair</td>
</tr>
<tr>
<td><strong>ContainsKey</strong></td>
<td>Determines whether the hash table contains the key/value pair with the specified key</td>
</tr>
<tr>
<td><strong>ContainsValue</strong></td>
<td>CHashMap&lt;TKey, TValue&gt; is a generic class that implements the IMap&lt;TKey, TValue&gt; interface</td>
</tr>
<tr>
<td><strong>CopyTo</strong></td>
<td>Copies all key/value pairs from the hash table to the specified arrays, starting at the specified index</td>
</tr>
<tr>
<td><strong>Clear</strong></td>
<td>Removes all elements from the hash table</td>
</tr>
<tr>
<td>Method</td>
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</tr>
<tr>
<td><strong>Remove</strong></td>
<td>Removes the first occurrence of the key/value pair from the hash table</td>
</tr>
<tr>
<td><strong>TryGetValue</strong></td>
<td>Gets an element with the specified key from the hash table</td>
</tr>
<tr>
<td><strong>TrySetValue</strong></td>
<td>Changes the value of a key/value pair from the hash table at the specified key</td>
</tr>
</tbody>
</table>
Add

Adds a key/value pair to the hash table.

A version that adds a generated key/value pair.

```cpp
bool Add(
    CKeyValuePair<TKeyTValue>* pair  // the key/value pair
);
```

A version that adds a new key/value pair with the specified key and value.

```cpp
bool Add(
    TKey key,                           // key
    TValue value                        // value
);
```

Parameters

*pair
  [in] The key/value pair.

key
  [in] Key.

value
  [in] Value.

Return Value

Returns true on successful, or false otherwise.
Count

Returns the number of elements in the hash table.

```c
int Count();
```
Comparer

Returns a pointer to the IEqualityComparer<T> interface, used to organize a hash table.

IEqualityComparer<TKey>* Comparator() const;

Return Value

Returns a pointer to the IEqualityComparer<T> interface.
Contains

Determines whether the hash table contains the specified key/value pair.

The version for working with a generated key/value pair.

```cpp
bool Contains(
    CKeyValuePair<TKeyTValue>* item   // the key/value pair
);
```

The version for working with a key/value pair in the form of a separately set key and value.

```cpp
bool Contains(
    TKey   key,          // key
    TValue value         // value
);
```

Parameters

*item

[in] The key/value pair.

key

[in] Key.

value

[in] Value.

Return Value

Returns true, if the hash table contains the key/value pair with the specified key and value, or false otherwise.
ContainsKey

Determines whether the hash table contains the key/value pair with the specified key.

```cpp
bool ContainsKey(
    TKey key     // key
);
```

**Parameters**

`key`

[in] Key.

**Return Value**

Returns true if the hash table contains a key/value pair with the specified key, or false otherwise.
ContainsValue

Determines whether the hash table contains the key/value pair with the specified value.

```cpp
bool ContainsValue(
    TValue value   // value
);
```

Parameters

value
  [in] Value.

Return Value

Returns true if the hash table contains a key/value pair with the specified value, or false otherwise.
CopyTo

Copies all key/value pairs from the hash table to the specified arrays, starting at the specified index.

The version that copies a hash table to the array of key/value pairs.

```cpp
int CopyTo(
    CKeyValuePair<TKeyValue>*& dst_array[],  // an array for writing key/value pairs
    const int dst_start=0  // the starting index for writing
);
```

The version that copies a hash table to separate arrays for keys and values.

```cpp
int CopyTo(
    TKey& dst_keys[],  // an array for writing keys
    TValue& dst_values[],  // an array for writing values
    const int dst_start=0  // starting index for writing
);
```

**Parameters**

*dst_array[]*

[out] An array to which all pairs from the hash table will be written.

*dst_keys[]*

[out] An array to which all keys from the hash table will be written.

*dst_values[]*

[out] An array to which all values from the hash table will be written.

*dst_start=0*

[in] The array index from which copying starts.

**Return Value**

Returns the number of copied key/value pairs.
Clear

Removes all elements from the hash table.

```cpp
void Clear();
```
Remove

Removes the first occurrence of the key/value pair from the hash table.

The version that removes a key-value pair based on the generated key-value pair.

```cpp
bool Remove(
    CKeyValuePair<TKeyTValue>* item /* the key/value pair*/
);
```

The version that removes a key-value pair based on the key.

```cpp
bool Remove(
    TKey key /* key*/
);
```

**Parameters**

*item
    [in]  The key/value pair.

key
    [in]  Key.

**Return Value**

Returns true on successful, or false otherwise.
TryGetValue

Gets an element with the specified key from the hash table.

```cpp
bool TryGetValue(
    TKey key,  // key
    TValue& value = // a variable for writing the value
);
```

Parameters

- `key`
  - [in] Key.

- `value`
  - [out] The variable to which the specified value of the key/value pair will be written.

Return Value

Returns true on successful, or false otherwise.
TrySetValue

Changes the value of a key/value pair from the hash table at the specified key.

```cpp
bool TrySetValue(
    TKey key, // key
    TValue value // new value
);
```

Parameters

- **key**
  - [in] Key.

- **value**
  - [in] The new value to assign to the specified key-value pair.

Return Value

Returns true on successful, or false otherwise.
**CHashSet<T>**

CHashSet<T> is a generic class that implements the ISet<T> interface.

**Description**

The CHashSet<T> class is an implementation of the unordered dynamic data set of type T, with the required uniqueness of each value. This class provides basic methods to work with sets and related operations, such as: the union and intersection of sets, definition of strict and non-strict subsets, and others.

**Declaration**

```cpp
template<typename T>
class CHashSet : public ISet<T>
```

**Header**

```cpp
#include <Generic\HashSet.mqh>
```

**Inheritance Hierarchy**

- ICollection
  - ISet
    - CHashSet

**Class Methods**

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<tr>
<th>Method</th>
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</thead>
<tbody>
<tr>
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</table>
Add

Adds an element to a set.

```c
bool Add(
    T value  // the value of the element
);
```

**Parameters**

- **value**
  - [in] The value of the element to add.

**Return Value**

Returns true on successful, or false otherwise.
Count

Returns the number of elements in a set.

```c
int Count();
```

Return Value

Returns the number of elements.
**Contains**

Determines whether a set contains an element with the specified value.

```cpp
bool Contains(
    T item // the search value
);
```

**Parameters**

*item*

[in] The searched value.

**Return Value**

Returns true if an element with the specified value is found in the set, or false otherwise.
Comparer

Returns a pointer to the IEqualityComparer<T> interface, used to organize a set.

```
IEqualityComparer<T>* Comparator() const;
```

Return Value

Returns a pointer to the IEqualityComparer<T> interface.
**TrimExcess**

Sets the capacity of a set to the actual number of elements, and thus frees up unused memory.

```cpp
void TrimExcess();
```
CopyTo

Copies all elements of a set to the specified array starting at the specified index.

```c
int CopyTo(
    T& dst_array[], // an array for writing
    const int dst_start=0 // starting index for writing
);
```

Parameters

- `dst_array[]`  
  [out] An array to which the elements of the set will be written.

- `dst_start=0`  
  [in] An index in the array from which copying starts.

Return Value

Returns the number of copied elements.
Clear

Removes all elements from a set.

```cpp
void Clear();
```
Remove

Removes the specified element from a set.

```cpp
bool Remove(T item // the element value );
```

Parameters

`item`

[in] The value of the element to be deleted.

Return Value

Returns true on successful, or false otherwise.
**ExceptWith**

Produces the operation of difference between the current collection and a passed collection (array). It removes from the current collection (array) all elements that are present in the specified collection (array).

A version for working with the collection that implements the `ICollection<T>` interface.

```csharp
void ExceptWith(
    ICollection<T>* collection // collection
);
```

A version for working with an array.

```csharp
void ExceptWith(
    T& array[] // array
);
```

**Parameters**

- `*collection`  
  
  `[in]` A collection to be excepted from the current set.

- `&collection[]`  
  
  `[in]` An array to be excepted from the current set.

**Note**

The result is written to the current collection (array).
IntersectWith

Produces the operation of intersection of the current collection and a passed collection (array). It modifies the current collection to only contain elements that are present in the specified collection (array).

A version for working with the collection that implements the ICollection<T> interface.

```csharp
void IntersectWith(
    ICollection<T>* collection // collection
);
```

A version for working with an array.

```csharp
void IntersectWith(
    T& array[] // array
);
```

Parameters

*collection
  *in* A collection with which the current set will be intersected.

&collection[]
  *in* An array with which the current set will be intersected.

Note

The result is written to the current collection (array).
**SymmetricExceptWith**

Produces the operation of symmetrical difference between the current collection and a passed collection (array). It modifies the current collection to only contain elements that are present in the source object or in the specified collection (array), but not in both of them.

A version for working with the collection that implements the `IICollection<T>` interface.

```csharp
void SymmetricExceptWith(
    ICollection<T>^ collection // collection
);
```

A version for working with an array.

```csharp
void SymmetricExceptWith(
    T[] array[] // array
);
```

**Parameters**

- `*collection`
  
  [in] A collection to produce the symmetrical difference with.

- `&collection[]`

  [in] An array to produce the symmetrical difference with.

**Note**

The result is written to the current collection (array).
UnionWith

Produces the union of the current collection and a passed collection (array). It adds to the current collection (array) missing elements from the specified collection (array).

A version for working with the collection that implements the ICollection<T> interface.

```csharp
void UnionWith(
    ICollection<T>* collection  // collection
);
```

A version for working with an array.

```csharp
void UnionWith(
    T& array[]                // array
);
```

Parameters

*collection
   [in] A collection with which the current set will be united.

&collection[
   [in] An array with which the current set will be united.

Note

The result is written to the current collection (array).
IsProperSubsetOf

Determines whether the current set is a proper subset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsProperSubsetOf(
    ICollection<T>* collection // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsProperSubsetOf(
    T4 array[] // an array to determine the relation
);
```

Parameters

*collection

[in] A collection to determine the relation.

&collection[]

[in] An array to determine the relation.

Return Value

Returns true if the current set is a proper subset, or false otherwise.
IsProperSupersetOf

Determines whether the current set is a proper superset of the specified collection or array.

A version for working with the collection that implements the ICollection<
T>
interface.

```cpp
bool IsProperSupersetOf(
    ICollection<T>* collection    // a collection to determine the relation
);```

A version for working with an array.

```cpp
bool IsProperSupersetOf(
    T& array[]                    // an array to determine the relation
);```

Parameters

`*collection`

[in] A collection to determine the relation.

`&collection[]`

[in] An array to determine the relation.

Return Value

Returns true if the current set is a proper superset, or false otherwise.
IsSubsetOf

Determines whether the current set is a subset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsSubsetOf( ICollection<T>* collection )
```

A version for working with an array.

```csharp
bool IsSubsetOf( T* array[] )
```

Parameters

* `collection`
  
  [in] A collection to determine the relation.

* `collection[]`
  
  [in] An array to determine the relation.

Return Value

Returns true if the current set is a subset, or false otherwise.
IsSupersetOf

Determines whether the current set is a superset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsSupersetOf(
    ICollection<T>* collection  // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsSupersetOf(
    T4* array[]  // an array to determine the relation
);
```

Parameters

*collection

[in] A collection to determine the relation.

&collection[]

[in] An array to determine the relation.

Return Value

Returns true if the current set is a superset, or false otherwise.
Overlaps

Determines whether the current set overlaps the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool Overlaps(
    ICollection<T>* collection // a collection to compare
);
```

A version for working with an array.

```csharp
bool Overlaps(
    T* array[] // an array to compare
);
```

Parameters

*collection

&collection[]

Return Value

Returns true if the current set and a collection or an array overlap, or false otherwise.
SetEquals

Determines whether the current set contains all elements of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```cpp
bool SetEquals(
    ICollection<T>*   collection   // a collection to compare
);
```

A version for working with an array.

```cpp
bool SetEquals(
    T*     array[]     // an array to compare
);
```

Parameters

*collection

&collection
   [in] An array to compare elements.

Return Value

Returns true if the current set contains all elements of the specified collection or array, or false otherwise.
CLinkedList\<T\> is a generic class that implements the ICollection\<T\> interface.

**Description**

The CLinkedList\<T\> class is an implementation of the dynamic doubly linked data list of the T type. This class provides basic methods to work with doubly linked lists, such as to add, delete, search elements, and others.

**Declaration**

```cpp
template<typename T>
class CLinkedList : public ICollection<T>
```

**Header**

```cpp
#include <Generic\LinkedList.mqh>
```

**Inheritance Hierarchy**

- ICollection
  - CLinkedList

**Class Methods**

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</tr>
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</table>
Add

Add an element to a linked list.

```cpp
bool Add(
    T value  // the value of the element
);
```

Parameters

- `value`
  - `[in]` The value of the element to add.

Return Value

Returns true on successful, or false otherwise.
**AddAfter**

Adds an element after the specified node in the linked list.

The version that adds an element by value.

```cpp
CLinkedListNode<T>* AddAfter(
    CLinkedListNode<T>* node,  // the node after which the element should be added
    T value                // the element to add
);
```

**Return Value**

Returns a pointer to the added node.

The version that adds an element as a formed node by value.

```cpp
bool AddAfter(
    CLinkedListNode<T>* node,  // the node after which the element should be added
    CLinkedListNode<T>* new_node // the node to be added
);
```

**Parameters**

*node
  [in] The node of the linked list, after which a new element will be added.

*value
  [in] An element to be added.

*new_node
  [in] A node to be added.

**Return Value**

Returns true on successful, or false otherwise.
AddBefore

Adds an element before the specified node in the linked list.

The version that adds an element by value.

```cpp
CLinkedListNode<T>* AddBefore(
    CLinkedListNode<T>* node, // the node before which the element should be added
    T value // the element to add
);
```

Return Value

Returns a pointer to the added node.

The version that adds an element as a formed node by value.

```cpp
bool AddBefore(
    CLinkedListNode<T>* node, // the node before which the element should be added
    CLinkedListNode<T>* new_node // the node to be added
);
```

Parameters

* `*node`
  
  [in] The node of the linked list, before which a new element will be added.

* `value`
  
  [in] An element to be added.

* `*new_node`
  
  [in] A node to be added.

Return Value

Returns true on successful, or false otherwise.
AddFirst

Adds an element at the beginning of the linked list.

The version that adds an element by value.

```cpp
CLinkedListNode<T> * AddFirst(
    T value // an element to add
);
```

Return Value

Returns a pointer to the added node.

The version that adds an element as a formed node by value.

```cpp
bool AddFirst(
    CLinkedListNode<T> * node // the node to add
);
```

Parameters

- `value`
  - [in] An element to be added.

- `node`
  - [in] A node to be added.

Return Value

Returns true on successful, or false otherwise.
AddLast

Adds an element at the end of the linked list

The version that adds an element by value.

```cpp
CLinkedList<mint>* AddLast(
    mint value, // an element to add
);
```

Return Value

Returns a pointer to the added node.

The version that adds an element as a formed node by value.

```cpp
bool AddLast(
    CLinkedList<mint>* node // the node to add
);
```

Parameters

- `value`
  - [in] An element to be added.

- `*node`
  - [in] A node to be added.

Return Value

Returns true on successful, or false otherwise.
Count

Returns the number of elements in the linked list.

```c
int Count();
```

Return Value

Returns the number of elements.
Head

Returns a pointer to the first node of the linked list.

```
CLinkedListNode<T>* Head();
```

Return Value

Returns a pointer to the first node.
First

Returns a pointer to the first node of the linked list.

```cpp
CLinkedListNode<T>* First();
```

Return Value

Returns a pointer to the first node.
**Last**

Returns a pointer to the last node of the linked list.

```cpp
CLinkedListNode<T>* Last();
```

**Return Value**

Returns a pointer to the last node.
**Contains**

Determines whether the linked list contains an element with the specified value.

```cpp
bool Contains(T item);  // the search value
```

**Parameters**

`item`

[in] The searched value.

**Return Value**

Returns true if an element with the specified value is found in the linked list, or false otherwise.
CopyTo

Copies all elements of the linked list to the specified array starting at the specified index.

```cpp
int CopyTo(
    T& dst_array[], // an array for writing
    const int dst_start=0 // the starting index for writing
);
```

Parameters

- `dst_array[]` [out] An array to which the elements of the linked list will be written.
- `dst_start=0` [in] An index in the array from which copying starts.

Return Value

Returns the number of copied elements.
Clear

Removes all elements of a collection.

```cpp
void Clear();
```
Remove

Removes the first occurrence of the specified element from the linked list.

The version that removes an element by value.

```cpp
bool Remove(
    T item // the element value
);
```

The version that removes an element by a pointer to a node.

```cpp
bool Remove(
    CLinkedListNode<T>* node // the element node
);
```

Parameters

- `item`
  - [in] The value of the element to be deleted.

- `*node`
  - [in] The node of the element to be deleted.

Return Value

Returns true on successful, or false otherwise.
RemoveFirst

Removes the first element of the linked list.

```cpp
bool RemoveFirst();
```

Return Value

Returns true on successful, or false otherwise.
RemoveLast

Removes the last element of the linked list.

```cpp
bool RemoveLast();
```

Return Value

Returns true on successful, or false otherwise.
Find

Searches for the first occurrence of the specified value in the linked list.

```cpp
CLinkedListNode<T>* Find(
    T value    // the search value
);
```

Parameters

- `value`
  - `[in]` The searched value.

Return Value

Returns a pointer to the first found node containing the search value on success, or NULL otherwise.
FindLast

Searches for the last occurrence of the specified value in the linked list.

```cpp
CLinkedList<

Parameters

value [in] The searched value.

Return Value

Returns a pointer to the last found node containing the search value on success, or NULL otherwise.
**CQueue<T>**

CQueue<T> is a generic class that implements the ICollection<T> interface.

**Description**

The CQueue<T> class is a dynamic collection of T type data, which is organized as a queue that operates on the FIFO (first in, first out) principle.

**Declaration**

```
template<typename T>
class CQueue : public ICollection<T>
```

**Header**

```
#include <Generic\Queue.mqh>
```

**Inheritance Hierarchy**

- ICollection
  - CQueue

**Class Methods**

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<td>Returns the starting element without removing it from the queue</td>
</tr>
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</table>
Add

Adds an element to a queue.

```cpp
bool Add(T value) // the value of the element
```

**Parameters**

value

[in] The value of the element to add.

**Return Value**

Returns true on successful, or false otherwise.
Enqueue

Adds an element to a queue.

```cpp
bool Enqueue(
    T value  // element to add
);
```

Parameters

value

[in] An element to be added.

Return Value

Returns true on successful, or false otherwise.
Count

Returns the number of elements in the queue.

`int Count();`

Return Value

Returns the number of elements.
Contains
Determines whether the queue contains an element with the specified value.

```cpp
bool Contains(
    T item // the search value
);
```

Parameters
item
   [in] The searched value.

Return Value
Returns true if an element with the specified value is found in the queue, or false otherwise.
TrimExcess

Sets the capacity of a queue to the actual number of elements, and thus frees up unused memory.

```c
void TrimExcess();
```
CopyTo

Copies all elements of a queue to the specified array starting at the specified index.

```cpp
int CopyTo(
    T& dst_array[],  // an array for writing
    const int dst_start=0  // the starting index for writing
);
```

Parameters

- `dst_array[]` [out] An array to which the elements of the queue will be written.
- `dst_start=0` [in] An index in the array from which copying starts.

Return Value

Returns the number of copied elements.
Clear

Removes all elements from a queue.

```cpp
void Clear();
```
Remove

Removes the first occurrence of the specified element from the queue.

```cpp
bool Remove(T item); // the element value
```

Parameters

- `item`  
  [in] The value of the element to be deleted.

Return Value

- Returns true on successful, or false otherwise.
Dequeue

Returns the first element and removes it from the queue.

\[ T \text{ Dequeue}(); \]

Return Value

Returns the starting element.
 Peek

Returns the first element not removing it from the queue.

T Peek();

Return Value

Returns the starting element.
CRedBlackTree<T>

CRedBlackTree<T> is a generic class that implements the ICollection<T> interface.

Description

The CRedBlackTree<T> class is an implementation of a dynamic red-black tree whose nodes store T type data. The class provides basic methods to work with red-black trees, such as to add, delete, search for the maximum and minimum value, and more.

Declaration

```cpp
template<typename T>
class CRedBlackTree : public ICollection<T>
```

Header

```cpp
#include <Generic\RedBlackTree.mqh>
```

Inheritance Hierarchy

ICollection

CRedBlackTree

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</tr>
</tbody>
</table>
Add

Adds an element to a red-black tree.

```cpp
bool Add(
    T value    // element to add
);
```

Parameters

value

[in] An element to be added.

Return Value

Returns true on successful, or false otherwise.
Count

Returns the number of elements in the red-black tree.

```cpp
int Count();
```

Return Value

Returns the number of elements.
Root

Returns a pointer to the root of the red-black tree.

CRedBlackTreeNode<T>* Root();

Return Value

Returns a pointer to the root.
Contains

Determines whether the red-black tree contains an element with the specified value.

```cpp
bool Contains(
    T item  // the search value
);
```

Parameters

- `item`
  - `[in]` The searched value.

Return Value

Returns true if an element with the specified value is found in the red-black tree, or false otherwise.
Comparer

Returns a pointer to the IComparer<T> interface used to organize a red-black tree.

IComparer<T>* Comparer() const;

Return Value

Returns a pointer to the IComparer<T> interface.
TryGetMin

Gets the minimum element of a red-black tree.

```cpp
bool TryGetMin(
    T& min // a variable for writing the value
);
```

Parameters

`&min`

[out] The variable to which the minimum value will be written.

Return Value

Returns true on successful, or false otherwise.
TryGetMax

Gets the maximum element of a red-black tree.

```cpp
bool TryGetMax(
    T& max       // a variable for writing the value
);
```

**Parameters**

`&max`

`[out]` The variable to which the maximum value will be written.

**Return Value**

Returns true on successful, or false otherwise.
CopyTo

Copies all elements of a red-black tree to the specified array starting at the specified index.

```cpp
int CopyTo(
    T& dst_array[], // an array for writing
    const int dst_start=0 // starting index for writing
);
```

Parameters

`dst_array[]`

[out] An array to which the elements of the red-black tree will be written.

`dst_start=0`

[in] An index in the array from which copying starts.

Return Value

Returns the number of copied elements.
Clear

Removes all elements from a red-black tree.

```cpp
void Clear();
```
Remove

Removes the occurrence of the specified element from a red-black tree.

The version that removes an element with the specified value.

```cpp
bool Remove(
    T value  // the element value
);
```

The version that removes an element by a pointer to a node.

```cpp
bool Remove(
    CRedBlackTreeNode<T>* node  // the element node
);
```

Parameters

* item
  [in] The value of the element to be deleted.

* node
  [in] The node of the element to be deleted.

Return Value

Returns true on successful, or false otherwise.
RemoveMin

Removes an element with the minimum value from a red-black tree.

```cpp
bool RemoveMin();
```

Return Value

Returns true on successful, or false otherwise.
RemoveMax

Removes an element with the maximum value from a red-black tree.

```cpp
bool RemoveMax();
```

Return Value

Returns true on successful, or false otherwise.
Find

Searches for the occurrence of a specified value in a red-black tree.

```cpp
CRedBlackTreeNode<T>* Find(
    T  value    // the search value
);
```

Parameters

- `value`
  - [in] The searched value.

Return Value

Returns a pointer to the found node containing the search value on success, or NULL otherwise.
**FindMin**

Searches for an element with the minimum value in a red-black tree.

```cpp
CRedBlackTreeNode<T>* FindMin();
```

**Return Value**

Returns a pointer to the node containing the minimum value on success, or NULL otherwise.
FindMax

Searches for an element with the maximum value in a red-black tree.

```cpp
CRedBlackTreeNode<T>* FindMax();
```

**Return Value**

Returns a pointer to the node containing the maximum value on success, or NULL otherwise.
CSortedMap<TKey,TValue>

CSortedMap<TKey,TValue> is a generic class that implements the IMap<TKey,TValue> interface.

Description

The CSortedMap<TKey,TValue> class is an implementation of a dynamic hash table whose data are stored as key/value pairs sorted by key and taking into account the key uniqueness requirement. This class provides basic methods to work with a hash table, such as to access a value by key, to search and delete a key/value pair, and others.

Declaration

```cpp
#include <Generic\SortedMap.mqh>
```

Header

Inheritance Hierarchy

- ICollection
  - IMap
    - CSortedMap

Class Methods

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</tr>
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</tr>
</tbody>
</table>
Add

Adds a key/value pair to the hash table.

A version that adds a generated key/value pair.

```cpp
bool Add(
    CKeyValuePair<TKeyTValue>* pair  // the key/value pair
);```

A version that adds a new key/value pair with the specified key and value.

```cpp
bool Add(
    TKey key,  // key
    TValue value // value
);```

Parameters

*pair
  [in] The key/value pair.

key
  [in] Key.

value
  [in] Value.

Return Value

Returns true on successful, or false otherwise.
Count

Returns the number of elements in the sorted hash table.

```c
int Count();
```
Comparer

Returns a pointer to the IComparer<T> interface, used to organize a sorted hash table.

```
IComparer<TKey>*Comparer() const;
```

Return Value

Returns a pointer to the IComparer<T> interface.
Contains

Determines whether the sorted hash table contains the specified key/value table.

The version for working with a generated key/value pair.

```cpp
bool Contains(
    CKeyValuePair<TKeyTValue>* item  // the key/value pair
);
```

The version for working with a key/value pair in the form of a separately set key and value.

```cpp
bool Contains(
    TKey key,  // key
    TValue value  // value
);
```

Parameters

*item
  [in] The key/value pair.

key
  [in] Key.

value
  [in] Value.

Return Value

Returns true, if the sorted hash table contains the key/value pair with the specified key and value, or false otherwise.
ContainsKey

Determines whether the sorted hash table contains the key/value table with the specified key.

```cpp
bool ContainsKey(
    TKey key  // key
);
```

Parameters

key

[in] Key.

Return Value

Returns true, if the sorted hash table contains the key/value pair with the specified key, or false otherwise.
ContainsValue

Determines whether the sorted hash table contains the key/value table with the specified value.

```cpp
bool ContainsValue(
    TValue value  // value
);
```

**Parameters**

value

[in] Value.

**Return Value**

Returns true, if the sorted hash table contains the key/value pair with the specified value, or false otherwise.
### CopyTo

Copies all key/value pairs from the sorted hash table to the specified arrays, starting at the specified index.

The version that copies a hash table to the array of key/value pairs.

```cpp
int CopyTo(
    CKeyValuePair<TKey, TValue>* dst_array[], // an array for writing key/value pairs
    const int dst_start=0 // the starting index for writing
);
```

The version that copies a hash table to separate arrays for keys and values.

```cpp
int CopyTo(
    TKey& dst_keys[], // an array for writing keys
    TValue& dst_values[], // an array for writing values
    const int dst_start=0 // the starting index for writing
);
```

### Parameters

- `*&dst_array[]`
  - [out] An array to which all pairs from the hash table will be written.

- `&dst_keys[]`
  - [out] An array to which all keys from the hash table will be written.

- `&dst_values[]`
  - [out] An array to which all values from the hash table will be written.

- `dst_start=0`
  - [in] An index in the array from which copying starts.

### Return Value

Returns the number of copied key/value pairs.
Clear

Removes all elements from the sorted hash table.

```cpp
void Clear();
```
Remove

Removes the first occurrence of the key/value pair from the sorted hash table.

The version that removes a key-value pair based on the generated key-value pair.

```cpp
bool Remove(
    CKeyValuePair<TKeyTValue>* item,  // the key/value pair
);
```

The version that removes a key-value pair based on the key.

```cpp
bool Remove(
    TKey key,  // key
);
```

Parameters

* `*item`
  
  [in] The key/value pair.

* `key`
  
  [in] Key.

Return Value

Returns true on successful, or false otherwise.
TryGetValue

Gets an element with the specified key from the sorted hash table.

```csharp
bool TryGetValue(
    TKey key,      // key
    TValue& value, // a variable for writing the value
);
```

Parameters

- **key**
  - [in] Key.

- **value**
  - [out] The variable to which the specified value of the key/value pair will be written.

Return Value

Returns true on successful, or false otherwise.
TrySetValue

Changes the value of the key/value pair from the sorted hash table at the specified key.

```c++
bool TrySetValue(
    TKey key, // key
    TValue value // new value
);
```

Parameters

key

[in] Key.

value

[in] The new value to assign to the specified key-value pair.

Return Value

Returns true on successful, or false otherwise.
CSortedSet<T>

CSortedSet<T> is a generic class that implements the ISet<T> interface.

Description

The CSortedSet<T> class is an implementation of the sorted dynamic data set of type T, with the required uniqueness of each value. This class provides basic methods to work with sets and related operations, such as: the union and intersection of sets, definition of strict and non-strict subsets, and others.

Declaration

```
template<typename T>
class CSortedSet : public ISet<T>
```

Header

```
#include <Generic\SortedSet.mqh>
```

Inheritance Hierarchy

- ICollection
  - ISet
    - CSortedSet

Class Methods

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<tr>
<td>Contains</td>
<td>Determines whether a sorted set contains an element with the specified value</td>
</tr>
<tr>
<td>Comparer</td>
<td>Returns a pointer to the IComparer&lt;T&gt; interface, used to organize a sorted set</td>
</tr>
<tr>
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<td>Gets the minimum element from a sorted set</td>
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</tr>
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<td>Determines whether the current sorted set is a proper superset of the specified collection or array</td>
</tr>
<tr>
<td>IsSubsetOf</td>
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</tr>
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</tr>
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<td>GetReverse</td>
<td>Gets a copy of the current sorted set, in which all the elements are arranged in a reverse order</td>
</tr>
</tbody>
</table>
**Add**

Adds an element to a sorted set.

```cpp
bool Add(
    T value // the value of the element
);
```

**Parameters**

- `value`
  
  [in] The value of the element to add.

**Return Value**

Returns true on successful, or false otherwise.
Count

Returns the number of elements in the sorted set.

```cpp
int Count();
```

Return Value

Returns the number of elements.
Contains

Determines whether the sorted set contains an element with the specified value.

```cpp
bool Contains(
    T item     // the search value
);
```

**Parameters**

- `item`
  - `[in]` The searched value.

**Return Value**

Returns true if an element with the specified value is found in the set, or false otherwise.
Comparer

Returns a pointer to the IComparer<T> interface, used to organize a sorted set.

```cpp
IComparer<T>* Comparator() const;
```

Return Value

Returns a pointer to the IComparer<T> interface.
TryGetMin

Gets the minimum element from the sorted set.

```cpp
bool TryGetMin(
    T& min  // a variable for writing the value
);
```

Parameters

- `&min`
  - `[out]` The variable to which the minimum value will be written.

Return Value

- Returns true on successful, or false otherwise.
TryGetMax

Gets the maximum element from the sorted set.

```cpp
bool TryGetMax(
    T& max // a variable for writing the value
);
```

Parameters

- `&max`
  - [out] The variable to which the maximum value will be written.

Return Value

- Returns true on successful, or false otherwise.
CopyTo

Copies all elements of a sorted set to the specified array starting at the specified index.

```cpp
int CopyTo(
    T& dst_array[], // an array for writing
    const int dst_start=0 // the starting index for writing
);
```

**Parameters**

- `dst_array[]`
  - [out] An array to which the elements of the set will be written.

- `dst_start=0`
  - [in] An index in the array from which copying starts.

**Return Value**

Returns the number of copied elements.
Clear

Removes all elements from a sorted set.

```cpp
void Clear();
```
Remove

Removes the occurrence of the specified element from the sorted set.

```cpp
bool Remove(T item) // the element value
```

**Parameters**

`item`

[in] The value of the element to be deleted.

**Return Value**

Returns true on successful, or false otherwise.
### ExceptWith

Produces the operation of difference between the current collection and a passed collection (array). It removes from the current collection (array) all elements that are present in the specified collection (array).

**A version for working with the collection that implements the ICollection<T> interface.**

```csharp
void ExceptWith(
    ICollection<T>* collection  // collection
);
```

**A version for working with an array.**

```csharp
void ExceptWith(
    T& array[]  // array
);
```

**Parameters**

- `*collection`
  - [in] A collection to be excepted from the current sorted set.
- `&collection[]`
  - [in] An array to be excepted from the current sorted set.

**Note**

The result is written to the current collection (array).
**IntersectWith**

Produces the operation of intersection of the current collection and a passed collection (array). It modifies the current collection to only contain elements that are present in the specified collection (array).

A version for working with the collection that implements the ICollection<T> interface.

```csharp
void IntersectWith(
    ICollection<T>* collection    // collection
);
```

A version for working with an array.

```csharp
void IntersectWith(
    T& array[]    // array
);
```

**Parameters**

*collection

  [in] A collection with which the current set will be intersected.

&collection[]

  [in] An array with which the current set will be intersected.

**Note**

The result is written to the current collection (array).
SymmetricExceptWith

Produces the operation of symmetrical difference between the current collection and a passed collection (array). It modifies the current collection to only contain elements that are present in the source object or in the specified collection (array), but not in both of them.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
void SymmetricExceptWith(
    ICollection<T>* collection       // collection
);
```

A version for working with an array.

```csharp
void SymmetricExceptWith(
    T& array[]                     // array
);
```

Parameters

*collection
  
  [in] A collection to produce the symmetrical difference with.

&collection[]
  
  [in] An array to produce the symmetrical difference with.

Note

The result is written to the current collection (array).
UnionWith

Produces the union of the current collection and a passed collection (array). It adds to the current collection (array) missing elements from the specified collection (array).

A version for working with the collection that implements the ICollection\<T\> interface.

```csharp
void UnionWith(
    ICollection\<T\>* collection  // collection
);
```

A version for working with an array.

```csharp
void UnionWith(
    T\& array[]  // array
);
```

Parameters

*collection

    [in] A collection with which the current set will be united.

&collection[]

    [in] An array with which the current set will be united.

Note

The result is written to the current collection (array).
IsProperSubsetOf

Determines whether the current sorted set is a proper subset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsProperSubsetOf(
    ICollection<T>* collection; // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsProperSubsetOf(
    T& array[]; // an array to determine the relation
);
```

Parameters
- *collection
  - [in] A collection to determine the relation.
- &collection[]
  - [in] An array to determine the relation.

Return Value
Returns true if the current sorted set is a proper subset, or false otherwise.
IsProperSupersetOf

Determines whether the current sorted set is a proper superset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsProperSupersetOf(
    ICollection<T>* collection       // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsProperSupersetOf(
    T* array[]                     // an array to determine the relation
);
```

Parameters

`*collection`

[in] A collection to determine the relation.

`&collection[]`

[in] An array to determine the relation.

Return Value

Returns true if the current sorted set is a proper superset, or false otherwise.
IsSubsetOf

Determines whether the current sorted set is a subset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsSubsetOf(
    ICollection<T>* collection    // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsSubsetOf(
    T4 array[]                      // an array to determine the relation
);
```

Parameters

*collection
    [in] A collection to determine the relation.

&collection[]
    [in] An array to determine the relation.

Return Value

Returns true if the current sorted set is a subset, or false otherwise.
IsSupersetOf

Determines whether the current sorted set is a superset of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool IsSupersetOf(  
    ICollection<T>* collection  // a collection to determine the relation
);
```

A version for working with an array.

```csharp
bool IsSupersetOf(  
    T& array[]  // an array to determine the relation
);
```

Parameters

*collection
  [in] A collection to determine the relation.

&collection[]
  [in] An array to determine the relation.

Return Value

Returns true if the current sorted set is a superset, or false otherwise.
Overlaps

Determines whether the current sorted set overlaps the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool Overlaps(
    ICollection<T>* collection       // a collection to compare
);
```

A version for working with an array.

```csharp
bool Overlaps(
    T& array[]                      // an array to compare
);
```

Parameters

*collection

&collection[

Return Value

Returns true if the current sorted set and a collection or an array overlap, or false otherwise.
SetEquals

Determines whether the current sorted set contains all elements of the specified collection or array.

A version for working with the collection that implements the ICollection<T> interface.

```csharp
bool SetEquals(
    ICollection<T>* collection  // a collection to compare
);
```

A version for working with an array.

```csharp
bool SetEquals(
    T& array[]  // an array to compare
);
```

Parameters

*collection

&collection[
    [in] An array to compare elements.

Return Value

Returns true if the current sorted set contains all elements of the specified collection or array, or false otherwise.
GetViewBetween

Gets from the current sorted set a subset specified by the minimum and maximum values.

```cpp
bool GetViewBetween(
    T& array[], // an array for writing
    T lower_value, // the minimum value
    T upper_value // the maximum value
);
```

Parameters

- `array[]`
  - [out] An array for writing the subset.
- `lower_value`
  - [in] The minimum value of the range.
- `upper_value`
  - [in] The maximum value of the range.

Return Value

Returns true on successful, or false otherwise.
GetReverse

Gets a copy of the current sorted set, in which all the elements are arranged in a reverse order.

```cpp
bool GetReverse(
    T& array[] // an array for writing
);
```

Parameters


Return Value

- Returns true on successful, or false otherwise.
CStack<T>

CStack<T> is a generic class that implements the ICollection<T> interface.

Description

The CStack<T> class is a dynamic collection of T type data, which is organized as a stack that operates on the LIFO (last in, first out) principle.

Declaration

```cpp
template<typename T>
class CStack : publicICollection<T>
```

Header

```cpp
#include <Generic\Stack.mqh>
```

Inheritance Hierarchy

```
ICollection

CStack
```

Class Methods

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<tr>
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</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a stack</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the first occurrence of the specified element from a stack</td>
</tr>
<tr>
<td>Push</td>
<td>Adds an element to a stack</td>
</tr>
<tr>
<td>Peek</td>
<td>Returns the head element without removing it from a stack</td>
</tr>
<tr>
<td>Pop</td>
<td>Returns the head element and removes it from a stack</td>
</tr>
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</table>
Add

Adds an element to the stack.

```cpp
bool Add(
    T value  // the value of the element
);
```

Parameters

value

[in] The value of the element to add.

Return Value

Returns true on successful, or false otherwise.
Count

Returns the number of elements in the stack.

```cpp
int Count();
```

Return Value

Returns the number of elements.
Contains

Determines whether a stack contains an element with the specified value.

```cpp
bool Contains(
    T item       // the search value
);
```

Parameters

- `item`
  - [in] The searched value.

Return Value

- Returns true if an element with the specified value is found in the stack, or false otherwise.
TrimExcess

Sets the capacity of a stack to the actual number of elements, and thus frees up unused memory.

```cpp
void TrimExcess();
```
CopyTo

Copies all elements of a stack to the specified array starting at the specified index.

```cpp
int CopyTo(
    T& dst_array[], // an array for writing
    const int dst_start=0 // the starting index for writing
);
```

Parameters

- `dst_array[]`:
  - [out] An array to which the elements of the stack will be written.
  
- `dst_start=0`:
  - [in] An index in the array from which copying starts.

Return Value

Returns the number of copied elements.
Clear

Removes all elements from a stack.

```c
void Clear();
```
Remove

Removes the first occurrence of the specified element from a stack.

```c
bool Remove(
    T item    // the element value
);
```

Parameters

`item`

[in] The value of the element to be deleted.

Return Value

Returns true on successful, or false otherwise.
Push

Add an element to the stack.

```cpp
bool Push(
    T value // element to add
);
```

Parameters

value

[in] An element to be added.

Return Value

Returns true on successful, or false otherwise.
**Peek**

Returns the head element without removing it from a stack.

```cpp
T Peek();
```

**Return Value**

Returns the head element.
Pop

Returns the head element and removes it from a stack.

\[
T \ Pop();
\]

Return Value

Returns the head element.
ArrayBinarySearch

Searches for the specified value in an ascending-sorted one-dimensional array using the IComparable<T> interface to compare elements.

```
template<typename T>
int ArrayBinarySearch(
    const T& array[], // an array for search
    const int start_index, // the starting index
    const int count, // the search range
    const T value, // the search value
    IComparer<T>* comparer // interface to compare
);
```

Parameters

- `&array[]`: [out] The array to search in.
- `value`: [in] The searched value.
- `start_index`: [in] The starting index from which the search begins.
- `count`: [in] The length of the search range.

Return Value

Returns the index of the found element. If the search value is not found, it returns the index of the smallest element, which is closest in value.
ArrayIndexOf

Searches for the first occurrence of a value in a one-dimensional array.

```
template<typename T>
int ArrayIndexOf(
    T& array[],       // an array for search
    T value,          // the search value
    const int start_index,  // the starting index
    const int count // the search range
);
```

Parameters

- `array[]` [out] The array to search in.
- `value` [in] The searched value.
- `start_index` [in] The starting index from which the search begins.
- `count` [in] The length of the search range.

Return Value

Returns the index of the first found element. If the value is not found, returns -1.
ArrayLastIndexOf

Searches for the last occurrence of a value in a one-dimensional array.

```cpp
template<typename T>
int ArrayLastIndexOf(
    T& array[],   // an array for search
    T value,      // the search value
    const int start_index, // the starting index
    const int count    // the search range
);
```

Parameters

- `&array[]`  
  [out] The array to search in.
- `value`  
  [in] The searched value.
- `start_index`  
  [in] The starting index from which the search begins.
- `count`  
  [in] The length of the search range.

Return Value

Returns the index of the last found element. If the value is not found, returns -1.
ArrayReverse

Changes the sequence of elements in a one-dimensional array.

```cpp
template<typename T>
bool ArrayReverse(
    T& array[], // the source array
    const int start_index, // the starting index
    const int count // the number of elements
);
```

**Parameters**

- `array[]`
  - [out] The source array.

- `start_index`
  - [in] The starting index.

- `count`
  - [in] The number of array elements participating in the operation.

**Return Value**

Returns true on successful, or false otherwise.
Compare

Compares the two values, whether one of them is "greater than, less than or equal to" the other one.

A version for comparing two bool values.

```c
int Compare(
    const bool x,  // the first value
    const bool y   // the second value
);
```

A version for comparing two char values.

```c
int Compare(
    const char x,  // the first value
    const char y   // the second value
);
```

A version for comparing two uchar values.

```c
int Compare(
    const uchar x,  // the first value
    const uchar y   // the second value
);
```

A version for comparing two short values.

```c
int Compare(
    const short x,  // the first value
    const short y   // the second value
);
```

A version for comparing two ushort values.

```c
int Compare(
    const ushort x,  // the first value
    const ushort y   // the second value
);
```

A version for comparing two color values.

```c
int Compare(
    const color x,  // the first value
    const color y   // the second value
);
```

A version for comparing two int values.

```c
int Compare(
    const int x,  // the first value
    const int y   // the second value
);
```
A version for comparing two uint values.

```cpp
int Compare(
    const uint x,  // the first value
    const uint y   // the second value
);
```

A version for comparing two datetime values.

```cpp
int Compare(
    const datetime x,  // the first value
    const datetime y   // the second value
);
```

A version for comparing two long values.

```cpp
int Compare(
    const long x,     // the first value
    const long y      // the second value
);
```

A version for comparing two ulong values.

```cpp
int Compare(
    const ulong x,    // the first value
    const ulong y     // the second value
);
```

A version for comparing two float values.

```cpp
int Compare(
    const float x,  // the first value
    const float y   // the second value
);
```

A version for comparing two double values.

```cpp
int Compare(
    const double x,    // the first value
    const double y     // the second value
);
```

A version for comparing two string values.

```cpp
int Compare(
    const string x,   // the first value
    const string y    // the second value
);
```

A version for comparing two values of other types.

```cpp
template<typename T>
int Compare(
```
T x,  // the first value
T y   // the second value
);

Parameters

x  
  [in] The first value
y  
  [in] The second value

Return Value

Returns a number that expresses the ratio of the two compared values:

- if the result is less than zero, x is less than y (x<y)
- if the result is equal to zero, x is equal to y (x=y)
- if the result is greater than zero, x is greater than y (x>y)

Note

If the T type is an object that implements the IComparable<T> interface, then the objects will be compared based on its Compare method. In all other cases, 0 is returned.
Equals

Compares two values for equality.

```cpp
template<typename T>
bool Equals(
    T x,    // the first value
    T y     // the second value
);
```

Parameters

- `x`
  - [in] The first value
- `y`
  - [in] The second value

Return Value

Returns true if the objects are equal, or false otherwise.

Note

If the `T` type is an object that implements the `IEqualityComparable<T>` interface, then the objects will be compared based on its `Equals` comparison method. The standard comparison for equality is used in all other cases.
GetHashCode

Calculates the hash code value.

A version for working with the bool type.

```cpp
int GetHashCode(
    const bool value  // value
);
```

A version for working with the char type.

```cpp
int GetHashCode(
    const char value  // value
);
```

A version for working with the uchar type.

```cpp
int GetHashCode(
    const uchar value  // value
);
```

A version for working with the short type.

```cpp
int GetHashCode(
    const short value  // value
);
```

A version for working with the ushort type.

```cpp
int GetHashCode(
    const ushort value  // value
);
```

A version for working with the color type.

```cpp
int GetHashCode(
    const color value  // value
);
```

A version for working with the int type.

```cpp
int GetHashCode(
    const int value  // value
);
```

A version for working with the uint type.

```cpp
int GetHashCode(
    const uint value  // value
);
```

A version for working with the datetime type.

```cpp
int GetHashCode(
```
A version for working with the long type.

```c
int GetHashCode(
    const long value // value
);
```

A version for working with the ulong type.

```c
int GetHashCode(
    const ulong value // value
);
```

A version for working with the float type.

```c
int GetHashCode(
    const float value // value
);
```

A version for working with the double type.

```c
int GetHashCode(
    const double value // value
);
```

A version for working with the string type.

```c
int GetHashCode(
    const string value // value
);
```

A version for working with other types.

```c
template<typename T>
int GetHashCode(
    T value // value
);
```

**Parameters**

- `value`  
  [in] The value for which you want to get the hash code.

**Return Value**

Returns the hash code.

**Note**

If the `T` type is an object that implements the `IEqualityComparable<T>` interface, then the hash code will be obtained based on its `HashCode` method. In all other cases, the hash code will be calculated as the hash value of the value type name.
File Operations

This section contains the technical details of the file operations classes and descriptions of the corresponding components of the MQL5 standard library.

The file operations classes will save time in developing applications using file input/output operations.

The MQL5 Standard Library (in terms of file operations) is located in the working directory of the terminal in the `Include\Files` folder.

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CFile

CFile is a base class for CFileBin and CFileTxt classes.

Description

CFile class provides the simplified access to MQL5 API file and folder functions for all of its descendants.

Declaration

```cpp
class CFile: public CObject
```

Title

```cpp
#include <Files\File.mqh>
```

Inheritance hierarchy

- CObject
- CFile

Direct descendants

- CFileBin, CFilePipe, CFileTxt

Class Methods by Groups

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### General methods for folders

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### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Save**, **Load**, **Type**, **Compare**
Handle

Gets file handle of the opened file.

```cpp
int Handle()
```

Return Value

Handle of the opened file assigned to the class instance. If there is no file assigned, it returns -1.
**FileName**

Gets file name of the opened file.

```cpp
string FileName()
```

**Return Value**

File name of the opened file, assigned to the class instance. If there is no file assigned, it returns "".
Flags

Gets flags of the opened file.

```c
int Flags()
```

Return Value

Flags of the opened file assigned to the class instance.
SetUnicode

Sets/clears the FILE_UNICODE flag.

```c
void SetUnicode(
    bool  unicode  // flag value
)
```

**Parameters**

`unicode`


**Note**

The result of string operations is dependent on the FILE_UNICODE flag. If it is false, the ANSI codes are used (one byte symbols). If it set, the UNICODE codes are used (two byte symbols). If the file is already opened, the flag cannot be changed.
SetCommon

Sets/clears the FILE_COMMON flag.

```c
void SetCommon(
    bool common  // flag value
);
```

Parameters

common


Note

The FILE_COMMON flag determines the current working folder. If it is false, the local terminal folder is used as the current working folder. If it is true, the common data folder is used as the current working folder. If the file is already opened, the flag cannot be changed.
Open

Opens the specified file and, if it successful, assigns it to the class instance.

```c
int Open(
  const string  file_name,   // file name
  int           flags,       // flags
  short         delimiter=9  // separator
)
```

Parameters

- `file_name` [in] File name to open.

Return Value

Handle of the opened file.

Note

The working folder is dependent on flag that was previously set/reset using the `SetCommon()` method.
Close

Closes file assigned to the class instance.

```cpp
void Close()
```
Delete

Deletes the file assigned to the file instance.

```cpp
void Delete()
```

## Delete

Deletes the specified file.

```cpp
void Delete(
    const string file_name   // file name
)
```

### Parameters

- `file_name`  
  - [in] File name of the file to delete.

### Note

The working folder is dependent on the flag that was previously set/reset using the `SetCommon()` method.
IsExist

Checks file for existence

```cpp
bool IsExist(const string file_name) // file name
```

**Parameters**

- `file_name`
  - [in] Name of the file to check.

**Return Value**

- true - file exists.
Copy

Copies a file.

```cpp
bool Copy(
    const string src_name,  // file name
    int src_flag,           // flag
    const string dst_name,  // file name
    int dst_flags          // flags
)
```

Parameters

- **src_name**

- **src_flag**
  - [in] Flags of a source file (only FILE_COMMON is used).

- **dst_name**
  - [in] File name of the destination file.

- **dst_flags**
  - [in] Flags of the destination file (only FILE_REWRITE and FILE_COMMON are used).

Return Value

- true - successful, false - cannot copy the file.
Move

Renames/moves file.

```cpp
bool Move(
    const string src_name,  // file name
    int src_flag,            // flag
    const string dst_name,  // file name
    int dst_flags            // flags
)
```

### Parameters

- **src_name**
  - [in] Source file name.

- **src_flag**
  - [in] Source file flags (only FILE_COMMON is used).

- **dst_name**
  - [in] File name of the destination file.

- **dst_flags**
  - [in] Flags of the destination file (only FILE_REWRITE and FILE_COMMON are used).

### Return Value

- true - successful, false - failed to move/rename the file.
Size

Gets file size in bytes.

```c
ulong Size()
```

**Return Value**

file size in bytes. If there is no file assigned, it returns ULONG_MAX.
Tell

Gets the current file pointer's position.

```c
ulong Tell()
```

**Return Value**

the current file position. If there no file assigned, it returns ULONG_MAX.
Seek

Sets file pointer's position.

```c
void Seek(
    long   offset,  // offset
    ENUM_FILE_POSITION origin  // origin
)
```

Parameters

offset

[in] File offset in bytes (can be negative).

origin


Return Value

true - successful, false - cannot change the file pointer.
Flush

Flushes all of the file input/output buffer data on disk.

```c
void Flush()
```
IsEnding

Checks file for end during the file read operations.

```cpp
def IsEnding()
```

Return Value

true - end of file has been achieved during read or seek operation.
**IsLineEnding**

Checks a text file for end during the file read operations.

```c
bool IsLineEnding()
```

**Return Value**

- `true` - end of line has been achieved during a txt or csv file read operation (CR-LF chars).

FolderCreate

Creates new folder.

```csharp
bool FolderCreate(
    const string folder_name  // folder name
)
```

### Parameters

- **folder_name**
  - `[in]` Name of the folder to create. It contains path to the folder relative to the folder defined by FILE_COMMON flag.

### Return Value

- `true` - successful, `false` - cannot create the folder.

### Note

The working folder is dependent on the flag that was previously set/reset using the SetCommon() method.
FolderDelete

Deletes specified folder.

```cpp
bool FolderDelete(
    const string folder_name // folder name
)
```

Parameters

`folder_name`

[in] Name of the folder to delete. It contains path to the folder relative to the folder defined by FILE_COMMON flag.

Return Value

ture - successful, false - cannot delete the folder.

Note

The working folder is dependent on the flag that was previously set/reset using the SetCommon() method.
FolderClean

Cleans specified folder.

```cpp
bool FolderClean(
    const string folder_name  // folder name
)
```

**Parameters**

- `folder_name`  
  [in] Name of the folder to clean. It contains path to the folder relative to the folder defined by FILE_COMMON flag.

**Return Value**

- true - successful, and false - cannot change the folder.

**Note**

The working folder is dependent on the flag previously set/reset by SetCommon() method.
**FileFindFirst**

 Begins file search using the specified filter.

```cpp
int FileFindFirst(
    const string filter,       // search filter
    string& file_name          // reference
)
```

**Parameters**

*filter*

[in] Search filter.

*file_name*

[OUT] The reference to the string the name of the first found file is placed into in case of success.

**Return Value**

The handle that can be used for further file search using FileFindNext, or INVALID_HANDLE if there are no files corresponding to the filter.

**Note**

The working folder is dependent on the flag previously set/reset by SetCommon() method.
FileFindNext

Continues file search started by the FileFindFirst() method.

```c
bool FileFindNext(
    int    search_handle,  // search handle
    string& file_name    // reference
);```

Parameters

- `search_handle`  
  - [in] Search handle returned by FileFindFirst() method.

- `file_name`  
  - [in] The reference to the string the name of the found file is placed into if successful.

Return Value

- true - successful, false - there are no files corresponding to the filter.
FileFindClose

Closes search handle.

```
void FileFindClose(
    int search_handle  // search handle
)
```

**Parameters**

`search_handle`

- **[in]** Search handle returned by `FileFindFirst()` method.
CFileBin

CFileBin is a class for simplified access to binary files.

Description

CFileBin class provides access to binary files.

Declaration

```cpp
class CFileBin: public CFile
```

Title

```cpp
#include <Files\FileBin.mqh>
```

Inheritance hierarchy

```
CObject
  CFile
    CFileBin
```

Class Methods by Groups

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## Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

## Methods inherited from class CFile

- Handle, FileName, Flags, SetUnicode, SetCommon, Open, Close, Delete, Size, Tell, Seek, Flush, IsEnding, IsLineEnding, Delete, IsExist, Copy, Move, FolderCreate, FolderDelete, FolderClean, FindFirst, FindNext, FindClose
Open

Opens the specified binary file and, if successful, assigns it to the class instance.

```c
int Open(
    const string file_name, // file name
    int flags // flags
)
```

Parameters

- **file_name**
  - [in] File name of the file to open.

- **flags**
  - [in] File open flags (the FILE_BIN flag is set forcibly).

Return Value

Handle of the opened file.
WriteChar

Writers char or uchar type variable to file.

```c
uint WriteChar(
    char value // value
)
```

**Parameters**

- **value**
  - [in] Variable to write.

**Return Value**

- Number of bytes written.
## WriteShort

Writes short or ushort type variable to file.

```c
uint WriteShort(
    short value  // value
)
```

### Parameters

- **value**
  - [in] Variable to write.

### Return Value

- Number of bytes written.
WriteInteger

Writes int or uint type variable to file.

```c
uint WriteInteger(
    int  value  // value
)
```

Parameters

value

[in] Variable to write.

Return Value

Number of bytes written.
**WriteLong**

Writes `long` or `ulong` type variable to file.

```cpp
uint WriteLong(
    long value // value
)
```

**Parameters**

- **value**
  
  [in] Variable to write.

**Return Value**

- Number of bytes written.
WriteFloat

 Writes float type variable to file.

```c
uint WriteFloat(
    float value   // value
)
```

**Parameters**

- `value`
  - [in] Variable to write.

**Return Value**

- Number of bytes written.
WriteDouble

Writes double type variable to file.

```c
uint WriteDouble(
    double value  // value
)
```

Parameters

value

[in] Variable to write.

Return Value

Number of bytes written.
**WriteString**

**WriteString** writes string type variable to file.

```c
uint WriteString(
    const string value  // value
)
```

**Parameters**

- `value`
  - [in] String to write.

**Return Value**

- Number of bytes written.

**WriteString**

**WriteString** writes string type variable to file.

```c
uint WriteString(
    const string value,  // value
    int size             // size
)
```

**Parameters**

- `value`
  - [in] String to write.
- `size`
  - [in] Number of bytes to write.

**Return Value**

- Number of bytes written.
WriteCharArray

Writes an array of char or uchar type variables to file.

```c
uint WriteCharArray(
    char& array[],    // array
    int start_item=0,  // start element
    int items_count=-1 // number of elements
)
```

Parameters

- `array[]`
  - [in] Array to write.
- `start_item=0`
  - [in] Start element to write from.
- `items_count=-1`
  - [in] Number of elements to write (-1 - whole array).

Return Value

Number of bytes written.
WriteShortArray

Writes an array of short or ushort type variables to file.

```cpp
uint WriteShortArray(
    short& array[],   // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

Parameters

- `array[]`
  - [in] Array to write.
- `start_item=0`
  - [in] Start element to write from.
- `items_count=-1`
  - [in] Number of elements to write (-1 - whole array).

Return Value

Number of bytes written.
WriteIntegerArray

Writes an array of int or uint type variables to file.

```c
uint WriteIntegerArray(
    int& array[], // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

**Parameters**

- `array[]`
  - [in] Array to write.

- `start_item=0`
  - [in] Start element to write from.

- `items_count=-1`
  - [in] Number of elements to write (-1 - whole array).

**Return Value**

Number of bytes written.
WriteLongArray

Writes an array of long or ulong type variables to file.

```c
uint WriteLongArray(
    long& array[],          // array
    int start_item=0,        // start element
    int items_count=-1       // number of elements
)
```

Parameters

- `array[]`
  - [in] Array to write.

- `start_item=0`
  - [in] Start element to write from.

- `items_count=-1`
  - [in] Number of elements to write (-1 - whole array).

Return Value

- Number of bytes written.
**WriteFloatArray**

Writes an array of float type variables to file.

```c
uint WriteFloatArray(
    float& array[], // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

**Parameters**

- `array[]`
  - [in] Array to write.
- `start_item=0`
  - [in] Start element to write from.
- `items_count=-1`
  - [in] Number of elements to write (-1 - whole array).

**Return Value**

Number of bytes written.
**WriteDoubleArray**

Writes an array of double type variables to file.

```c
uint WriteDoubleArray(
    double& array[], // array to write
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

**Parameters**

- `array[]`
  - [in] Array to write.
- `start_item=0`
  - [in] Start element to write from.
- `items_count=-1`
  - [in] Number of elements to write (-1 - whole array).

**Return Value**

Number of bytes written.
WriteObject

Writes data of the CObject class inheritor instance to file.

```cpp
bool WriteObject(
    CObject* object  // reference to the object
)
```

Parameters

`object`

[in] Reference to the CObject class inheritor instance to write.

Return Value

true - successful, false - cannot write the data.
ReadChar

Reads char or uchar type variable from file.

bool ReadChar(
    char& value // flag value
)

Parameters

value
    [in] Reference to the variable for placing read data.

Return Value

true - successful, false - cannot read the data.
ReadShort

Reads short or ushort type variable from file.

```c
bool ReadShort(
    short& value
)
```

**Parameters**

- `value`  
  [in] Reference to the variable for placing read data.

**Return Value**

- true - successful, false - cannot read the data.
ReadInteger

Reads int or uint type variable from file.

```cpp
bool ReadInteger(
    int& value // variable
)
```

Parameters

value

[in] Reference to the variable for placing read data.

Return Value

true - successful, false - cannot read the data.
ReadLong

Reads long or ulong type variable from file.

```cpp
bool ReadLong(
    long& value
)
```

**Parameters**

- `value`
  
  [in] Reference to the variable for placing read data.

**Return Value**

- true - successful, false - cannot read the data.
ReadFloat

Reads float type variable from file.

```cpp
bool ReadFloat(
    float& value  // variable
)
```

**Parameters**

value

[in] Reference to the variable for placing read data.

**Return Value**

true - successful, false - cannot read the data.
ReadDouble

Reads double type variable from file.

```cpp
bool ReadDouble(
    double& value
)
```

Parameters

value

[in] Reference to the variable for placing read data.

Return Value

true - successful, false - cannot read the data.
ReadString

Reads string type variable from file.

```cpp
bool ReadString(
    string& value  // string
)
```

**Parameters**

`value`

[in] Reference to the variable for placing read data.

**Return Value**

true - successful, false - cannot read the data.

ReadString

Reads string type variable from file.

```cpp
bool ReadString(
    string& value
)
```

**Parameters**

`value`

[in] Reference to the variable for placing read data.

**Return Value**

true - successful, false - cannot read the data.
ReadCharArray

Reads an array of char or uchar type variables from file.

```cpp
bool ReadCharArray(
    char& array[], // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

**Parameters**

- `array[]`  
  `[in]` Reference to the variable for placing read data.

- `start_item=0`  
  `[in]` Start element to read from.

- `items_count=-1`  
  `[in]` Number of elements to read (-1 - read to the end of file).

**Return Value**

- `true` - successful, `false` - cannot read the data.
ReadShortArray

Reads an array of short or ushort type variables from file.

```cpp
bool ReadShortArray(
    short& array[], // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

**Parameters**

- `array[]`
  - [in] Reference to the variable for placing read data.

- `start_item=0`
  - [in] Start element to read from.

- `items_count=-1`
  - [in] Number of elements to read (-1 - read to the end of file).

**Return Value**

- true - successful, false - cannot read the data.
ReadIntegerArray

Reads an array of int or uint type variables from file.

```cpp
bool ReadIntegerArray(
    int& array[], // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

Parameters

- `array[]`  
  [in] Reference to the target array of type int or uint.

- `start_item=0`  
  [in] Start element to read from.

- `items_count=-1`  
  [in] Number of elements to read (-1 - read to the end of file).

Return Value

- true - successful, false - cannot read the data.
ReadLongArray

Reads an array of long or ulong type variables from file.

```cpp
bool ReadLongArray(
    long& array[],   // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

Parameters

- `array[]`
  - [in] Reference to the variable for placing read data.
- `start_item=0`
  - [in] Start element to read from.
- `items_count=-1`
  - [in] Number of elements to read (-1 - read to the end of file).

Return Value

- true - successful, false - cannot read the data.
ReadFloatArray

Reads an array of float type variables from file.

```cpp
bool ReadFloatArray(
    float& array[],  // array
    int start_item=0, // start element
    int items_count=-1 // number of elements
)
```

Parameters

**array[]**

[in] Reference to the variable for placing read data.

**start_item=0**

[in] Start element to read from.

**items_count=-1**

[in] Number of elements to read (-1 - read to the end of file).

Return Value

true - successful, false - cannot read the data.
**ReadDoubleArray**

Reads an array of double type variables from file.

```c
bool ReadDoubleArray(
    double& array[],  // array
    int start_item=0,  // start element
    int items_count=-1 // number of elements
)
```

**Parameters**

- `array[]`
  - [in] Reference to the variable for placing read data.

- `start_item=0`
  - [in] Start element to read from.

- `items_count=-1`
  - [in] Number of elements to read (-1 - read to the end of file).

**Return Value**

- `true` - successful, `false` - cannot read the data.
ReadObject

Reads data of the CObject class inheritor instance from file.

```cpp
bool ReadObject(
    CObject* object  // pointer
);```

Parameters

- `object` [in] Pointer to the CObject class inheritor instance to read.

Return Value

- true - successful, false - cannot read the data.
CFileTxt

CFileTxt is a class for simplified access to text files.

Description

CFileTxt class provides access to text files.

Declaration

```cpp
class CFileTxt: public CFile
```

Title

```cpp
#include <Files\FileTxt.mqh>
```

Inheritance hierarchy

```
CObject
   CFile
      CFileTxt
```

Class Methods by Groups

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Methods inherited from class CObject

```
Prev, Prev, Next, Next, Save, Load, Type, Compare
```

Methods inherited from class CFile

```
Handle, FileName, Flags, SetUnicode, SetCommon, Open, Close, Delete, Size, Tell, Seek, Flush, IsEnding, IsLineEnding, Delete, IsExist, Copy, Move, FolderCreate, FolderDelete, FolderClean, FileFindFirst, FileFindNext, FileFindClose
```
Open

Opens the specified text file and, if successful, assigns it to the class instance.

```cpp
int Open(
    const string file_name,  // file name
    int flags              // flags
)
```

Parameters

- **file_name**
  - [in] File name to open.

- **flags**
  - [in] File open flags (FILE_TXT flag is forcibly set).

Return Value

Opened file handle.
**WriteString**

Writes string type variable to file.

```c
uint WriteString(
    const string value  // string
}
```

**Parameters**

`value`

[in] String to write.

**Return Value**

Number of bytes written.
ReadString

Reads string type variable from file.

```c
string ReadString()
```

Return Value

String which has been read.
String operations

This section contains the technical details of the string operations classes and descriptions of the corresponding components of the MQL5 standard library.

The use of string operations classes will save time in developing applications processing textual data.

The MQL5 standard library (in terms of string operations) is located in the working directory of the terminal in the Include\Strings folder.

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CString

CString is a class for simplified access to the variables of string type.

Description

CString class provides simplified access to MQL5 API functions working with string variables.

Declaration

```cpp
class CString: public CObject
```

Title

```cpp
#include <Strings\String.mqh>
```

Inheritance hierarchy

- CObject
- CString

Class Methods by Groups

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- Fill
- Assign
- Append
- Insert

Compare methods

- Compare
- CompareNoCase

Perform a case insensitive string comparison

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- Left
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- Mid

Gets a substring from the left

Gets a substring from the right

Gets a substring from the middle

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</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type
Str

Gets a string.

```
string Str() const;
```

Return Value

Copy of a string.
Len

 Gets length of a string.

 ```
 uint Len() const;
 ```

 Return Value

 Length of a string.
Copy

Copies a string by reference.

```cpp
void Copy(
    string& copy  // reference
) const;
```

**Parameters**

`copy`

[in] Reference to a data string.

Copy

Copies a string to the CString class instance.

```cpp
void Copy(
    CString* copy  // pointer
) const;
```

**Parameters**

`copy`

[in] Pointer to CString class instance for data.
Fill

Fills a string with specified char.

```c
bool Fill(
    short character  // character
)
```

Parameters

`character`

[in] Character for filling a string.

Return Value

true - successful, false - cannot fill a string.
Assign

Assigns a string.

```cpp
void Assign(
    const string str // string
)
```

Parameters

- `str`
  - [in] String to assign.

Assign

Assigns a string from the CString class instance.

```cpp
void Assign(
    CString* str // pointer
)
```

Parameters

- `str`
  - [in] Pointer to the CString class instance to assign.
Append

Appends a string.

```cpp
void Append(
    const string str // string
)
```

Parameters

str

[in] String to append.

Append

Appends a string from the CString class instance.

```cpp
void Append(
    CString* string // pointer
)
```

Parameters

string

[in] Pointer to the CString class instance to append.
**Insert**

Inserts a string to the specified position.

```c
uint Insert(
    uint pos,  // position
    const string str  // string
)
```

**Parameters**

- **pos**
  - [in] Insert position.

- **str**
  - [in] String to insert.

**Return Value**

Resulted string length.

---

**Insert**

Inserts a string to the specified position from the CString class instance.

```c
uint Insert(
    uint pos,  // position
    CString* str  // pointer
)
```

**Parameters**

- **pos**
  - [in] Position to insert into.

- **str**
  - [in] Pointer to the CString class instance to insert.

**Return Value**

Resulted string length.
Compare

Compares to a string.

```
int Compare(
    const string str    // string
) const;
```

**Parameters**

*str*

[in] String to compare.

**Return Value**

0 - both strings are equal, -1 - the class string is lower than the string to compare, 1 - the class string is greater than the string to compare.

Compare

Compares to a CString class instance string.

```
int Compare(
    CString* str    // pointer
) const;
```

**Parameters**

*str*

[in] Pointer to CString class instance to compare.

**Return Value**

0 - strings are equal, -1 - the class string is lower than the string to compare, 1 - the class string is greater than the string to compare.
**CompareNoCase**

Performs a case insensitive string comparison.

```c
int CompareNoCase(
    const string str  // string
) const;
```

Parameters

str

[in] String to compare.

Return Value

0 - strings are equal, -1 - a class string is lower than a string to compare, 1 - a class string is greater than a string to compare.

**CompareNoCase**

Compares a string (case insensitive) to a CString class instance string.

```c
int CompareNoCase(
    CString* str    // pointer
) const;
```

Parameters

str

[in] Pointer to CString class instance to compare.

Return Value

0 - if strings are equal, -1 - a class string is lower than a string to compare, 1 - a class string is greater than a string to compare.
Left

Gets a substring of a specified length from the beginning of a string.

```cpp
string Left(
    uint count // length
)
```

Parameters

- `count`
  
  [in] Substring length.

Return Value

- Resulted substring.
Right

Gets a substring of a specified length from the end of a string.

```csharp
string Right(
    uint count // length
)
```

Parameters


Return Value

Resulted substring.
Mid

Gets a substring of a specified length from a specified string position.

```cpp
string Mid(
    uint pos, // position
    uint count // length
)
```

Parameters

- `pos`  
  [in] Substring position.

- `count`  
  [in] Substring length.

Return Value

- Resulted substring.
Trim

Removes all characters within a set (as well as ``,`, `\t`, `\r`, `\n`) at both ends of a string from this string.

```cpp
int Trim(
    const string targets // set
)
```

**Parameters**

*targets*  
[in] Set of characters to remove.

**Return Value**

Number of removed characters.

**Example:**

```cpp
//-- example for CString::Trim
#include <Strings\String.mqh>
//--
void OnStart()
{
    CString str;  
    //--
    str.Assign("  \t\tABCD\r\n");
    printf("Source string '%s'",str.Str());
    //--
    str.Trim("DA-DA-DA");
    printf("Result string '%s'",str.Str());
}
```
TrimLeft

Removes all characters within a set (as well as ' ',
	,

) at the beginning of a string from this string.

```
int TrimLeft(
    const string targets  // set
);
```

Parameters

- **targets**
  - [in] Set of characters to remove.

Return Value

Number of characters removed.
**TrimRight**

Removes all characters within a set (as well as `'`, `\t`, `\r`, `\n`) at the end of a string from this string.

```cpp
int TrimRight(
    const string targets // set
)
```

**Parameters**

- **targets**
  - [in] Set of characters to remove.

**Return Value**

- Number of characters removed.
Clear

Clears a string.

```cpp
bool Clear()
```

Return Value

true - successful, false - cannot clear a string.
ToUpper

Converts all string characters to uppercase.

```c
bool ToUpper()
```

Return Value

- true - successful, false - cannot convert to uppercase.
**ToLower**

Converts all string characters to lowercase.

```cpp
bool ToLower()
```

**Return Value**

- `true` - successful, `false` - cannot convert to lowercase.
Reverse

Reverses a string (initial and final characters exchange places pair-wise).

```c
void Reverse()
```
Find

Searches for the first match of a substring from a specified position.

```c
int Find(
    uint       start,   // position
    const string substring   // substring
) const;
```

**Parameters**

- **start**
  - [in] Initial position for substring search.

- **substring**
  - [in] Sample substring to search for.

**Return Value**

The index of the first match of a substring (-1 - substring is not found).
**FindRev**

Searches for the last match of a substring.

```c
int FindRev(
    const string substring // substring
) const;
```

**Parameters**

*substring*

[in] Sample substring to search for.

**Return Value**

The index of the last match of a substring (-1 - substring is not found).
**Remove**

Removes all substring matches.

```cpp
uint Remove(
    const string substring // substring
)
```

**Parameters**

substring

[in] Sample substring to search for.

**Return Value**

Number of substring removals.
Replace
Replaces all substring matches.

```c
uint Replace(
    const string substring, // substring
    const string newstring // substring
)
```

**Parameters**

*substring*

* [in] Sample substring to search for.

*newstring*

* [in] Sample substring to replace with.

**Return Value**

Number of substring replacements.
Graphic Objects

This section contains the technical details of working with classes of graphical objects and a description of the relevant components of the MQL5 Standard Library.

The use of classes of graphical objects will save time when creating custom programs (scripts, Expert Advisors).

MQL5 Standard Library (in terms of graphical objects) is located in the working directory of the terminal in the Include\ChartObjects folder.

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CChartObject

CChartObject is a base class for the classes of chart graphical objects of the Standard MQL5 library.

Description

CChartObject class provides the simplified access to MQL5 API functions for all of its descendants.

Declaration

```cpp
class CChartObject : public CObject
```

Title

```
#include <ChartObjects\ChartObject.mqh>
```

Inheritance hierarchy

- **CObject**
- CChartObject

Direct descendants

- CChartObjectArrow
- CChartObjectBitmap
- CChartObjectBmpLabel
- CChartObjectCycles
- CChartObjectElliottWave3
- CChartObjectEllipse
- CChartObjectFiboArc
- CChartObjectFiboFan
- CChartObjectFiboTimes
- CChartObjectHLine
- CChartObjectRectangle
- CChartObjectSubChart
- CChartObjectText
- CChartObjectTrend
- CChartObjectTriangle
- CChartObjectVLine

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### Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare
ChartId

Gets the ID of the chart a graphical object belongs to.

```cpp
long ChartId() const
```

**Return Value**

ID of the chart where the graphical object is located. If there is no bound object, it returns -1.

**Example:**

```cpp
//--- example for CChartObject::ChartId
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- get chart identifier of chart object
    long chart_id = object.ChartId();
}
```
Window

Gets the index of the chart window where the graphical object is located.

```cpp
int Window() const
```

Return Value

The number of the chart window where the graphical object is located (0 - main window). If there is no bound object, it returns -1.

Example:

```cpp
//--- example for CChartObject::Window
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- get window of chart object
    int window=object.Window();
}```
**Name (Get Method)**

Gets the name of the graphical object.

```cpp
string Name() const
```

**Return Value**

Name of the graphical object attached to an instance of the class. If there is no attached object, it returns NULL.

**Name (Set Method)**

Sets the name of the graphical object.

```cpp
bool Name(
    string name // new name
)
```

**Parameters**

`name`

[in] The new name of the graphical object.

**Return Value**

true - success, false - cannot change the name.

**Example:**

```cpp
//--- example for CChartObject::Name
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- get name of chart object
    string object_name=object.Name();
    if(object_name!="MyChartObject")
    {
        //--- set name of chart object
        object.Name("MyChartObject");
    }
}
```
**NumPoints**

Gets the number of anchor points of a graphical object.

```cpp
int NumPoints() const
```

**Return Value**

Number of points linking a graphical object attached to an instance of the class. If there is no attached object, it returns 0.

**Example:**

```cpp
//--- example for CChartObject::NumPoints
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- get points count of chart object
    int points=object.NumPoints();
}
```
## Attach

Attaches a graphical object to an instance of the class.

```cpp
bool Attach(
    long chart_id, // chart ID
    string name,   // name of the object
    int window,    // chart window
    int points     // number of points
)
```

### Parameters

- `chart_id`  
  [out] Chart identifier.

- `name`  
  [in] Name of the graphical object.

- `window`  
  [in] Chart window number (0 - main window).

- `points`  
  [in] Number of anchor points of the graphical object.

### Return Value

- `true` - success, `false` - cannot bind the object.

### Example:

```cpp
//--- example for CChartObject::Attach
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- attach chart object
    if (!object.Attach(ChartID(), "MyObject", 0, 2))
    {
        printf("Object attach error");
        return;
    }
}
```
## SetPoint

Sets new coordinates of the specified anchor point of the graphical object.

```cpp
bool SetPoint(
    int    point,  // point number
    datetime new_time,  // time coordinate
    double new_price  // price coordinate
)
```

### Parameters

- **point**
  - [in] Number of the graphical object anchor point.

- **new_time**
  - [in] New value for the time coordinate of the specified anchor point.

- **new_price**
  - [in] New value for price coordinate of the specified anchor point.

### Return Value

- true - success, false - cannot change coordinates of the point.

### Example:

```cpp
//--- example for CChartObject::SetPoint
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    double price;
    //--
    if(object.NumPoints()>0)
    {
        //--- set point of chart object
        object.SetPoint(0,CurrTime(),price);
    }
}
```
Delete

Removes an attached graphical object from the chart.

```cpp
bool Delete()
```

Return Value

true - success, false - cannot remove the object.

Example:

```cpp
//--- example for CChartObject::Delete
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- detach chart object
    if(!object.Delete())
    {
        printf("Object delete error");
        return;
    }
}
```
**Detach**

Detaches the graphical object.

```cpp
void Detach()
```

**Return Value**

None.

**Example:**

```cpp
//--- example for CChartObject::Detach
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- detach chart object
    object.Detach();
}
```
**ShiftObject**

Shifts a graphical object.

```cpp
bool ShiftObject(
    datetime d_time, // increment of time coordinate
    double d_price   // increment of price coordinate
)
```

**Parameters**

- **d_time**
  - [in] Increment of the time coordinate of all anchor points.

- **d_price**
  - [in] Increment of the price coordinate of all anchor points.

**Return Value**

true - success, false - cannot shift the object.

**Example:**

```cpp
//--- example for CChartObject::ShiftObject
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    datetime d_time;
    double   d_price;
    //--- shift chart object
    object.ShiftObject(d_time, d_price);
}
```
**ShiftPoint**

Shifts a specified anchor point of the graphical object.

```cpp
bool ShiftPoint(
    int point,  // point number
    datetime d_time,  // increment of time coordinate
    double d_price  // increment of price coordinate
)
```

**Parameters**

- `point`
  
  [in] Number of a graphical object anchor point.

- `d_time`
  
  [in] Increment of the time coordinate of the specified point.

- `d_price`
  
  [in] Increment of the price coordinate of the specified point.

**Return Value**

- true - success, false - cannot shift the point.

**Example:**

```cpp
//--- example for CChartObject::ShiftPoint
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    datetime d_time;
    double d_price;
    //---
    if(object.NumPoints()>0)
    {
        //--- shift point of chart object
        object.ShiftPoint(0,d_time,d_price);
    }
}
```
**Time (Get Method)**

Gets the time coordinate of the specified anchor point of a graphical object.

```cpp
datetime Time(
    int point  // point number
) const
```

**Parameters**

- `point`  
  [in] Number of a graphical object anchor point.

**Return Value**

Time coordinate of the specified anchor point of the graphical object attached to an instance of the class. If there is no attached object or the object does not have this point, it returns 0.

**Time (Set Method)**

Sets the time coordinate of the specified anchor point of a graphical object.

```cpp
bool Time(
    int point,  // point number
    datetime new_time  // time
)
```

**Parameters**

- `point`  
  [in] Number of a graphical object anchor point.

- `new_time`  
  [in] New value for the time coordinate of the specified graphical object anchor point.

**Return Value**

- true - success, false - cannot change the time coordinate.

**Example:**

```cpp
//--- example for CChartObject::Time
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //---
    for(int i=0;i<object.NumPoints();i++)
    {
        //--- get time of the chart object point
        datetime point_time=object.Time(i);
        if(point_time==0)
```
{  
    //--- set time of the chart object point  
    object.Time(i, TimeCurrent());  
}  
}
Price (Get Method)

Gets the price coordinate of the specified anchor point of a graphical object.

```cpp
double Price(
    int point // point number
) const
```

**Parameters**

- `point`
  - [in] Number of a graphical object anchor point.

**Return Value**

Price coordinate of the specified anchor point of the graphical object attached to an instance of the class. If there is no attached object or the object does not have this point, it returns `EMPTY_VALUE`.

Price (Set Method)

Sets the price coordinate of the specified anchor point of a graphical object.

```cpp
bool Price(
    int point,       // point number
    double new_price // price
)
```

**Parameters**

- `point`
  - [in] Number of a graphical object anchor point.
- `new_price`
  - [in] New value for the price coordinate of the specified graphical object anchor point.

**Return Value**

- `true` - success, `false` - cannot change the price coordinate.

**Example:**

```cpp
//--- example for CChartObject::Price
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    double price;
    //--
    for(int i=0;i<object.NumPoints();i++)
    {
        //--- get price of the chart object point
        double point_price=object.Price(i);
    }
```
if(point_price!=price)
{
    //--- set price for the chart object point
    object.Price(i,price);
}
}
**Color (Get Method)**

Gets the line color of the graphical object.

```cpp
color  Color() const
```

**Return Value**

Line color of the graphical object attached to the class instance. If there is no object attached, it returns CLR_NONE.

**Color (Set Method)**

Sets the line color of the graphical object.

```cpp
bool  Color(
    color  new_color  // new color
)
```

**Parameters**

`new_color`

[in] New value of a graphical object line color.

**Return Value**

true - success, false - cannot change the color.

**Example:**

```cpp
//--- example for CChartObject::Color
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- get color of chart object
    color  object_color=object.Color();
    if(object_color!=clrRed)
    {
        //--- set color of chart object
        object.Color(clrRed);
    }
}
```
Style (Get Method)

Gets the line style of the graphical object.

```cpp
enum ENUM_LINE_STYLE

RETURN_VALUE Style() const;
```

**Return Value**

Line style of the graphical object attached to the class instance. If there is no attached object, it returns **WRONG_VALUE**.

Style (Set Method)

Sets the line style of the graphical object.

```cpp
bool Style(
    ENUM_LINE_STYLE new_style // style
);
```

**Parameters**

`new_style`

[in] New value of the graphical object line style.

**Return Value**

true - success, false - cannot change the style.

**Example:**

```cpp
///--- example for CChartObject::Style
#include <ChartObjects\ChartObject.mqh>
///---
void OnStart()
{
    CChartObject object;
    ///--- get style of chart object
    ENUM_LINE_STYLE style=object.Style();
    if(style!=STYLE_SOLID)
    {
        //--- set style of chart object
        object.Style(STYLE_SOLID);
    }
}
```
**Width (Get Method)**

Gets the line width of the graphical object.

```cpp
int Width() const
```

**Return Value**

The line width of the graphical object attached to an instance of the class. If there is no attached object, it returns -1.

**Width (Set Method)**

Sets the line width of the graphical object.

```cpp
bool Width(int new_width) // thickness
```

**Parameters**

- `new_width`
  - [in] New value of the graphical object line width.

**Return Value**

true - success, false - cannot change the width.

**Example:**

```cpp
//--- example for CChartObject::Width
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- get width of chart object
    int width=object.Width();
    if(width!=1)
    {
        //--- set width of chart object
        object.Width(1);
    }
}
```
Background (Get Method)

Gets the flag for drawing a graphical object on the background.

```cpp
bool Background() const
```

Return Value

Flag for drawing the graphical object, attached to an instance of the class, on the background. If there is no attached object, returns false.

Background (Set Method)

Sets the flag for drawing a graphical object on the background.

```cpp
bool Background( bool background // value of the flag )
```

Parameters

`background`

[in] New value of the flag for drawing a graphical object on the background.

Return Value

true - success, false - cannot change the flag.

Example:

```cpp
//--- example for CChartObject::Background
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- get background flag of chart object
    bool background_flag=object.Background();
    if (!background_flag)
    {
        //--- set background flag of chart object
        object.Background(true);
    }
}
```
**Selected (Get Method)**

Gets the flag indicating that a graphical object is selected. In other words - if the graphical object is selected or not.

```cpp
bool Selected() const
```

**Return Value**

The state that the object, attached to an instance of the class, is selected. If there is no attached object, returns false.

**Selected (Set Method)**

Sets the flag indicating that the graphical object is selected.

```cpp
bool Selected(bool selected) // value of the flag
```

**Parameters**

*selected*

[in] New value of the flag indicating that a graphical object is selected.

**Return Value**

true - success, false - cannot change the flag.

**Example:**

```cpp
//--- example for CChartObject::Selected
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- get the "selected" flag of chart object
    bool selected_flag=object.Selected();
    if(selected_flag)
    {
        //--- set the "selected" flag of chart object
        object.Selected(false);
    }
}
```
Selectable (Get Method)

Gets the flag indicating an ability of a graphical object to be selected. In other words - if the graphical object can be selected or not.

```cpp
bool Selectable() const
```

**Return Value**

Flag indicating the ability of the graphical object, attached to an instance of the class, to be selected. If there is no attached object, returns false.

Selectable (Set Method)

Sets the flag indicating the ability of a graphical object to be selected.

```cpp
bool Selectable(
    bool selectable // value of the flag
)
```

**Parameters**

`selectable`

[in] New value of the flag indicating an ability of a graphical object to be selected.

**Return Value**

true - success, false - cannot change the flag.

**Example:**

```cpp
//--- example for CChartObject::Selectable
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- get the "selectable" flag of chart object
    bool selectable_flag=object.Selectable();
    if(selectable_flag)
    {
        //--- set the "selectable" flag of chart object
        object.Selectable(false);
    }
}
```
Description (Get Method)

Gets a description (text) of a graphical object.

```cpp
string Description() const
```

Return Value

Description (text) of the graphical object attached to an instance of the class. If there is no attached object, it returns NULL.

Description (Set Method)

Sets the description (text) of the graphical object.

```cpp
bool Description(string text) // text
```

Parameters

text

[in] New description (text) of a graphical object.

Return Value

true - success, false - cannot change the description (text).

Example:

```cpp
//--- example for CChartObject::Description
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- get description of chart object
    string description=object.Description();
    if(description=="")
    {
        //--- set description of chart object
        object.Description("MyObject");
    }
}
```
Tooltip (Get Method)

Gets the tooltip text of a graphical object.

```cpp
string Tooltip() const
```

**Return Value**

The text of a tooltip of the graphical object attached to an instance of the class. If there is no attached object, it returns NULL.

Tooltip (Set Method)

Sets the text of the tooltip of a graphical object.

```cpp
bool Tooltip(
    string new_tooltip // new text of a tooltip
)
```

**Parameters**

`new_tooltip`


**Return Value**

true - success, false - cannot change the tooltip.

**Note:**

If the property is not set, then the tooltip generated automatically by the terminal is shown. A tooltip can be disabled by setting the \"\n\" (line feed) value.
**Timeframes (Get Method)**

Gets visibility flags of a graphical object.

```cpp
int Timeframes() const
```

**Return Value**

Visibility flags of the graphical object attached to an instance of the class. If there is no attached object, it returns 0.

**Timeframes (Set Method)**

Sets visibility flags of a graphical object.

```cpp
bool Timeframes(
    int new_timeframes // visibility flags
)
```

**Parameters**

`new_timeframes`

[in] New visibility flags of the graphical object.

**Return Value**

true - success, false - cannot change the flags of visibility.

**Example:**

```cpp
//--- example for CChartObject::Timeframes
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- get timeframes of chart object
    int timeframes=object.Timeframes();
    if(!(timeframes&OBJ_PERIOD_H1))
    {
        //--- set timeframes of chart object
        object.Timeframes(timeframes|OBJ_PERIOD_H1);
    }
}
```
**Z_Order (Get Method)**

Gets the graphical object priority for receiving an event of mouse clicking on a chart (CHARTEVENT_CLICK).

```c
long Z_Order() const
```

**Return Value**

Priority of a graphical object, attached to the class instance. If there is no object attached, it returns 0.

**Z_Order (Set Method)**

Sets the graphical object priority for receiving an event of mouse clicking on a chart (CHARTEVENT_CLICK).

```c
bool Z_Order(
    long value // graphical object priority
)
```

**Parameters**

value

[in] New value of priority of a graphical object for receiving the event CHARTEVENT_CLICK.

**Return Value**

true - success, false - cannot change the priority.

**Note**

Z_Order property manages a priority when handling clicks on graphical objects. By setting the value greater than 0 (default value), you can increase the object priority when handling mouse clicks.
CreateTime

Gets the graphical object creation time.

```cpp
datetime CreateTime() const
```

Return Value

Creation time of the graphical object attached to the instance of the class. If there is no attached object, it returns 0.

Example:

```cpp
#include <ChartObjects\ChartObject.mqh>

void OnStart()
{
    CChartObject object;
    //--- get create time of chart object
    datetime create_time=object.CreateTime();
}
```
LevelsCount (Get Method)

Gets the number of levels of a graphical object.

```cpp
int LevelsCount() const
```

Return Value

Number of levels of the graphical object attached to an instance of the class. If there is no attached object, it returns 0.

LevelsCount (Set Method)

Sets the number of levels of the graphical object.

```cpp
bool LevelsCount(
    int levels // number of levels
)
```

Parameters

levels

[in] The new number of levels of the graphical object.

Return Value

true - success, false - cannot change the number of levels.

Example:

```cpp
//--- example for CChartObject::LevelsCount
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- get levels count of chart object
    int levels_count=object.LevelsCount();
    //--- set levels count of chart object
    object.LevelsCount(levels_count+1);
}
```
**LevelColor (Get Method)**

Gets the line color of the specified level of a graphical object.

```cpp
color LevelColor(int level) const
```

**Parameters**

- **level**
  
  [in] Number of graphical object level.

**Return Value**

Line color of the specified level of the graphical object attached to the instance of the class. If there is no attached object or the object does not have the specified level, it returns CLR_NONE.

**LevelColor (Set Method)**

Sets the line color of the specified level of the graphical object.

```cpp
bool LevelColor(int level, color new_color)
```

**Parameters**

- **level**
  
  [in] Number of graphical object level.

- **new_color**
  
  [in] New line color of the specified level of a graphical object.

**Return Value**

- true - success, false - cannot change the color.

**Example:**

```
//--- example for CChartObject::LevelColor
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //---
    for(int i=0;i<object.LevelsCount();i++)
    {
        //--- get level color of chart object
        color level_color=object.LevelColor(i);
        if(level_color!=clrRed)
```

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```c
{
    //--- set level color of chart object
    object.LevelColor(i, clrRed);
}
```
**LevelStyle (Get Method)**

Gets the line style of the specified level of a graphical object.

```cpp
ENUM_LINE_STYLE LevelStyle(
    int level // level number
) const
```

**Parameters**

- **level**
  - [in] Number of graphical object level.

**Return Value**

- Line style of the specified level of the graphical object attached to an instance of the class. If there is no attached object or the object does not have the specified level, it returns WRONG_VALUE.

**LevelStyle (Set Method)**

Sets the line style of the specified level of the graphic object.

```cpp
int LevelStyle(
    int level, // level number
    ENUM_LINE_STYLE style // line style
)
```

**Parameters**

- **level**
  - [in] Number of graphical object level.

- **style**
  - [in] New line style of the specified level of a graphical object.

**Return Value**

- true - success, false - cannot change the style.

**Example:**

```cpp
//--- example for CChartObject::LevelStyle
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //---
    for(int i=0;i<object.LevelsCount();i++)
    {
        //--- get level style of chart object
        ENUM_LINE_STYLE level_style=object.LevelStyle(i);
        if(level_style!=STYLE_SOLID)
```
{  
    //--- set level style of chart object
    object.LevelStyle(i, STYLE_SOLID);
    
    }
}
LevelWidth (Get Method)

Gets the line width of the specified level of a graphical object.

```cpp
int LevelWidth(
    int level // level number
) const
```

**Parameters**

- `level`
  - [in] Number of graphical object level.

**Return Value**

Line width of the specified level of the graphical object attached to the instance of the class. If there is no attached object or the object does not have the specified level, it returns -1.

LevelWidth (Set Method)

Sets the line width of the specified level of the graphical object.

```cpp
bool LevelWidth(
    int level, // level number
    int new_width // new width
)
```

**Parameters**

- `level`
  - [in] Number of graphical object level.
- `new_width`
  - [in] New line width of the specified level of a graphical object.

**Return Value**

- `true` - success, `false` - cannot change the width.

**Example:**

```cpp
//--- example for CChartObject::LevelWidth
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--
    for(int i=0;i<object.LevelsCount();i++)
    {
        //--- get level width of chart object
        int level_width=object.LevelWidth(i);
        if(level_width!=1)
```
{  //--- set level width of chart object  
  object.LevelWidth(i, 1);  
}
**LevelValue (Get Method)**

Gets the value of the specified level of a graphical object.

```cpp
double LevelValue(const int level) // level number
```

**Parameters**

- **level**
  - [in] Number of a graphical object level.

**Return Value**

The value of the specified level of a graphical object that is bound to an instance of the class. If there is no bound object or the object has no level specified, returns `EMPTY_VALUE`.

---

**LevelValue (Set Method)**

Sets the value of the specified level of the graphical object.

```cpp
bool LevelValue(int level, double new_value) // level number, new value
```

**Parameters**

- **level**
  - [in] Number of a graphical object level.
- **new_value**
  - [in] New value of the specified level of a graphical object.

**Return Value**

`true` - successful, `false` - cannot change the value.

---

**Example:**

```cpp
//--- example for CChartObject::LevelValue
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //---
    for(int i=0;i<object.LevelsCount();i++)
    {
        //--- get level value of chart object
        double level_value=object.LevelValue(i);
        if(level_value!=0.1*i)
```
```plaintext
{
    //--- set level value of chart object
    object.LevelValue(i, 0.1*i);
}
```
**LevelDescription (Get Method)**

Gets a description (text) of the level of a graphical object.

```cpp
string LevelDescription(
    int level       // level number
) const
```

**Parameters**

- **level**
  - [in] Number of a graphical object level.

**Return Value**

Description (text) of the specified level of a graphical object that is bound to an instance of the class. Returns NULL if there is no bound object or the object has no specified level.

**LevelDescription (Set Method)**

Sets the description (text) of the specified graphical object level.

```cpp
bool LevelDescription(
    int level,     // level number
    string text     // text
)
```

**Parameters**

- **level**
  - [in] Number of a graphical object level.
- **text**
  - [in] New value of description (text) of the specified graphical object level.

**Return Value**

- **true** - success, **false** - cannot change the description (text).

**Example:**

```cpp
//--- example for CChartObject::LevelDescription
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--
    for(int i=0;i<object.LevelsCount();i++)
    {
        //-- get level description of chart object
        string level_description=object.LevelDescription(i);
        if(level_description=="")
```

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{  
   //--- set level description of chart object
   object.LevelDescription(i,"Level_"+IntegerToString(i));
}
}
GetInteger

Provides simplified access to the functions of API MQL5 `ObjectGetInteger()` to receive values of integer properties (of bool, char, uchar, short, ushort, int, uint, long, ulong, datetime, color types) of a graphical object bound to a class instance. There are two versions of the function call:

Getting a property value without checking the correctness

```cpp
long GetInteger(
    ENUM_OBJECT_PROPERTY_INTEGER prop_id,  // integer property ID
    int modifier=-1  // modifier
) const
```

**Parameters**

- `prop_id`  
  [in] ID of the graphical object double property.

- `modifier=-1`  
  [in] Modifier (index) of a double property.

**Return Value**

Value of an integer property - success, 0 - cannot receive an integer property.

Getting a property value verifying the correctness of the operation

```cpp
bool GetInteger(
    ENUM_OBJECT_PROPERTY_INTEGER prop_id,  // integer property ID
    int modifier,  // modifier
    long& value    // link to a variable
) const
```

**Parameters**

- `prop_id`  
  [in] ID of a graphical object integer property.

- `modifier`  
  [in] Modifier (index) of an integer property.

- `value`  
  [out] Link to a variable to place an integer property value.

**Return Value**

true - success, false - cannot get an integer property.

**Example:**

```cpp
//--- example for CChartObject::GetInteger
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
```
```c
{
    CChartObject object;
    //--- get color of chart object by easy method
    printf("Objects color is %s", ColorToString(object.GetInteger(OBJPROP_COLOR), true));
    //--- get color of chart object by classic method
    long color_value;
    if (!object.GetInteger(OBJPROP_COLOR, 0, color_value))
    {
        printf("Get integer property error %d", GetLastError());
        return;
    }
    else
    {
        printf("Objects color is %s", color_value);
    }
    for (int i = 0; i < object.LevelsCount(); i++)
    {
        //--- get levels width by easy method
        printf("Level %d width is %d", i, object.GetInteger(OBJPROP_LEVELWIDTH, i));
        //--- get levels width by classic method
        long width_value;
        if (!object.GetInteger(OBJPROP_LEVELWIDTH, i, width_value))
        {
            printf("Get integer property error %d", GetLastError());
            return;
        }
        else
        {
            printf("Level %d width is %d", i, width_value);
        }
    }
}
SetInteger

Provides simplified access to the functions of API MQL5 ObjectSetInteger() to change integer properties (of type bool, char, uchar, short, ushort, int, uint, long, ulong, datetime, color types) of a graphical object bound to class instance. There are two versions of the function call:

**Setting a property value that does not require a modifier**

```cpp
bool SetInteger(
    ENUM_OBJECT_PROPERTY_INTEGER prop_id, // integer property ID
    long value // value
)
```

**Parameters**


**Setting a property value indicating the modifier**

```cpp
bool SetInteger(
    ENUM_OBJECT_PROPERTY_INTEGER prop_id, // integer property ID
    int modifier, // modifier
    long value // value
)
```

**Parameters**

- `modifier`: [in] Modifier (index) of an integer property.

**Return Value**

- `true` - success, `false` - cannot change the integer property.

**Example:**

```cpp
#include <ChartObjects\ChartObject.mqh>

void OnStart()
{
    //--- set new color of chart object
}```
if(!object.SetInteger(OBJPROP_COLOR, clrRed))
{
    printf("Set integer property error %d", GetLastError());
    return;
}
for(int i=0;i<object.LevelsCount();i++)
{
    //--- set levels width
    if(!object.SetInteger(OBJPROP_LEVELWIDTH,i,i))
    {
        printf("Set integer property error %d", GetLastError());
        return;
    }
}
GetDouble

Provides simplified access to the functions of API MQL5 ObjectGetDouble() to receive double values (of float and double types) of a graphical object bound to a class instance. There are two versions of the function call:

Getting a property value without checking the correctness

```cpp
double GetDouble(
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id, // integer property ID
    int modifier=-1 // modifier
) const
```

**Parameters**

- `prop_id`
  - [in] ID of the graphical object double property.
- `modifier`
  - [in] Modifier (index) of a double property.

**Return Value**

Value of a double property - success, **EMPTY_VALUE** - cannot receive a double property.

Getting a property value in verifying the correctness of such treatment

```cpp
bool GetDouble(
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id, // double property ID
    int modifier, // modifier
    double& value // link to a variable
) const
```

**Parameters**

- `prop_id`
  - [in] ID of a graphical object double property.
- `modifier`
  - [in] Modifier (index) of a double property.
- `value`
  - [out] Link to a variable to place a double property value.

**Return Value**

true - success, false - cannot get a double property.

**Example:**

```cpp```
```cpp
//--- example for CChartObject::GetDouble
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
```
```cpp```
```cpp
{  
    CChartObject object;  
    //---  
    for(int i=0;i<object.LevelsCount();i++)  
    {  
        //--- get levels value by easy method  
        printf("Level %d value=%f",i,object.GetDouble(OBJPROP_LEVELVALUE,i));  
        //--- get levels value by classic method  
        double value;  
        if(!object.SetDouble(OBJPROP_LEVELVALUE,i,value))  
        {  
            printf("Get double property error %d",GetLastError());  
            return;  
        }  
        else  
            printf("Level %d value=%f",i,value);  
    }  
}
```
SetDouble

Provides simplified access to the functions of API MQL5 ObjectSetDouble() to change double properties (of float and double types) of a graphical object bound to a class instance. There are two versions of a function call:

Setting a property value that does not require a modifier

```cpp
bool SetDouble(
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id,  // double property ID
    double value                           // value
)
```

Parameters

- `value` [in] New value of a changed double property.

Setting a property value indicating the modifier

```cpp
bool SetDouble(
    ENUM_OBJECT_PROPERTY_DOUBLE prop_id,  // double property ID
    int modifier,                          // modifier
    double value                           // value
)
```

Parameters

- `modifier` [in] Modifier (index) of a double property.
- `value` [in] New value of a changed double property.

Return Value

- true - success, false - cannot change the double feature.

Example:

```cpp
//--- example for CChartObject::SetDouble
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //---
```
for(int i=0;i<object.LevelsCount();i++)
{
    //--- set level value of chart object
    if(!object.SetDouble(OBJPROP_LEVELVALUE, i, 0.1*i))
    {
        printf("Set double property error %d", GetLastError());
        return;
    }
}
**GetString**

Provides simplified access to the functions of API MQL5 `ObjectGetString()` for string property values of a graphical object bound to a class instance. There are two versions of a function call:

### Getting a property value without checking the correctness

```c
string GetString(
    ENUM_OBJECT_PROPERTY_STRING prop_id,       // string property ID
    int modifier=-1                               // modifier
) const
```

**Parameters**

- `prop_id` ([in]) ID of graphical object string property.
- `modifier` ([in]) Modifier (index) of a string property.

**Return Value**

- Value of a string property - success, "" - cannot receive a string property.

### Getting a property value verifying the correctness of such treatment

```c
bool GetString(
    ENUM_OBJECT_PROPERTY_STRING prop_id,       // string property ID
    int modifier,                               // modifier
    string& value                               // link to a variable
) const
```

**Parameters**

- `prop_id` ([in]) ID of graphical object string property.
- `modifier` ([in]) Modifier (index) of a string property.
- `value` ([out]) Link to a variable to place a string property value.

**Return Value**

- `true` - successful, `false` - cannot get a string property.

**Example:**

```c
//--- example for CChartObject::GetString
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
```

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CChartObject object;
string value;

//--- get name of chart object by easy method
printf("Object name is '%s'",object.GetString(OBJPROP_NAME));

//--- get name of chart object by classic method
if(!object.GetString(OBJPROP_NAME,0,value))
{
    printf("Get string property error %d",GetLastError());
    return;
}
else
    printf("Object name is '%s'",value);

for(int i=0;i<object.LevelsCount();i++)
{
    //--- get levels description by easy method
    printf("Level %d description is '%s'",i,object.GetString(OBJPROP_LEVELTEXT,i));
    //--- get levels description by classic method
    if(!object.GetString(OBJPROP_LEVELTEXT,i,value))
    {
        printf("Get string property error %d",GetLastError());
        return;
    }
    else
        printf("Level %d description is '%s'",i,value);
}
}
**SetString**

Provides simplified access to the functions of API MQL5 `ObjectSetString()` for changing string properties of a graphical object bound to a class instance. There are two versions of a function call:

### Setting a property value that does not require a modifier

```cpp
bool SetString(
    ENUM_OBJECT_PROPERTY_STRING prop_id, // string property ID
    string value                       // value
)
```

**Parameters**

- `prop_id`  
  - [in] ID of a graphical object string property.
- `value`  
  - [in] New value of a changed string property.

### Setting a property value indicating the modifier

```cpp
bool SetString(
    ENUM_OBJECT_PROPERTY_STRING prop_id, // string property ID
    int modifier,  // modifier
    string value   // value
)
```

**Parameters**

- `prop_id`  
  - [in] ID of a graphical object string property.
- `modifier`  
  - [in] Modifier (index) of a string property.
- `value`  
  - [in] New value of a changed string property.

**Return Value**

- true - success, false - cannot change a string property.

**Example:**

```cpp
//--- example for CChartObject::SetString
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //--- set new name of chart object
    if(!object.SetString(OBJPROP_NAME,"MyObject"))
```
{  
    printf("Set string property error %d", GetLastError());  
    return;  
}

for(int i=0;i<object.LevelsCount();i++)  
{  
    //--- set levels description  
    if(!object.SetString(OBJPROP_LEVELTEXT,i,"Level_"+IntegerToString(i)))  
    {  
        printf("Set string property error %d", GetLastError());  
        return;  
    }  
}  

**Save**

Saves parameters of the object in the file.

```cpp
virtual bool Save(
    int  file_handle  // file handle
)
```

**Parameters**

- **file_handle**
  - [in] Handle of the file previously opened using the function `FileOpen(...)`.  

**Return Value**

- true - successfully completed, false - error.

**Example:**

```cpp
//--- example for CChartObject::Save
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    int file_handle;
    CChartObject object=new CChartObject;
    //--- set object parameters
    //--- . . .
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!object.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d!",GetLastError());
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
}
```
Load

Loads the parameters of the object from the file.

```cpp
virtual bool Load(
    int file_handle  // file handle
);
```

Parameters

- **file_handle**
  - [in] handle of the file previously opened using the function FileOpen (...).

Return Value

- true - successfully completed, false - error.

Example:

```cpp
//--- example for CChartObject::Load
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    int file_handle;
    CChartObject object;
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_READ|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!object.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!",GetLastError());
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
    //--- use object
    //--- . . .
}
```
Type

Gets the graphical object type ID.

```cpp
virtual int Type() const
```

Return Value

Object type ID (0x8888 for `CChartObject`).

Example:

```cpp
#include <ChartObjects\ChartObject.mqh>

void OnStart()
{
    CChartObject object;
    //--- get object type
    int type=object.Type();
}
```
**Line Objects**

A group of "Lines" graphical objects.

This section contains the technical details of working with a group of classes of "Lines" graphical objects and a description of the relevant components of the MQL5 Standard Library.

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See also

Object types, Graphic objects
CChartObjectVLine

CChartObjectVLine is a class for simplified access to "Vertical Line" graphical object properties.

Description

CChartObjectVLine class provides access to "Vertical Line" object properties.

Declaration

```cpp
class CChartObjectVLine : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsLines.mqh>
```

Inheritance hierarchy

- **CObject**
  - **CChartObject**
    - **CChartObjectVLine**

Class Methods by Groups

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Methods inherited from class **CObject**

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class **CChartObject**


See also

- **Object types**, **Graphic objects**
Create

Creates “Vertical Line” graphical object.

```c
bool Create(
    long  chart_id,   // chart identifier
    string name,     // object name
    int   window,     // chart window
    datetime time     // time coordinate
)
```

**Parameters**

- `chart_id`  
  [in] Chart identifier (0 - current chart).

- `name`  
  [in] A unique name of the object to create.

- `window`  
  [in] Chart window number (0 - main window).

- `time`  
  [in] Time coordinate of the anchor point.

**Return Value**

- true - successful, false - error.
**Type**

Returns graphical object type identifier.

```
int Type() const
```

**Return Value**

Object type identifier (OBJ_LINE for `CChartObject::VLine`).
CChartObjectHLine

CChartObjectHLine is a class for simplified access to "Horizontal Line" graphical object properties.

Description

CChartObjectHLine class provides access to "Horizontal Line" object properties.

Declaration

```cpp
class CChartObjectHLine : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsLines.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectHLine

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Tooltip, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, SetDouble, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load

See also

Object types, Graphic objects
Create

Creates "Horizontal Line" graphical object.

```c
bool Create(
    long   chart_id,  // chart identifier
    string name,    // object name
    long   window,   // chart window
    double price    // price coordinate
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **price**
  - [in] Price coordinate of the anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```
int Type() const
```

Return Value

Object type identifier (OBJ_HLINE for CChartObjectHLine).
**CChartObjectTrend**

CChartObjectTrend is a class for simplified access to "Trend Line" graphical object properties.

**Description**

CChartObjectTrend class provides access to "Trend Line" object properties.

**Declaration**

```cpp
class CChartObjectTrend : public CChartObject
```

**Title**

```
#include <ChartObjects\ChartObjects\Lines.mqh>
```

**Inheritance hierarchy**

- CObject
  - CChartObject
    - CChartObjectTrend

**Direct descendants**

- CChartObjectChannel, CChartObjectFibo, CChartObjectFiboChannel, CChartObjectFiboExpansion, CChartObjectGannFan, CChartObjectGannGrid, CChartObjectPitchfork, CChartObjectRegression, CChartObjectStdDevChannel, CChartObjectTrendByAngle

**Class Methods by Groups**

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**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Compare

**Methods inherited from class CChartObject**

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order,
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip,
Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor,
LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription,
LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble,
SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

See also

Object types, Graphic objects
Create

Creates "Trend Line" graphical object.

```cpp
bool Create(
    long chart_id,  // chart identifier
    string name,    // object name
    int window,     // chart window
    datetime time1, // 1st time coordinate
    double price1,  // 1st price coordinate
    datetime time2, // 2nd time coordinate
    double price2   // 2nd price coordinate
)
```

Parameters

- `chart_id`
  
  [in] Chart identifier (0 - current chart).

- `name`
  
  [in] A unique name of the object to create.

- `window`
  
  [in] Chart window number (0 - main window).

- `time1`
  
  [in] Time coordinate of the first anchor point.

- `price1`
  
  [in] Price coordinate of the first anchor point.

- `time2`
  
  [in] Time coordinate of the second anchor point.

- `price2`
  
  [in] Price coordinate of the second anchor point.

Return Value

- `true` - successful, `false` - error.
RayLeft (Get Method)

Gets the value of “Ray Left” property.

```cpp
bool RayLeft() const
```

Return Value

The value of “Ray Left” property assigned to the class instance. If there is no object assigned, it returns false.

RayLeft (Set Method)

Sets new flag value for the “Ray Left” property.

```cpp
bool RayLeft(
    bool ray    // flag
)
```

Parameters

`ray`


Return Value

true - successful, false - cannot change flag.
RayRight (Get Method)

Gets the value of “Ray Right” property.

```cpp
bool RayRight() const
```

Return Value

The value of “Ray Right” property, assigned to the class instance. If there is no object assigned, it returns false.

RayRight (Set Method)

Sets new flag value for the “Ray Right” property.

```cpp
bool RayRight(
    bool ray // flag
)
```

Parameters

- `ray`

Return Value

- true - successful, false - cannot change flag.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle    // file handle
)
```

**Parameters**

- `file_handle`
  
  [in] handle of a file opened previously using the `FileOpen(...)` function.

**Return Value**

- true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`
  
  [in] handle of file opened previously using the `FileOpen(...)` function.

**Return Value**

- `true` - successful, `false` - error.
### Type

Returns graphical object type identifier.

```c
int Type() const
```

**Return Value**

Object type identifier (OBJ_TREND for `CChartObjectTrend`).
CChartObjectTrendByAngle

CChartObjectTrendByAngle is a class for simplified access to "Trend Line by Angle" graphical object properties.

Description

CChartObjectTrendByAngle class provides access to "Trend Line by Angle" object properties.

Declaration

```cpp
class CChartObjectTrendByAngle : public CChartObjectTrend
```

Title

```cpp
#include <ChartObjects\ChartObjectsLines.mqh>
```

Inheritance hierarchy

```
CObject
    CChartObject
        CChartObjectTrend
            CChartObjectTrendByAngle
```

Direct descendants

```
CChartObjectGannLine
```

Class Methods by Groups

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</thead>
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</tr>
</tbody>
</table>

Properties

| Angle | Gets/sets "Angle" property |

Input/output

| virtual Type | Virtual method of identification |

Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CChartObject

```
ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription,
```
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble,
SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

RayLeft, RayLeft, RayRight, RayRight, Create, Save, Load

See also

Object types, Graphic objects
Create

Creates "Trend Line by Angle" graphical object.

```cpp
bool Create(
    long  chart_id,  // chart identifier
    string name,     // object name
    long  window,    // chart window
    datetime time1,  // 1st time coordinate
    double price1,   // 1st price coordinate
    datetime time2,  // 2nd time coordinate
    double price2    // 2nd price coordinate
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **time1**
  - [in] Time coordinate of the first anchor point.

- **price1**
  - [in] Price coordinate of the first anchor point.

- **time2**
  - [in] Time coordinate of the second anchor point.

- **price2**
  - [in] Price coordinate of the second anchor point.

Return Value

- true - successful, false - error.
**Angle (Get Method)**

Gets the value of "Angle" property.

```cpp
double Angle() const
```

Return Value

The value of "Angle" property assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

**Angle (Set Method)**

Sets new value for the "Angle" property.

```cpp
bool Angle(
    double angle // angle
)
```

Parameters

- `angle`

Return Value

- true - successful, false - cannot change the property.
Type

Returns graphical object type identifier.

```c
int Type() const
```

Return Value

Object type identifier (OBJ_TRENDBYANGLE for `CChartObjectTrendByAngle`).
CChartObjectCycles

CChartObjectCycles is a class for simplified access to "Cyclic Lines" graphical object properties.

Description

CChartObjectCycles provides access to "Cyclic Lines" object properties.

Declaration

```cpp
class CChartObjectCycles : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsLines.mqh>
```

Inheritance hierarchy

- **CObject**
  - **CChartObject**
    - CChartObjectCycles

Class Methods by Groups

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<tr>
<td></td>
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</table>

Methods inherited from class **CObject**

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class **CChartObject**

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z Order, Z Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Tooltip, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load

See also

- **Object types**, **Graphic objects**
Create

Creates "Cyclic Lines" graphical object.

```cpp
bool Create(
    long chart_id,    // chart identifier
    string name,     // object name
    long window,     // chart window
    datetime time1,  // 1st time coordinate
    double price1,   // 1st price coordinate
    datetime time2,  // 2nd time coordinate
    double price2    // 2nd price coordinate
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **time1**
  - [in] Time coordinate of the first anchor point.

- **price1**
  - [in] Price coordinate of the first anchor point.

- **time2**
  - [in] Time coordinate of the second anchor point.

- **price2**
  - [in] Price coordinate of the second anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```c
int Type() const
```

Return Value

Object type identifier (OBJ_CYCLES for `ChartObjectCycles`).
Channel Objects

A group of “Channels” graphical objects.

This section contains the technical details of working with a group of classes of “Channels” graphical objects and a description of the relevant components of the MQL5 Standard Library.

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See also

Object types, Graphic objects
CChartObjectChannel

CChartObjectChannel is a class for simplified access to "Equidistant Channel" graphical object properties.

Description

CChartObjectChannel class provides access to "Equidistant Channel" object properties.

Declaration

```cpp
class CChartObjectChannel : public CChartObjectTrend
```

Title

```
#include <ChartObjects\ChartObjectsChannels.mqh>
```

Inheritance hierarchy

```
CObject
    CChartObject
        CChartObjectTrend
            CChartObjectChannel
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
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<tbody>
<tr>
<td>Create</td>
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</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, ToolTip, ToolTip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

RayLeft, RayLeft, RayRight, RayRight, Create, Save, Load

See also
Object types, Graphic objects
Create

Creates "Equidistant Channel" graphic object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name, // object name
    int window, // chart window
    datetime time1, // time coordinate of the first anchor point
    double price1, // price coordinate of the first anchor point
    datetime time2, // time coordinate of the second anchor point
    double price2, // price coordinate of the second anchor point
    datetime time3, // time coordinate of the third anchor point
    double price3 // price coordinate of the third anchor point
)
```

Parameters

- `chart_id`
  - [in] Chart ID (0 - current chart).
- `name`
  - [in] A unique name of the object to create.
- `window`
  - [in] Chart window number (0 - main window).
- `time1`
  - [in] Time coordinate of the first anchor point.
- `price1`
  - [in] Price coordinate of the first anchor point.
- `time2`
  - [in] Time coordinate of the second anchor point.
- `price2`
  - [in] Price coordinate of the second anchor point.
- `time3`
  - [in] Time coordinate of the third anchor point.
- `price3`
  - [in] Price coordinate of the third anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```
int Type() const
```

Return Value

Object type identifier (OBJ_CHANNEL for ChartObjectChannel).
CChartObjectRegression

CChartObjectRegression is a class for simplified access to "Linear Regression Channel" graphical object properties.

Description

CChartObjectRegression class provides access to "Linear Regression Channel" object properties.

Declaration

```cpp
class CChartObjectRegression : public CChartObjectTrend
```

Title

```cpp
#include <ChartObjects\ChartObjectsChannels.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectTrend
      - CChartObjectRegression

Class Methods by Groups

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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

- RayLeft, RayLeft, RayRight, RayRight, Create, Save, Load

See also
Object types, Graphic objects
Create

Creates "Linear Regression Channel" graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,   // object name
    long window,   // chart window
    datetime time1, // first time coordinate
    datetime time2 // second time coordinate
)
```

Parameters

- `chart_id` [in] Chart identifier (0 - current chart).
- `name` [in] A unique name of the object to create.
- `window` [in] Chart window number (0 - main window).
- `time1` [in] Time coordinate of the first anchor point.
- `time2` [in] Time coordinate of the second anchor point.

Return Value

true - successful, false - error.
Type

Returns graphical object type identifier.

```c
int Type() const
```

Return Value

Object type identifier (OBJ_REGRESSION for `CChartObjectRegression`).
CChartObjectStdDevChannel

CChartObjectStdDevChannel is a class for simplified access to "Standard Deviation Channel" graphical object properties.

Description

CChartObjectStdDevChannel class provides access to "Standard Deviation Channel" object properties.

Declaration

```cpp
class CChartObjectStdDevChannel : public CChartObjectTrend
```

Title

```cpp
#include <ChartObjects\ChartObjectsChannels.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectTrend
      - CChartObjectStdDevChannel

Class Methods by Groups

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</tr>
<tr>
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</tr>
<tr>
<td>virtual Type</td>
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</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Selectable, Description, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription,
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble,
SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

RayLeft, RayLeft, RayRight, RayRight, Create

See also

Object types, Graphic objects
Create

Creates "Standard Deviation Channel" graphical object.

```c
bool Create(
  long chart_id, // chart identifier
  string name,  // object name
  int window,   // chart window
  datetime tim1, // first time coordinate
  datetime tim2, // second time coordinate
  double deviation // deviation
)
```

**Parameters**

- `chart_id`
  - [in] Chart identifier (0 - current chart).
- `name`
  - [in] A unique name of the object to create.
- `window`
  - [in] Chart window number (0 - main window).
- `tim1`
  - [in] Time coordinate of the first anchor point.
- `tim2`
  - [in] Time coordinate of the second anchor point.
- `deviation`
  - [in] Numerical value for "Deviation" property.

**Return Value**

- true - successful, false - error.
Deviation (Get Method)

Gets "Deviation" property value.

```cpp
double Deviation() const
```

**Return Value**

Value of "Deviation" property assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

Deviation (Set Method)

Sets "Deviation" property value.

```cpp
bool Deviation(
    double deviation // deviation
)
```

**Parameters**

`deviation`

[in] New value for "Deviation" property.

**Return Value**

true - successful, false - cannot change the property.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

Parameters

- `file_handle`  
  [in] handle of file opened previously using the FileOpen(...) function.

Return Value

- true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

Parameters

- `file_handle`  
  [in] handle of file opened previously using the FileOpen(...) function.

Return Value

- true - successful, false - error.
**Type**

Returns graphical object type identifier.

```c
int Type() const
```

**Return Value**

Object type identifier (OBJ_STDDEVCHANNEL for `ChartObjectStdDevChannel`).
CChartObjectPitchfork

CChartObjectPitchfork is a class for simplified access to "Andrew's Pitchfork" graphical object properties.

Description

CChartObjectPitchfork class provides access to "Andrew's Pitchfork" object properties.

Declaration

```cpp
#include <ChartObjects\ChartObjectsChannels.mqh>
```

Inheritance hierarchy

**CObject**
- **CChartObject**
  - **CChartObjectTrend**
    - **CChartObjectPitchfork**

Class Methods by Groups

<table>
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<tr>
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<th>Description</th>
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</thead>
<tbody>
<tr>
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</tr>
</tbody>
</table>

Input/output

- **virtual Type** (Virtual method of identification)

Methods inherited from class **CObject**

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class **CChartObject**

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class **CChartObjectTrend**

- RayLeft, RayLeft, RayRight, RayRight, Create, Save, Load

See also
Object types, Graphic objects
Create

Creates “Andrew's Pitchfork” graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,  // object name
    long window,  // chart window
    datetime time1, // time coordinate of the first anchor point
    double price1, // price coordinate of the first anchor point
    datetime time2, // time coordinate of the second anchor point
    double price2, // price coordinate of the second anchor point
    datetime time3, // time coordinate of the third anchor point
    double price3 // price coordinate of the third anchor point
)
```

Parameters

- `chart_id`
  - [in] Chart identifier (0 - current chart).
- `name`
  - [in] Unique name of the object to create.
- `window`
  - [in] Chart window number (0 - main window).
- `time1`
  - [in] Time coordinate of the first anchor point.
- `price1`
  - [in] Price coordinate of the first anchor point.
- `time2`
  - [in] Time coordinate of the second anchor point.
- `price2`
  - [in] Price coordinate of the second anchor point.
- `time3`
  - [in] Time coordinate of the third anchor point.
- `price3`
  - [in] Price coordinate of the third anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```
int Type() const
```

Return Value

Object type identifier (OBJ_PITCHFORK for ChartObjectPitchfork).
Gann Tools

A group “Gann Tools” graphical objects.

This section contains the technical details of working with a group of classes of “Gann Tools” graphical objects and the description of the relevant components of the MQL5 Standard Library.

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<tr>
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<td>“Gann Fan” graphical objects</td>
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<td>“Gann Grid” graphical objects</td>
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</tbody>
</table>

See also

Object types, Graphic objects
**CChartObjectGannLine**

CChartObjectGannLine is a class for simplified access to “Gann Line” graphical object properties.

**Description**

CChartObjectGannLine class provides access to “Gann Line” object properties.

**Declaration**

```cpp
class CChartObjectGannLine : public CChartObjectTrendByAngle
```

**Title**

```cpp
#include <ChartObjects\ChartObjectsGann.mqh>
```

**Inheritance hierarchy**

- `CObject`
- `CChartObject`
  - `CChartObjectTrend`
    - `CChartObjectTrendByAngle`
    - `CChartObjectGannLine`

**Class Methods by Groups**

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Methods inherited from class `CChartObject`

- `ChartId`, `Window`, `Name`, `Name`, `NumPoints`, `Attach`, `SetPoint`, `Delete`, `Detach`, `Time`, `Time`, `Price`, `Price`, `Color`, `Color`, `Style`, `Style`, `Width`, `Width`, `Background`, `Background`, `Fill`, `Fill`, `Z_Order`, `Z_Order`, `Selected`, `Selected`, `Selectable`, `Selectable`, `Description`, `Description`, `Description`, `Description`, `Tooltip`, `Tooltip`, `Tooltip`, `Timeframes`, `Timeframes`, `CreateTime`, `LevelsCount`, `LevelsCount`, `LevelColor`, `LevelColor`, `LevelStyle`, `LevelStyle`, `LevelWidth`, `LevelWidth`, `LevelValue`, `LevelValue`, `LevelDescription`,
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble,
SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

RayLeft, RayLeft, RayRight, RayRight, Create

Methods inherited from class CChartObjectTrendByAngle

Angle, Angle, Create

See also

Object types, Graphic objects
Create

Creates “Gann Line” graphical object.

```cpp
bool Create(
    long chart_id,  // chart identifier
    string name,   // object name
    int window,    // chart window
    datetime timel, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double ppb // pips per bar
)
```

Parameters

- `chart_id`  
  [in] Chart identifier (0 - current chart).

- `name`  
  [in] A unique name of the object to create.

- `window`  
  [in] Chart window number (0 - main window).

- `timel`  
  [in] Time coordinate of the first anchor point.

- `price1`  
  [in] Price coordinate of the first anchor point.

- `time2`  
  [in] Time coordinate of the second anchor point.

- `ppb`  
  [in] Pips per bar.

Return Value

- true - successful, false - error.
PipsPerBar (Get Method)

Gets the value of “Pips per bar” property.

```cpp
double PipsPerBar() const
```

Return Value

Value of “Pips per bar” property of the object assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

PipsPerBar (Set Method)

Sets new value for “Pips per bar” property.

```cpp
bool PipsPerBar double ppb // pips per bar
```

Parameters

- `ppb`
  - `[in]` New value for “Pips per bar” property.

Return Value

- `true` - successful, `false` - cannot change the property.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

Parameters

- `file_handle`
  - [in] handle of the binary file already opened using the `FileOpen(...)` function

Return Value

- true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

Parameters

- `file_handle`  
  [in] handle of the binary file already opened using the FileOpen(...) function

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Object type identifier (OBJ_GANNLINE for CChartObjectGannLine).
CChartObjectGannFan

CChartObjectGannFan is a class for simplified access to “Gann Fan” graphical object properties.

Description

CChartObjectGannFan class provides access to “Gann Fan” object properties.

Declaration

```cpp
class CChartObjectGannFan : public CChartObjectTrend
```

Title

```
#include <ChartObjects\ChartObjectsGann.mqh>
```

Inheritance hierarchy

```
CObject
   CChartObject
      CChartObjectTrend
         CChartObjectGannFan
```

Class Methods by Groups

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Input/output

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Methods inherited from class CObject

| Prev, Prev, Next, Next, Compare |

Methods inherited from class CChartObject

```
ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription,
```
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble,
SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

RayLeft, RayLeft, RayRight, RayRight, Create

See also

Object types, Graphic objects
Create

Creates “Gann Fan” graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,   // object name
    int window,    // chart window
    datetime time1, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double ppb     // pips per bar
)
```

Parameters

- `chart_id` [in] Chart identifier (0 - current chart).
- `name` [in] A unique name of the object to create.
- `window` [in] Chart window number (0 - base window).
- `time1` [in] Time coordinate of the first anchor point.
- `price1` [in] Price coordinate of the first anchor point.
- `time2` [in] Time coordinate of the second anchor point.
- `ppb` [in] Pips per bar.

Return Value

- `true` - successful, `false` - error.
PipsPerBar (Get Method)

Gets the value of “Pips per bar” property.

```cpp
double PipsPerBar() const
```

Return Value

Value of “Pips per bar” property of the object assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

PipsPerBar (Set Method)

Sets new value for “Pips per bar” property.

```cpp
bool PipsPerBar(
    double ppb // pips per bar
)
```

Parameters

`ppb`

[in] New value for “Pips per bar” property.

Return Value

true - successful, false - cannot change the property.
Downtrend (Get Method)

Gets the value of "Downtrend" flag.

```cpp
bool Downtrend() const
```

Return Value

Value of the "Downtrend" flag of the object assigned to the class instance. If there is no object assigned, it returns false.

Downtrend (Set Method)

Sets new value of "Downtrend" property.

```cpp
bool Downtrend(
    bool downtrend  // flag value
)
```

Parameters

downtrend


Return Value

true - successful, false - cannot change the flag.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`
  - [in] handle of the binary file already opened using the FileOpen(...) function.

**Return Value**

- true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`
  
  [in] handle of the binary file already opened using the FileOpen(...) function.

**Return Value**

- true - successful, false - error.
Type

Returns graphical object type identifier.

```
virtual int Type() const
```

Return Value

Object type identifier (OBJ_GANNFAN for `CChartObjectGannFan`).
CChartObjectGannGrid

CChartObjectGannGrid is a class for simplified access to "Gann Grid" graphical object properties.

Description

CChartObjectGannGrid class provides access to "Gann Grid" object properties.

Declaration

```cpp
class CChartObjectGannGrid : public CChartObjectTrend
```

Title

```cpp
#include <ChartObjects\ChartObjectsGann.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectTrend
      - CChartObjectTrend
        - CChartObjectGannGrid

Class Methods by Groups

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<td>Gets/sets &quot;Downtrend&quot; property</td>
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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription,
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

RayLeft, RayLeft, RayRight, RayRight, Create

See also

Object types, Graphic objects
## Create

Creates “Gann Grid” graphical object.

```c
bool Create(
    long chart_id, // chart identifier
    string name,   // object name
    int window,    // chart window
    datetime timel, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double ppb     // pips per bar
)
```

### Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **timel**
  - [in] Time coordinate of the first anchor point.

- **price1**
  - [in] Price coordinate of the first anchor point.

- **time2**
  - [in] Time coordinate of the second anchor point.

- **ppb**
  - [in] Pips per bar.

### Return Value

- true - successful, false - error.
PipsPerBar (Get Method)

Gets the value of “Pips per bar” property.

```cpp
double PipsPerBar() const
```

Return Value

Value of “Pips per bar” property of the object assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

PipsPerBar (Set Method)

Sets new value for “Pips per bar” property.

```cpp
bool PipsPerBar(
    double ppb // Pips per bar
)
```

Parameters

ppb

[in] New value for “Pips per bar” property.

Return Value

true - successful, false - cannot change the property.
Downtrend (Get Method)

Gets the value of "Downtrend" property.

```cpp
bool Downtrend() const
```

Return Value

Value of "Downtrend" property of the object assigned to the class instance. If there is no object assigned, it returns false.

Downtrend (Set Method)

Sets new value of "Downtrend" property.

```cpp
bool Downtrend(
    bool downtrend // flag value
);
```

Parameters

downtrend


Return Value

true - successful, false - cannot change the property.
Save

Saves object parameters to file.

```c++
virtual bool Save(
    int file_handle  // file handle
)
```

**Parameters**

- `file_handle`
  
  [in] handle of the binary file already opened using the FileOpen(...) function.

**Return Value**

- `true` - successful, `false` - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

**Parameters**

- `file_handle`
  - [in] handle of the binary file already opened using the FileOpen(...) function.

**Return Value**

- true - successful, false - error.
**Type**

Returns graphic object type identifier.

```
virtual int Type() const
```

**Return Value**

Object type identifier (OBJ_GANNGRID for CChartObjectGannGrid).
Fibonacci Tools

A group of “Fibonacci Tools” graphical objects.

This section contains the technical details of working with a group of classes of “Fibonacci Tools” graphical objects and a description of the relevant components of the MQL5 Standard Library.

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</table>

See also

Object types, Graphic objects
CChartObjectFibo

CChartObjectFibo is a class for simplified access to “Fibonacci Retracement” graphical object properties.

Description

CChartObjectFibo class provides access to “Fibonacci Retracement” object properties.

Declaration

```cpp
class CChartObjectFibo : public CChartObjectTrend
```

Title

```cpp
#include <ChartObjects\ChartObjectsFibo.mqh>
```

Inheritance hierarchy

- `CObject`
  - `CChartObject`
    - `CChartObjectTrend`
      - `CChartObjectFibo`

Class Methods by Groups

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</tbody>
</table>

Methods inherited from class `CObject`

- Prev, Prev, Next, Next, `Compare`

Methods inherited from class `CChartObject`

- `ChartId`, `Window`, `Name`, `Name`, `NumPoints`, `Attach`, `SetPoint`, `Delete`, `Detach`, `Time`, `Time`, `Price`, `Price`, `Color`, `Color`, `Style`, `Style`, `Width`, `Width`, `Background`, `Background`, `Fill`, `Fill`, `Z_Order`, `Z_Order`, `Selected`, `Selected`, `Selectable`, `Selectable`, `Description`, `Description`, `Tooltip`, `Tooltip`, `Timeframes`, `Timeframes`, `CreateTime`, `LevelsCount`, `LevelsCount`, `LevelColor`, `LevelColor`, `LevelStyle`, `LevelStyle`, `LevelWidth`, `LevelWidth`, `LevelValue`, `LevelValue`, `LevelDescription`, `LevelDescription`, `GetInteger`, `GetInteger`, `SetInteger`, `SetInteger`, `GetDouble`, `GetDouble`, `SetDouble`, `SetDouble`, `GetString`, `GetString`, `SetString`, `SetString`, `ShiftObject`, `ShiftPoint`

Methods inherited from class `CChartObjectTrend`

- `RayLeft`, `RayLeft`, `RayRight`, `RayRight`, `Create`, `Save`, `Load`

See also
Object types, Graphic objects
Create

Creates “Fibonacci Retracement” graphical object.

```c
bool Create(
    long chart_id, // chart identifier
    string name, // object name
    int window, // chart window
    datetime time1, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double price2 // second price coordinate
)
```

Parameters

- `chart_id` [in] Chart identifier (0 - current chart).
- `name` [in] A unique name of the object to create.
- `window` [in] Chart window number (0 - main window).
- `time1` [in] Time coordinate of the first anchor point.
- `price1` [in] Price coordinate of the first anchor point.
- `time2` [in] Time coordinate of the second anchor point.
- `price2` [in] Price coordinate of the second anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_FIBO for CChartObjectFibo).
CChartObjectFiboTimes

CChartObjectFiboTimes is a class for simplified access to "Fibonacci Time Zones" graphical object properties.

Description

CChartObjectFiboTimes class provides access to "Fibonacci Time Zones" object properties.

Declaration

```cpp
class CChartObjectFiboTimes : public CChartObject
```

Title

```cpp
#include <ChartObjs\ChartObjsFibo.mqh>
```

Inheritance hierarchy

- CObject
- CChartObject
- CChartObjectFiboTimes

Class Methods by Groups

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<tr>
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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load

See also

- Object types, Graphic objects
Create

Creates "Fibonacci Time Zones" graphical object.

```c
bool Create(
    long  chart_id,  // chart identifier
    string name,    // object name
    int   window,    // chart window
    datetime time1, // first time coordinate
    double price1,  // first price coordinate
    datetime time2, // second time coordinate
    double price2   // second price coordinate
)
```

Parameters

- `chart_id`  
  [in] Chart identifier (0 - current chart).
- `name`  
  [in] A unique name of the object to create.
- `window`  
  [in] Chart window number (0 - main window).
- `time1`  
  [in] Time coordinate of the first anchor point.
- `price1`  
  [in] Price coordinate of the first anchor point.
- `time2`  
  [in] Time coordinate of the second anchor point.
- `price2`  
  [in] Price coordinate of the second anchor point.

Return Value

true - successful, false - error.
Type

Returns graphical object type identifier.

```
virtual int Type() const
```

Return Value

Object type identifier (OBJ_FIBOTIMES for CChartObjectFiboTimes).
CChartObjectFiboFan

CChartObjectFiboFan is a class for simplified access to "Fibonacci Fan" graphical object properties.

Description

CChartObjectFiboFan class provides access to "Fibonacci Fan" object properties.

Declaration

```cpp
class CChartObjectFiboFan : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsFibo.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectFiboFan

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Create</th>
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</thead>
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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Description, Tooltip, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load

See also

- Object types, Graphic objects
Create

Creates “Fibonacci Fan” graphical object.

```c
bool Create(
    long  chart_id,  // chart identifier
    string name,     // object name
    int  window,     // chart window
    datetime  time1, // first time coordinate
    double  price1,  // first price coordinate
    datetime  time2, // second time coordinate
    double  price2   // second price coordinate
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **time1**
  - [in] Time coordinate of the first anchor point.

- **price1**
  - [in] Price coordinate of the first anchor point.

- **time2**
  - [in] Time coordinate of the second anchor point.

- **price2**
  - [in] Price coordinate of the second anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_FIBOFAN for CChartObjectFibFan).
**CChartObjectFiboArc**

CChartObjectFiboArc is a class for simplified access to "Fibonacci Arc" graphical object properties.

**Description**

CChartObjectFiboArc class provides access to "Fibonacci Arc" object properties.

**Declaration**

```cpp
class CChartObjectFiboArc : public CChartObject
```

**Title**

```cpp
#include <ChartObjects\ChartObjectsFibo.mqh>
```

**Inheritance hierarchy**

- `CObject`
  - `CChartObject`
    - `CChartObjectFiboArc`

**Class Methods by Groups**

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<td>Gets/sets &quot;Ellipse&quot; property</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td>Virtual method for writing to file</td>
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<tr>
<td>virtual <code>Save</code></td>
<td>Virtual method for reading from file</td>
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<tr>
<td>virtual <code>Load</code></td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Compare

**Methods inherited from class CChartObject**

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Selectable, Description, Description, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

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See also

Object types, Graphic objects
Create

Creates "Fibonacci Arc" graphical object.

```cpp
bool Create(
    long chart_id,       // chart identifier
    string name,         // object name
    int window,          // chart window
    datetime time1,      // first time coordinate
    double price1,       // first price coordinate
    datetime time2,      // second time coordinate
    double price2,       // second price coordinate
    double scale         // scale
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **time1**
  - [in] Time coordinate of the first anchor point.

- **price1**
  - [in] Price coordinate of the first anchor point.

- **time2**
  - [in] Time coordinate of the second anchor point.

- **price2**
  - [in] Price coordinate of the second anchor point.

- **scale**
  - [in] Scale.

Return Value

- true - successful, false - error.
**Scale (Get Method)**

Gets the value of “Scale” property.

```cpp
double Scale() const
```

**Return Value**

Value of “Scale” property of the object assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

**Scale (Set Method)**

Sets new value for “Scale” property.

```cpp
bool Scale(
    double scale  // scale
)
```

**Parameters**

scale

[in] New value for “Scale” property.

**Return Value**

true - successful, false - cannot change the property.
**Ellipse (Get Method)**

Gets the value of “Ellipse” flag.

```cpp
bool Ellipse() const
```

**Return Value**

Value of “Ellipse” flag of the object assigned to the class instance. If there is no object assigned, it returns false.

**Ellipse (Set Method)**

Sets “Ellipse” flag value.

```cpp
bool Ellipse(
    bool ellipse // flag value
)
```

**Parameters**

- `ellipse`
  

**Return Value**

true - successful, false - cannot change the property.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle  // file handle
);
```

Parameters

- `file_handle`
  - [in] handle of the binary file already opened using the FileOpen(...) function.

Return Value

- `true` - successful, `false` - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(int file_handle) // file handle
```

Parameters

- `file_handle`  
  [in] handle of the binary file already opened using the FileOpen(...) function.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```
virtual int Type() const  
```

Return Value

Object type identifier (OBJ_FIBOARC for CChartObjectFiboArc).
CChartObjectFiboChannel

CChartObjectFiboChannel is a class for simplified access to "Fibonacci Channel" graphical object properties.

Description

CChartObjectFiboChannel class provides access to "Fibonacci Channel" object properties.

Declaration

class CChartObjectFiboChannel : public CChartObjectTrend

Title

#include <ChartObjects\ChartObjectsFibo.mqh>

Inheritance hierarchy

CObject
  CChartObject
    CChartObjectTrend
      CChartObjectFiboChannel

Class Methods by Groups

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<th>Creates &quot;Fibonacci Channel&quot; graphical object</th>
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<td>Input/output</td>
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</tr>
<tr>
<td>virtual Type</td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, ToolTip, ToolTip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectTrend

RayLeft, RayLeft, RayRight, RayRight, Create, Save, Load

See also
Object types, Graphic objects
Create

Creates "Fibonacci Channel" graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name, // object name
    int window, // chart window
    datetime time1, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double price2, // second price coordinate
    datetime time3, // third time coordinate
    double price3 // third price coordinate
)
```

Parameters

- `chart_id` [in] Chart identifier (0 - current chart).
- `name` [in] A unique name of the object to create.
- `window` [in] Chart window number (0 - main window).
- `time1` [in] Time coordinate of the first anchor point.
- `price1` [in] Price coordinate of the first anchor point.
- `time2` [in] Time coordinate of the second anchor point.
- `price2` [in] Price coordinate of the second anchor point.
- `time3` [in] Time coordinate of the third anchor point.
- `price3` [in] Price coordinate of the third anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_FIBOCHANNEL for ChartObjectFiboChannel).
CChartObjectFiboExpansion

CChartObjectFiboExpansion is a class for simplified access to "Fibonacci Expansion" graphical object properties.

Description

CChartObjectFiboExpansion class provides access to "Fibonacci Expansion" object properties.

Declaration

```cpp
class CChartObjectFiboExpansion : public CChartObjectTrend
```

Title

```cpp
#include <ChartObjects\ChartObjectsFibo.mqh>
```

Inheritance hierarchy

```
CObject
  CChartObject
    CChartObjectTrend
      CChartObjectFiboExpansion
```

Class Methods by Groups

<table>
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<tr>
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</thead>
<tbody>
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<td>Creates &quot;Fibonacci Expansion&quot; graphical object</td>
</tr>
<tr>
<td>Input/output</td>
<td>Virtual method of identification</td>
</tr>
<tr>
<td>virtual Type</td>
<td></td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CChartObjectTrend

```
ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Description, ToolTip, ToolTip, ToolTip, Timeframes, Timeframes, CreateTime,_levelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint
```

Methods inherited from class CChartObjectTrend

```
RayLeft, RayLeft, RayRight, RayRight, Create, Save, Load
```

See also
Object types, Graphic objects
Create

Creates “Fibonacci Expansion” graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name, // object name
    int window, // chart window
    datetime timel, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double price2, // second price coordinate
    datetime time3, // third time coordinate
    double price3 // third price coordinate
)
```

Parameters

- `chart_id`:[in] Chart identifier (0 - current chart).
- `name`:[in] A unique name of the object to create.
- `window`:[in] Chart window number (0 - main window).
- `timel`:[in] Time coordinate of the first anchor point.
- `price1`:[in] Price coordinate of the first anchor point.
- `time2`:[in] Time coordinate of the second anchor point.
- `price2`:[in] Price coordinate of the second anchor point.
- `time3`:[in] Time coordinate of the third anchor point.
- `price3`:[in] Price coordinate of the third anchor point.

Return Value

- `true` - successful, `false` - error.
Type
Returns graphical object type identifier.

 virtual int Type() const

Return Value
Object type identifier (OBJ_EXPANSION for CChartObjectFiboExpansion).
Elliot Tools

A group of “Elliot Tools” graphical objects.

This section contains the technical details of working with a group of classes of “Elliot Tools” graphical objects.

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<th>Object</th>
</tr>
</thead>
<tbody>
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<td>“Correcting Wave” graphical object</td>
</tr>
<tr>
<td>CChartObjectElliottWave5</td>
<td>“Impulse Wave” graphical object</td>
</tr>
</tbody>
</table>

See also

Object types, Graphic objects
CChartObjectElliottWave3

CChartObjectElliottWave3 is a class for simplified access to “Correcting Wave” graphical object properties.

Description

CChartObjectElliottWave3 class provides access to “Correcting Wave” object properties.

Declaration

```cpp
class CChartObjectElliottWave3 : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsElliott.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectElliottWave3

Direct descendants

- CChartObjectElliottWave5

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
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<td>Creates “Correcting Wave” graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>Degree</td>
<td>Gets/sets “Degree” property</td>
</tr>
<tr>
<td>Lines</td>
<td>Gets/sets “Lines” property</td>
</tr>
<tr>
<td>Input/output</td>
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</tr>
<tr>
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<tr>
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</tr>
<tr>
<td>virtual Type</td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip,
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

See also

Object types, Graphic objects
Create

Creates "Correcting Wave" graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,   // object name
    int window,    // chart window
    datetime time1, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double price2, // second price coordinate
    datetime time3, // third time coordinate
    double price3  // third price coordinate
)
```

**Parameters**

- `chart_id`
  - [in] Chart identifier (0 - current chart).
- `name`
  - [in] A unique name of the object to create.
- `window`
  - [in] Chart window number (0 - main window).
- `time1`
  - [in] Time coordinate of the first anchor point.
- `price1`
  - [in] Price coordinate of the first anchor point.
- `time2`
  - [in] Time coordinate of the second anchor point.
- `price2`
  - [in] Price coordinate of the second anchor point.
- `time3`
  - [in] Time coordinate of the third anchor point.
- `price3`
  - [in] Time coordinate of the third anchor point.

**Return Value**

- `true` - successful, `false` - error.
**Degree (Get Method)**

Gets the value of "Degree" property.

```cpp
ENUM_ELLIOT_WAVE_DEGREE Degree() const
```

**Return Value**

Value of "Degree" property of the object assigned to the class instance. If there is no object assigned, it returns WRONG_VALUE.

**Degree (Set Method)**

Sets new value for "Degree" property.

```cpp
bool Degree(
    ENUM_ELLIOT_WAVE_DEGREE degree  // property value
)
```

**Parameters**

- `degree`
  
  [in] New value for "Degree" property.

**Return Value**

true - successful, false - cannot change the property.
**Lines (Get Method)**

Gets the value of "Lines" property.

```cpp
bool Lines() const
```

**Return Value**

Value of "Lines" property of the object assigned to the class instance. If there is no object assigned, it returns false.

**Lines (Set Method)**

Sets new value for "Lines" property.

```cpp
bool Lines(
    bool lines // flag value
)
```

**Parameters**

- `lines`  

**Return Value**

- true - successful, false - cannot change the flag.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`
  - `[in]` handle of the binary file already opened using the FileOpen(...) function.

**Return Value**

- `true` - successful, `false` - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

Parameters

`file_handle`

[in] handle of the binary file already opened using the FileOpen(...) function.

Return Value

true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_ELLIOTWAVE3 for `CChartObjectElliottWave3`).
CChartObjectElliottWave5

CChartObjectElliottWave5 is a class for simplified access to "Impulse Wave" graphical object properties.

Description

CChartObjectElliottWave5 class provides access to "Impulse Wave" object properties.

Declaration

```cpp
class CChartObjectElliottWave5 : public CChartObjectElliottWave3
```

Title

```
#include <ChartObjects\ChartObjectsElliott.mqh>
```

Inheritance hierarchy

```
CObject
    CChartObject
        CChartObjectElliottWave3
            CChartObjectElliottWave5
```

Class Methods by Groups

<table>
<thead>
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</thead>
<tbody>
<tr>
<td>Create</td>
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</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CChartObjectElliottWave

```
ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint
```

Methods inherited from class CChartObjectElliottWave3

```
Degree, Degree, Lines, Lines, Create, Save, Load
```

See also
Object types, Graphic objects
Create

Creates "Impulse Wave" graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,  // object name
    int window,   // chart window
    datetime timel, // first time coordinate
    double price1, // first price coordinate
    datetime time2, // second time coordinate
    double price2, // second price coordinate
    datetime time3, // third time coordinate
    double price3, // third price coordinate
    datetime time4, // fourth time coordinate
    double price4, // fourth price coordinate
    datetime time5 // fifth time coordinate
    double price5 // fifth price coordinate
)
```

**Parameters**

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **timel**
  - [in] Time coordinate of the first anchor point.

- **price1**
  - [in] Price coordinate of the first anchor point.

- **time2**
  - [in] Time coordinate of the second anchor point.

- **price2**
  - [in] Price coordinate of the second anchor point.

- **time3**
  - [in] Time coordinate of the third anchor point.

- **price3**
  - [in] Price coordinate of the third anchor point.

- **time4**
  - [in] Time coordinate of the fourth anchor point.

- **price4**
  - [in] Price coordinate of the fourth anchor point.

- **time5**
  - [in] Time coordinate of the fifth anchor point.

- **price5**
  - [in] Price coordinate of the fifth anchor point.
Standard Library

price4
[in] Price coordinate of the fourth anchor point.

time5
[in] Time coordinate of the fifth anchor point.

price5
[in] Price coordinate of the fifth anchor point.

Return Value

true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_ELLiotWAVE5 for `ChartObjectElliottWave5`).
Shape Objects

A group of “Shapes” graphical objects.

This section contains the technical details of working with a group of classes of “Shapes” graphical objects and a description of the relevant components of the MQL5 Standard Library.

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<tr>
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</thead>
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<td>“Rectangle” graphical objects</td>
</tr>
<tr>
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<td>“Triangle” graphical objects</td>
</tr>
<tr>
<td>CChartObjectEllipse</td>
<td>“Ellipse” graphical objects</td>
</tr>
</tbody>
</table>

See also

Object types, Graphic objects
CChartObjectRectangle

CChartObjectRectangle is a class for simplified access to "Rectangle" graphical object properties.

Description

CChartObjectRectangle class provides access to "Rectangle" object properties.

Declaration

```cpp
class CChartObjectRectangle : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsShapes.mqh>
```

Inheritance hierarchy

- **CObject**
  - **CChartObject**
    - **CChartObjectRectangle**

Class Methods by Groups

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<th>Description</th>
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</tr>
<tr>
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</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class CChartObject


See also

- **Object types**, **Graphic objects**
Create

Creates “Rectangle” graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,  // object name
    long window,  // chart window
    datetime timel, // first time coordinate
    double price1, // first price coordinate
    datetime timel2, // second time coordinate
    double price2  // second price coordinate
)
```

Parameters

- `chart_id` [in] Chart identifier (0 - current chart).
- `name` [in] A unique name of the object to create.
- `window` [in] Chart window number (0 - main window).
- `price1` [in] Price coordinate of the first anchor point.
- `time2` [in] Time coordinate of the second anchor point.
- `price2` [in] Price coordinate of the second anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
int Type() const
```

Return Value

Object type identifier (OBJ_RECTANGLE for `CChartObjectRectangle`).
**CChartObjectTriangle**

CChartObjectTriangle is a class for simplified access to “Triangle” graphical object properties.

**Description**

CChartObjectTriangle class provides access to “Triangle” object properties.

**Declaration**

```cpp
class CChartObjectTriangle : public CChartObject
```

**Title**

```cpp
#include <ChartObjects\ChartObjectsShapes.mqh>
```

**Inheritance hierarchy**

- `CObject`
  - `CChartObject`
    - `CChartObjectTriangle`

**Class Methods by Groups**

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<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Triangle&quot; graphical object</td>
</tr>
</tbody>
</table>

- **Input/output**
- **virtual Type**
  - Virtual method of identification

Methods inherited from class `CObject`

- `Prev`, `Prev`, `Next`, `Next`, `Compare`

Methods inherited from class `CChartObject`

- `ChartId`, `Window`, `Name`, `Name`, `NumPoints`, `Attach`, `SetPoint`, `Delete`, `Detach`, `Time`, `Time`, `Price`, `Price`, `Color`, `Color`, `Style`, `Style`, `Width`, `Width`, `Background`, `Background`, `Fill`, `Fill`, `Z_Order`, `Z_Order`, `Selected`, `Selected`, `Selectable`, `Selectable`, `Description`, `Description`, `Description`, `Description`, `Tooltip`, `Tooltip`, `Tooltip`, `Tooltip`, `Timeframes`, `Timeframes`, `CreateTime`, `LevelsCount`, `LevelsCount`, `LevelColor`, `LevelColor`, `LevelStyle`, `LevelStyle`, `LevelWidth`, `LevelWidth`, `LevelValue`, `LevelValue`, `LevelDescription`, `LevelDescription`, `GetInteger`, `GetInteger`, `SetInteger`, `SetInteger`, `GetDouble`, `GetDouble`, `GetDouble`, `GetDouble`, `SetDouble`, `SetDouble`, `GetString`, `GetString`, `GetString`, `GetString`, `SetString`, `SetString`, `SetString`, `ShiftObject`, `ShiftPoint`, `Save`, `Load`

**See also**

- `Object types`, `Graphic objects`
Create

Creates "Triangle" graphical object.

```cpp
bool Create(
    long chart_id,  // chart identifier
    string name,    // object name
    long window,    // chart window
    datetime time1, // first time coordinate
    double price1,  // first price coordinate
    datetime time2, // second time coordinate
    double price2,  // second price coordinate
    datetime time3, // third time coordinate
    double price3   // third price coordinate
)
```

Parameters

- `chart_id`:
  - [in] Chart identifier (0 - current chart).

- `name`:
  - [in] A unique name of the object to create.

- `window`:
  - [in] Chart window number (0 - main window).

- `time1`:
  - [in] Time coordinate of the first anchor point.

- `price1`:
  - [in] Price coordinate of the first anchor point.

- `time2`:
  - [in] Time coordinate of the second anchor point.

- `price2`:
  - [in] Price coordinate of the second anchor point.

- `time3`:
  - [in] Time coordinate of the third anchor point.

- `price3`:
  - [in] Price coordinate of the third anchor point.

Return Value

- true - successful, false - error.
Type

Returns graphical object type identifier.

```
int Type() const
```

Return Value

Object type identifier (OBJ_TRIANGLE for `ChartObjectTriangle`).
CChartObjectEllipse

CChartObjectEllipse is a class for simplified access to "Ellipse" graphical object properties.

Description

CChartObjectEllipse class provides access to "Ellipse" object properties.

Declaration

```cpp
class CChartObjectEllipse : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsShapes.mqh>
```

Inheritance hierarchy

```
CObject
  CChartObject
    CChartObjectEllipse
```

Class Methods by Groups

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<tr>
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<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Ellipse&quot; graphical object</td>
</tr>
</tbody>
</table>

Input/output

| virtual Type    | Virtual method of identification |

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Description, Tooltip, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load

See also

Object types, Graphic objects
Create

Creates “Ellipse” graphical object.

```cpp
bool Create(
    long  chart_id,  // chart identifier
    string name,     // object name
    int   window,    // chart window
    datetime time1,  // first time coordinate
    double price1,  // first price coordinate
    datetime time2,  // second time coordinate
    double price2,  // second price coordinate
    datetime time3,  // third time coordinate
    double price3   // third price coordinate
)
```

### Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **time1**
  - [in] Time coordinate of the first anchor point.

- **price1**
  - [in] Price coordinate of the first anchor point.

- **time2**
  - [in] Time coordinate of the second anchor point.

- **price2**
  - [in] Price coordinate of the second anchor point.

- **time3**
  - [in] Time coordinate of the third anchor point.

- **price3**
  - [in] Price coordinate of the third anchor point.

### Return Value

- true - successful, false - error.
**Type**

Returns graphical object type identifier.

```c
int Type() const
```

**Return Value**

Object type identifier (OBJ_ELLIPSE for ChartObjectEllipse).
Arrow Objects

Group for Arrows graphical objects.

This section contains the technical details of working with a group of classes of “Arrow” graphical objects and a description of the relevant components of the MQL5 Standard Library. In essence, the arrow is a certain icon which is associated with a specific code. There are two types of “Arrow” graphical object to display icons on the charts:

- “Arrow” object, which allows you to specify the code of the icon displayed by the object.
- Group of objects to display a certain type of icons (corresponding to a certain fixed code).

Class for working with arrows displaying arbitrary code icons

<table>
<thead>
<tr>
<th>Class name</th>
<th>Name of the arrow object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectArrow</td>
<td>Arrow</td>
</tr>
</tbody>
</table>

Classes for working arrows displaying a fixed code icon

<table>
<thead>
<tr>
<th>Class name</th>
<th>Name of the arrow object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectArrowCheck</td>
<td>Check</td>
</tr>
<tr>
<td>CChartObjectArrowDown</td>
<td>Arrow Up</td>
</tr>
<tr>
<td>CChartObjectArrowUp</td>
<td>Arrow Down</td>
</tr>
<tr>
<td>CChartObjectArrowStop</td>
<td>Stop Sign</td>
</tr>
<tr>
<td>CChartObjectArrowThumbDown</td>
<td>Thumbs Up</td>
</tr>
<tr>
<td>CChartObjectArrowThumbUp</td>
<td>Thumbs Down</td>
</tr>
<tr>
<td>CChartObjectArrowLeftPrice</td>
<td>Left Price Label</td>
</tr>
<tr>
<td>CChartObjectArrowRightPrice</td>
<td>Right Price Label</td>
</tr>
</tbody>
</table>

See also

Object types, Methods of Object Binding, Graphic objects
**CChartObjectArrow**

CChartObjectArrow is a class for simplified access to "Arrow" graphical object properties.

**Description**

CChartObjectArrow class provides access to common properties of "Arrow" objects to all of its descendants.

**Declaration**

```cpp
class CChartObjectArrow : public CChartObject
```

**Title**

```
#include <ChartObjects\ChartObjectsArrows.mqh>
```

**Inheritance hierarchy**

- CObject
  - CChartObject
    - CChartObjectArrow

**Direct descendants**

- CChartObjectArrowCheck, CChartObjectArrowDown, CChartObjectArrowLeftPrice,
  CChartObjectArrowRightPrice, CChartObjectArrowStop, CChartObjectArrowThumbDown,
  CChartObjectArrowThumbUp, CChartObjectArrowUp

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates &quot;Arrow&quot; graphical object</td>
</tr>
<tr>
<td><strong>Properties</strong></td>
<td></td>
</tr>
<tr>
<td>ArrowCode</td>
<td>Gets/sets &quot;Arrow Code&quot; property</td>
</tr>
<tr>
<td>Anchor</td>
<td>Gets/sets &quot;Anchor&quot; property</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</tr>
<tr>
<td>virtual Save</td>
<td>Virtual method for writing to file</td>
</tr>
<tr>
<td>virtual Load</td>
<td>Virtual method for reading from file</td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Compare

**Methods inherited from class CChartObject**

None
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, GetString, GetString, ShiftObject, ShiftObject, ShiftPoint

See also

Object types, Methods of objects binding, Graphic objects
Create

Creates "Arrow" graphical object.

```cpp
bool Create(
    long  chart_id,   // chart ID
    string name,      // object Name
    int   window,     // chart Window
    datetime time,    // time
    double price,     // price
    char  code        // arrow code
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique object name.

- **window**
  - [in] Chart window number (0 - main window).

- **time**

- **price**
  - [in] Price coordinate.

- **code**
  - [in] "Arrow" code (Wingdings).

Return Value

- true - success, false - error.

Example:

```cpp
//--- example for CChartObjectArrow::Create
#include <ChartObjects\ChartObjectsArrows.mqh>
//--
void OnStart()
{
    CChartObjectArrow arrow;
    //--- set object parameters
    double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    if(!arrow.Create(0,"Arrow",0,TimeCurrent(),price,181))
    {
        //--- arrow create error
        printf("Arrow create: Error %d!",GetLastError());
        //---
    }
}
```
return;
}

//--- use arrow
//--- . . .
}
ArrowCode (Get Method)

Gets “Arrow” symbol code.

```cpp
char ArrowCode() const
```

Return Value

“Arrow” symbol code of the object assigned to the class instance. If there is no object assigned, it returns 0.

ArrowCode (Set Method)

Sets symbol code for “Arrow”

```cpp
bool ArrowCode(
    char code // code value
)
```

Parameters

code

[in] New value for “arrow” code (Wingdings).

Return Value

true - success, false - cannot change the code.

Example:

```cpp
//--- example for CChartObj ectArrow::ArrowCode
#include <ChartObjects\ChartObjectsArrows.mqh>
//--
void OnStart()
{
    CChartObjectArrow arrow;
    char code=181;
    //--- set object parameters
    double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    if(!arrow.Create(0,"Arrow",0,TimeCurrent(),price,code))
    {
        //--- arrow create error
        printf("Arrow create: Error %d!",GetLastError());
        //---
        return;
    }
    //--- change the code of arrow
    //--- . . .
    //--- get code of arrow
    if(arrow.ArrowCode()!=code)
    {
        //--- set code of arrow
```
arrow.ArrowCode(code);
}

//--- use arrow
//--- . . .
Anchor (Get Method)

Gets anchor type of the "Arrow" object

```cpp
enum ArrowAnchor Anchor() const
```

Return Value

Anchor type of the "Arrow" object assigned to the class instance (to the chart). If there is no object assigned, it returns WRONG_VALUE.

Anchor (Set Method)

Sets anchor type for the "Arrow" object

```cpp
bool Anchor(
    enum ArrowAnchor anchor // anchor type
)
```

Parameters

anchor

[in] New anchor type value

Return Value

ture - successful, false - cannot change the anchor type.

Example:

```cpp
//-- example for CChartObject::Anchor
#include <ChartObjects\ChartObjectsArrows.mqh>
//--
void OnStart()
{
    CChartObjectArrow arrow;
    enum ArrowAnchor anchor=ANCHOR_BOTTOM;
    //-- set object parameters
    double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    if(!arrow.Create(0,"Arrow",0,TimeCurrent(),price,181))
    {
        //-- arrow create error
        printf("Arrow create: Error %d",GetLastError());
        //--
        return;
    }
    //-- get anchor of arrow
    if(arrow.Anchor()!=anchor)
    {
        //-- set anchor of arrow
        arrow.Anchor(anchor);
    }
```
//--- use arrow
//--- . . .
}

Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
);
```

**Parameters**

- `file_handle`  
  - `[in]` handle of file opened previously using the `FileOpen(...)` function.

**Return Value**

- `true` - successful, `false` - error.

**Example:**

```cpp
//-- example for CChartObjectArrow::Save
#include <ChartObjects\ChartObjectsArrows.mqh>
//--
void OnStart()
{
    int file_handle;
    CChartObjectArrow arrow;
    //-- set object parameters
    double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    if(!arrow.Create(0,"Arrow",0,TimeCurrent(),price,181))
    {
        //--- arrow create error
        printf("Arrow create: Error %d!",GetLastError());
        //---
        return;
    }
    //--- open file
    file_handle=FileOpen("MyFile.bin",FILE_WRITE|FILE_BIN|FILE_ANSI);
    if(file_handle>=0)
    {
        if(!arrow.Save(file_handle))
        {
            //--- file save error
            printf("File save: Error %d!",GetLastError);
            FileClose(file_handle);
            //---
            return;
        }
        FileClose(file_handle);
    }
}
```
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle    // file handle
)
```

**Parameters**

- **file_handle**
  
  [in] handle of file previously opened using the FileOpen(...) function.

**Return Value**

- true - success, false - error.

**Example:**

```cpp
//--- example for CChartObjectArrow::Load
#include <ChartObjects\ChartObjectsArrows.mqh>
//--
void OnStart()
{
    int file_handle;
    CChartObjectArrow arrow;
    //--- open file
    file_handle = FileOpen("MyFile.bin", FILE_READ|FILE_BIN|FILE_ANSI);
    if (file_handle>=0)
    {
        if (!arrow.Load(file_handle))
        {
            //--- file load error
            printf("File load: Error %d!\n", GetLastError());
            FileClose(file_handle);
            //---
            return;
        }
    }
    FileClose(file_handle);
    //--- use arrow
    //--- . . .
}
```
Type

Returns graphical object type identifier.

```
virtual int Type() const
```

Return Value

Object type identifier (for example, OBJ_ARROW for CChartObjectArrow)

Example:

```
#include <ChartObjects\ChartObjectsArrows.mqh>

void OnStart()
{
    CChartObjectArrow arrow;
    //--- get arrow type
    int type=arrow.Type();
}
```
Arrows with fixed code

“Arrows with fixed code” are classes for simplified access to the properties of the following graphical objects:

<table>
<thead>
<tr>
<th>Class name</th>
<th>Arrow object name</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectArrowCheck</td>
<td>“Arrow Check”</td>
</tr>
<tr>
<td>CChartObjectArrowDown</td>
<td>“Arrow Down”</td>
</tr>
<tr>
<td>CChartObjectArrowUp</td>
<td>“Arrow Up”</td>
</tr>
<tr>
<td>CChartObjectArrowStop</td>
<td>“Arrow Stop”</td>
</tr>
<tr>
<td>CChartObjectArrowThumbDown</td>
<td>“Good” (&quot;Thumbs up&quot;)</td>
</tr>
<tr>
<td>CChartObjectArrowThumbUp</td>
<td>“Bad” (&quot;Thumbs down&quot;)</td>
</tr>
<tr>
<td>CChartObjectArrowLeftPrice</td>
<td>“Left price” arrow</td>
</tr>
<tr>
<td>CChartObjectArrowRightPrice</td>
<td>“Right price” arrow</td>
</tr>
</tbody>
</table>

Description

“Arrows with fixed code” classes provide access to the object properties.

Declarations

```cpp
class CChartObjectArrowCheck : public CChartObjectArrow;
class CChartObjectArrowDown : public CChartObjectArrow;
class CChartObjectArrowUp : public CChartObjectArrow;
class CChartObjectArrowStop : public CChartObjectArrow;
class CChartObjectArrowThumbDown : public CChartObjectArrow;
class CChartObjectArrowThumbUp : public CChartObjectArrow;
class CChartObjectArrowLeftPrice : public CChartObjectArrow;
class CChartObjectArrowRightPrice : public CChartObjectArrow;
```

Title

```xml
<ChartObjects\ChartObjectsArrows.mqh>
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
</tr>
</tbody>
</table>

Properties

| ArrowCode                                                                 | “Stub” for symbol code change method                                                      |

Input/output

| virtual Type                                                                 | Virtual method of identification                                                          |
See also

Object types, Methods of object binding, Graphic objects
## Create

Defines the "Arrow with fixed code" graphical object.

```cpp
bool Create(
    long  chart_id,   // chart ID
    string name,      // object Name
    int   window,     // chart Window
    datetime time,    // time
    double price       // price
)
```

### Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] Unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **time**

- **price**
  - [in] Price coordinate.

### Return Value

- true - successful, false - error.

### Example:

```cpp
//--- example for CChartObjectArrowCheck::Create
//--- example for CChartObjectArrowDown::Create
//--- example for CChartObjectArrowUp::Create
//--- example for CChartObjectArrowStop::Create
//--- example for CChartObjectArrowThumbDown::Create
//--- example for CChartObjectArrowThumbUp::Create
//--- example for CChartObjectArrowLeftPrice::Create
//--- example for CChartObjectArrowRightPrice::Create
#include <ChartObjects\ChartObjectsArrows.mqh>
//---
void OnStart()
{
    //--- for example, take CChartObjectArrowCheck
    CChartObjectArrowCheck arrow;
    //--- set object parameters
    double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    if(!arrow.Create(0,"ArrowCheck",0,TimeCurrent(),price))
```
{
    //--- arrow create error
    printf("Arrow create: Error %d!", GetLastError());
    //---
    return;
}
//--- use arrow
//--- . . .
}
**ArrowCode**

Prohibits "Arrow" symbol code changes.

```c
bool ArrowCode(
    char code    // code value
)
```

**Parameters**

- **code**
  - [in] Any value

**Return Value**

Always false.

**Example:**

```c
#include <ChartObjects\ChartObjectsArrows.mqh>

//--- void OnStart()
{
    //--- for example, take CChartObjectArrowCheck
    CChartObjectArrowCheck arrow;
    //--- set object parameters
    double price=SymbolInfoDouble(Symbol(),SYMBOL_BID);
    if(!arrow.Create(0,"ArrowCheck",0,TimeCurrent(),price))
        //--- arrow create error
        printf("Arrow create: Error %d",GetLastError());
        //---
        return;
}
//--- set code of arrow
if(!arrow.ArrowCode(181))
    //--- it is not error
    printf("Arrow code can not be changed");
//--- use arrow
//--- . . .
```
**Type**

Returns graphical object type identifier

```
virtual int Type() const
```

**Return Value**

Object type identifier:

- `CChartObjectArrowCheck - OBJ_ARROW_CHECK`
- `CChartObjectArrowDown - OBJ_ARROW_DOWN`
- `CChartObjectArrowUp - OBJ_ARROW_UP`
- `CChartObjectArrowStop - OBJ_ARROW_STOP`
- `CChartObjectArrowThumbDown - OBJ_ARROW_THUMB_DOWN`
- `CChartObjectArrowThumbUp - OBJ_ARROW_THUMB_UP`
- `CChartObjectArrowLeftPrice - OBJ_ARROW_LEFT_PRICE`
- `CChartObjectArrowRightPrice - OBJ_ARROW_RIGHT_PRICE`

**Example:**

```cpp
#include <ChartObjects\ChartObjectsArrows.mqh>

void OnStart()
{
    //--- for example, take CChartObjectArrowCheck
    CChartObjectArrowCheck arrow;
    //--- get arrow type
    int type=arrow.Type();
}
```
Control Objects

A group of “Object Controls” graphical objects.

This section contains the technical details of working with a group of classes of “Object Controls” graphical objects and a description of the relevant components of the MQL5 Standard Library.

<table>
<thead>
<tr>
<th>Class name</th>
<th>Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectText</td>
<td>“Text” graphical object</td>
</tr>
<tr>
<td>CChartObjectLabel</td>
<td>“Text Label” graphical object</td>
</tr>
<tr>
<td>CChartObjectEdit</td>
<td>“Edit” graphical object</td>
</tr>
<tr>
<td>CChartObjectButton</td>
<td>“Button” graphical object</td>
</tr>
<tr>
<td>CChartObjectSubChart</td>
<td>“Chart” graphical object</td>
</tr>
<tr>
<td>CChartObjectBitmap</td>
<td>“Bitmap” graphical object</td>
</tr>
<tr>
<td>CChartObjectBmpLabel</td>
<td>“Bitmap Label” graphical object</td>
</tr>
<tr>
<td>CChartObjectRectLabel</td>
<td>“Rectangle Label” graphical object</td>
</tr>
</tbody>
</table>

See also

Object types, Graphic objects
CChartObjectText

CChartObjectText is a class for simplified access to "Text" graphical object properties.

Description

CChartObjectText class provides access to "Text" object properties.

Declaration

```cpp
class CChartObjectText : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjects\txtControlsmqh>
```

Inheritance hierarchy

- **CObject**
  - **CChartObject**
    - **CChartObjectText**

Direct descendants

- **CChartObjectLabel**

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Text&quot; graphical object</td>
</tr>
</tbody>
</table>

Properties

- **Angle**
  - Gets/sets "Angle" property
- **Font**
  - Gets/sets "Font" property
- **FontSize**
  - Gets/sets "FontSize" property
- **Anchor**
  - Gets/sets "Anchor" property

Input/output

- virtual **Save**
  - Virtual method for writing to file
- virtual **Load**
  - Virtual method for reading from file
- virtual **Type**
  - Virtual method of identification

Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class CChartObject
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Derived classes:

- CChartObjectLabel

See also

Object types, Object properties, Methods of object binding, Graphic objects
Create

Creates "Text" graphical object.

```c
bool Create(
    long chart_id,  // chart identifier
    string name,    // object name
    int window,     // chart window
    datetime time,  // time coordinate
    double price    // price coordinate
)
```

Parameters

- `chart_id` [in] Chart identifier (0 - current chart).
- `name` [in] A unique name of the object to create.
- `window` [in] Chart window number (0 - main window).
- `time` [in] Time coordinate of the anchor point.
- `price` [in] Price coordinate of the anchor point.

Return Value

- true - successful, false - error.
**Angle (Get Method)**

Gets the value of “Angle” property.

```c++
double Angle() const
```

**Return Value**

Value of “Angle” property of the object assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

**Angle (Set Method)**

Sets a value for “Angle” property.

```c++
bool Angle(
    double angle // property value
)
```

**Parameters**

- `angle`
  

**Return Value**

- true - successful, false - cannot change the property.
Font (Get Method)

Gets the value of “Font” property.

```cpp
string Font() const
```

Return Value

Value of “Font” property of the object assigned to the class instance. If there is no object assigned, it returns "".

Font (Set Method)

Sets new value for “Font” property.

```cpp
bool Font(
    string font  // property value
)
```

Parameters

`font`


Return Value

true - success, false - cannot change the property.
**FontSize (Get Method)**

**Get** the value of “Font size” property.

```cpp
int FontSize() const
```

**Return Value**

Value of “FontSize” property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**FontSize (Set Method)**

Sets new value for “Font size” property.

```cpp
bool FontSize(
    int size  // property value
)
```

**Parameters**

`size`

- **[in]** New value for “Font size” property.

**Return Value**

- true - successful, false - cannot change the property.
Anchor (Get Method)

Gets the value of “Anchor” property.

```cpp
enum AnchorPoint Anchor() const
```

Return Value

Value of “Anchor” property of the object assigned to the class instance. If there is no object assigned, it returns WRONG_VALUE.

Anchor (Set Method)

Sets new value for “Anchor” property.

```cpp
bool Anchor(
    enum AnchorPoint anchor // property value
)
```

Parameters

anchor


Return Value

true - success, false - cannot change the property.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

Parameters

- **file_handle**
  - [in] handle of the binary file already opened by the `FileOpen` function.

Return Value

- true - success, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`

  [in] handle of the binary file already opened by the [FileOpen](#) function.

**Return Value**

- true - successful, false - error.
**Type**

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Object type identifier (OBJ_TEXT for `CChartObjectText`).
CChartObjectLabel

CChartObjectLabel is a class for simplified access to "Label" graphical object properties.

Description

CChartObjectLabel class provides access to "Label" object properties.

Declaration

```cpp
class CChartObjectLabel : public CChartObjectText
```

Title

```cpp
#include <ChartObjects\ChartObjects\txtControls.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectText
      - CChartObjectLabel

Direct descendants

- CChartObjectEdit, CChartObjectRectLabel

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Label&quot; graphical object</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X_Distance</td>
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Methods inherited from class CChartObject

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, GetString, GetString, ShiftObject, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectText

Angle, Angle, Font, Font, FontSize, FontSize, Anchor, Anchor, Create

See also

Object types, Object properties, Chart angle, Methods of Object Binding, Graphic objects
Create

Creates "Label" graphical object.

bool Create(
    long chart_id,    // chart identifier
    string name,      // object name
    int window,       // chart window
    int X,            // X coordinate
    int Y             // Y coordinate
);

Parameters

chart_id
    [in] Chart identifier (0 - current chart).

name
    [in] A unique name of the object to create.

window
    [in] Chart window number (0 - main window).

X
    [in] X coordinate.

Y
    [in] Y coordinate.

Return Value

ture - successful, false - error.
X_Distance (Get Method)

Gets the value of “X_Distance” property.

```cpp
int X_Distance() const
```

Return Value

Value of “X_Distance” property of the object assigned to the class instance. If there is no object assigned, it returns 0.

X_Distance (Set Method)

Sets new value for “X_Distance” property.

```cpp
bool X_Distance(
    int X // property value
)
```

Parameters

X

[in] New value for “X_Distance” property.

Return Value

true - successful, false - cannot change the property.
**Y_Distance (Get Method)**

**Y_Distance** (Get Method) gets the value of "Y_Distance" property.

```cpp
int Y_Distance() const
```

**Return Value**

Value of "Y_Distance" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**Y_Distance (Set Method)**

**Y_Distance** (Set Method) sets new value for "Y_Distance" property.

```cpp
bool Y_Distance(
    int Y  // property value
)
```

**Parameters**

`Y`

[in] New value for "Y_Distance" property.

**Return Value**

true - successful, false - cannot change the property.
X_Size

Gets the value of "X_Size" property.

```
int X_Size() const
```

Return Value

Value of "X_Size" property of the object assigned to the class instance. If there is no object assigned, it returns 0.
**Y_Size**

Gets the value of "Y_Size" property.

```cpp
int Y_Size() const
```

**Return Value**

Value of "Y_Size" property of the object assigned to the class instance. If there is no object assigned, it returns 0.
**Corner (Get Method)**

Gets the value of “Corner” property.

```cpp
ENUM_BASE_CORNER  Corner() const
```

**Return Value**

Value of “Corner” property of the object assigned to the class instance. If there is no object assigned, it returns WRONG_VALUE.

**Corner (Set Method)**

Sets new value for “Corner” property.

```cpp
bool  Corner(
    ENUM_BASE_CORNER  corner  // property value
)
```

**Parameters**

`corner`


**Return Value**

true - successful, false - cannot change the property.
Time

Prohibits changes of the time coordinate.

```cpp
bool Time(
    datetime time // any value
)
```

Parameters

time


Return Value

always false.
Price

Prohibits changes of the price coordinate.

```cpp
bool Price(
    double price  // any value
)
```

Parameters

price


Return Value

always false.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

Parameters

file_handle

[in] handle of the binary file already opened by `FileOpen` function.

Return Value

true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(int file_handle) { // file handle
}
```

**Parameters**

- `file_handle`
  - `[in]` handle of the binary file already opened by FileOpen function.

**Return Value**

- `true` - successful, `false` - error.
**Type**

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Object type identifier (OBJ_LABEL for ChartObjectLabel).
CChartObjectEdit

CChartObjectEdit is a class for simplified access to "Edit" graphical object properties.

Description

CChartObjectEdit class provides access to "Edit" object properties.

Declaration

class CChartObjectEdit : public CChartObjectLabel

Title

#include <ChartObjects\ChartObjects\txtControls.mqh>

Inheritance hierarchy

CObject
  CChartObject
    CChartObjectText
      CChartObjectLabel
        CChartObjectEdit

Direct descendants
  CChartObjectButton

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Create

| virtual Type | Virtual method of identification |

Methods inherited from class CObject

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Methods inherited from class CChartObject

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectText

Angle, Angle, Font, Font, FontSize, FontSize, Anchor, Anchor, Create

Methods inherited from class CChartObjectLabel

X_Distance, X_Distance, Y_Distance, Y_Distance, X_Size, Y_Size, Corner, Corner, Time, Price, Create

See also

Object types, Object properties, Chart angle, Methods of Object Binding, Graphic objects
Create

Creates "Edit" graphical object.

```cpp
bool Create(
    long chart_id,  // chart identifier
    string name,    // object name
    int window,     // chart window
    int X,          // X coordinate
    int Y,          // Y coordinate
    int sizeX,      // X size
    int sizeY       // Y size
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **X**
  - [in] X coordinate.

- **Y**
  - [in] Y coordinate.

- **sizeX**
  - [in] X size.

- **sizeY**

Return Value

- true - successful, false - error.
**TextAlign (Get method)**

Gets the value of "TextAlign" property (text alignment mode).

```
ENUM_ALIGN_MODE TextAlign() const
```

**Return Value**

Value of "TextAlign" property of the object assigned to the class instance.

---

**TextAlign (Set method)**

Sets the value of "TextAlign" property (text alignment mode).

```
bool TextAlign(
    ENUM_ALIGN_MODE align // property value
)
```

**Parameters**

- `align`
  
  [in] New value of "TextAlign" property.

**Return Value**

- true - success, false - cannot change the property.
**X_Size**

Sets the value for "X_Size" property.

```cpp
bool X_Size(
    int size // property value
)
```

**Parameters**

- `size`
  
  [in] New value for "X_Size" property.

**Return Value**

- true - success, false - cannot change the property.
Y_Size

Sets the value for "Y_Size" property.

```cpp
bool Y_Size(
    int size    // property value
)
```

Parameters

size

[in] New value for "Y_Size" property.

Return Value

true - success, false - cannot change the property.
**BackColor (Get Method)**

Gets the value of "BackColor" property.

```cpp
color BackColor() const
```

**Return Value**

Value of "BackColor" property of the object assigned to the class instance. If there is no object assigned, it returns CLR_NONE.

**BackColor (Set Method)**

Sets the value for "BackColor" property.

```cpp
bool BackColor(
    color new_color  // property value
)
```

**Parameters**

*new_color*


**Return Value**

true - success, false - cannot change the property.
**BorderColor (Get Method)**

Gets the value of "Border Color" property.

```
color BorderColor() const
```

**Return Value**

Value of "Border Color" property of the object assigned to the class instance. If there is no object assigned, it returns CLR_NONE.

**BorderColor (Set Method)**

Sets new value for "Border Color" property.

```
bool BorderColor(
    color new_color // new property value
)
```

**Parameters**

new_color

\[\text{in}\] New value for "Border Color" property.

**Return Value**

true - success, false - cannot change the property.
ReadOnly (Get Method)

Gets the value of "Read Only" property.

```cpp
bool ReadOnly() const
```

Return Value

Value of "Read Only" property of the object assigned to the class instance. If there is no object assigned, it returns false.

ReadOnly (Set Method)

Sets the value for "Read Only" property.

```cpp
bool ReadOnly(
    const bool flag // new property value
)
```

Parameters

flag

[In] New value for "Read Only" property (true means text editing is disabled).

Return Value

true - success, false - cannot change the property.
**Angle**

Prohibits changes of the "Angle" property.

```cpp
bool Angle(
    double angle  // any value
)
```

**Parameters**

- `angle`
  - `[in]` Any value of double type.

**Return Value**

- `always false`. 
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

Parameters

- `file_handle`

  [in] handle of the binary file already opened by `FileOpen` function.

Return Value

- true - success, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

`file_handle`

[in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

true - success, false - error.
Type

Returns graphical object type identifier.

virtual int Type() const

Return Value

Object type identifier (OBJ>Edit for CChartObjectEdit).
**CChartObjectButton**

CChartObjectButton is a class for simplified access to “Button” graphical object properties.

**Description**

CChartObjectButton class provides access to “Button” object properties.

**Declaration**

```cpp
class CChartObjectButton : public CChartObjectEdit
```

**Title**

```cpp
#include <ChartObjects\ChartObjects\QtControls.mqh>
```

**Inheritance hierarchy**

- **CObject**
- **CChartObject**
  - **CChartObjectText**
    - **CChartObjectLabel**
    - **CChartObjectEdit**
    - **CChartObjectButton**

**Direct descendants**

- **CChartObjectPanel**

**Class Methods by Groups**

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**Methods inherited from class CObject**

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**Methods inherited from class CChartObject**


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Standard Library

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip,
Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor,
LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription,
LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble,
SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectText

Angle, Angle, Font, Font, FontSize, FontSize, Anchor, Anchor, Create

Methods inherited from class CChartObjectLabel

X_Distance, X_Distance, Y_Distance, Y_Distance, X_Size, Y_Size, Corner, Corner, Time, Price,
Create

Methods inherited from class CChartObjectEdit

X_Size, Y_Size, BackColor, BackColor, BorderColor, BorderColor, ReadOnly, ReadOnly, TextAlign,
TextAlign, Angle, Create

See also

Object types, Object properties, Chart angle, Methods of object binding, Graphic objects
**State (Get Method)**

Gets the value of "State" property.

```
bool State() const
```

**Return Value**

Value of "State" property of the object assigned to the class instance. If there is no object assigned, it returns false.

**State (Set Method)**

Sets new value for "State" property.

```
bool State(
    bool state // property value
)
```

**Parameters**

`X`


**Return Value**

true - success, false - cannot change the property.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle  // file handle
)
```

**Parameters**

- `file_handle`
  
  [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- `true` - successful, `false` - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

**Parameters**

- `file_handle`
  - [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- `true` - successful, `false` - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_BUTTON for CChartObjectButton).
CChartObjectSubChart

CChartObjectSubChart is a class for simplified access to "Chart" graphical object properties.

Description

CChartObjectSubChart class provides access to "Chart" object properties.

Declaration

class CChartObjectSubChart : public CChartObject

Title

#include <ChartObjects\ChartObjectSubChart.mqh>

Inheritance hierarchy

CGeneric
    CChartObject
        CChartObjectSubChart

Class Methods by Groups

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Properties

| X_Distance | Gets/sets "X_Distance" property |
| Y_Distance | Gets/sets "Y_Distance" property |
| Corner     | Gets/sets "Corner" property    |
| X_Size     | Gets/sets "X_Size" property    |
| Y_Size     | Gets/sets "Y_Size" property    |
| Symbol     | Gets/sets "Symbol" property    |
| Period     | Gets/sets "Period" property    |
| Scale      | Gets/sets "Scale" property     |
| DateScale  | Gets/sets "Show date scale" property |
| PriceScale | Gets/sets "Show price scale" property |
| Time       | "Stub" for time coordinate change |
| Price      | "Stub" for price coordinate change |

Input/output

| virtual Save | Virtual method for writing to file |

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Create

| virtual Load | Virtual method for reading from file |
| virtual Type | Virtual method of identification |

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

See also

- Object types, Object properties, Chart angle, Graphic objects
Create

Creates "SubChart" graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,   // object name
    int window,    // chart window
    int X,         // X coordinate
    int Y,         // Y coordinate
    int sizeX,     // X size
    int sizeY      // Y size
)
```

Parameters

`chart_id`
- [in] Chart identifier (0 - current chart).

`name`
- [in] A unique name of the object to create.

`window`
- [in] Chart window number (0 - main window).

`X`
- [in] X coordinate.

`Y`
- [in] Y coordinate.

`sizeX`
- [in] X size.

`sizeY`

Return Value

true - successful, false - error.
**X_Distance (Get Method)**

Gets the value of "X_Distance" property.

```c
int X_Distance() const
```

**Return Value**

Value of "X_Distance" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**X_Distance (Set Method)**

Sets new value for "X_Distance" property.

```c
bool X_Distance(
    int X  // property value
)
```

**Parameters**

* X  
  [in] New value for "X_Distance" property.

**Return Value**

true - successful, false - cannot change the property.


**Y_Distance (Get Method)**

Gets the value of “Y_Distance” property.

```cpp
int Y_Distance() const
```

**Return Value**

Value of “Y_Distance” property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**Y_Distance (Set Method)**

Sets new value for “Y_Distance” property.

```cpp
bool Y_Distance(
    int Y // property value
)
```

**Parameters**

Y

[in] New value for “Y_Distance” property.

**Return Value**

true - successful, false - cannot change the property.
Corner (Get Method)

Gets the value of "Corner" property.

```cpp
ENUM_BASE_CORNER Corner() const
```

Return Value

Value of "Corner" property of the object assigned to the class instance. If there is no object assigned, it returns WRONG_VALUE.

Corner (Set Method)

Sets new value for "Corner" property.

```cpp
bool Corner(
    ENUM_BASE_CORNER corner // property value
)
```

Parameters

corner


Return Value

true - successful, false - cannot change the property.
**X_Size (Get Method)**

Gets the value of "X_Size" property.

```cpp
int X_Size() const
```

**Return Value**

Value of "X_Size" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**X_Size (Set Method)**

Sets new value for "X_Size" property.

```cpp
bool X_Size(
    int X  // property value
)
```

**Parameters**

- **X**
  
  [in] New value for "X_Size" property.

**Return Value**

- true - successful, false - cannot change the property.
**Y_Size (Get Method)**

Gets the value of "Y_Size" property.

```cpp
int Y_Size() const
```

**Return Value**

Value of "Y_Size" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**Y_Size (Set Method)**

Sets new value for "Y_Size" property.

```cpp
bool Y_Size(
    int Y // property value
)
```

**Parameters**

Y

[in] New value for "Y_Size" property.

**Return Value**

true - successful, false - cannot change the property.
Symbol (Get Method)

Gets the value of “Symbol” property.

```cpp
string Symbol() const
```

Return Value

Value of “Symbol” property of the object assigned to the class instance. If there is no object assigned, it returns “”.

Symbol (Set Method)

Sets new value for “Symbol” property.

```cpp
bool Symbol(
    string symbol // symbol
)
```

Parameters

- `symbol`

Return Value

- true - successful, false - cannot change the property.
**Period (Get Method)**

Gets the value of "Period" property.

```cpp
int Period() const
```

**Return Value**

Value of "Period" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**Period (Set Method)**

Sets new value for "Period" property.

```cpp
bool Period(
    int period    // period
)
```

**Parameters**

- `period`
  

**Return Value**

- true - successful, false - cannot change the property.
**Scale (Get Method)**

Gets the value of “Scale” property.

```cpp
double Scale() const
```

**Return Value**

Value of “Scale” property of the object assigned to the class instance. If there is no object assigned, it returns `EMPTY_VALUE`.

**Scale (Set Method)**

Sets new value for “Scale” property.

```cpp
bool Scale(
    double scale  // property value
)
```

**Parameters**

- `scale`

  [in] New value for “Scale” property.

**Return Value**

- true - successful, false - cannot change the property.
DateScale (Get Method)

Gets the value of “DateScale” flag.

```cpp
bool DateScale() const
```

Return Value

Value of “DateScale” flag of the object assigned to the class instance. If there is no object assigned, it returns false.

DateScale (Set Method)

Sets new value for “DateScale” property.

```cpp
bool DateScale(
    bool scale  // flag value
)
```

Parameters

scale

[in] New value for “DateScale” flag.

Return Value

true - successful, false - cannot change the flag.
**PriceScale (Get Method)**

Gets the value of "PriceScale" flag.

```cpp
bool PriceScale() const
```

**Return Value**

Value of "PriceScale" flag of the object assigned to the class instance. If there is no object assigned, it returns false.

**PriceScale (Set Method)**

Sets new value for "PriceScale" flag.

```cpp
bool PriceScale(
    bool scale // flag value
)
```

**Parameters**

`scale`


**Return Value**

true - successful, false - cannot change the flag.
Time

Prohibits changes of the time coordinate.

```mql5
bool Time(
    datetime time  // any value
)
```

Parameters

- `time`
  [in]

Return Value

- always false.
**Price**

Prohibits changes of the price coordinate.

```c
bool Price(
    double price   // any value
)
```

**Parameters**

- `price` [in]

**Return Value**

- always false.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`
  - [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`
  - [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- `true` - successful, `false` - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_CHART for `CChartObjectSubChart`).
CChartObjectBitmap

CChartObjectBitmap is a class for simplified access to "Bitmap" graphical object properties.

Description

CChartObjectBitmap class provides access to "Bitmap" object properties.

Declaration

```cpp
class CChartObjectBitmap : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsBmpControls.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectBitmap

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z_Order, Z_Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription.
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble,
SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

See also

Object types, Object properties, Graphic objects
Create

Creates "Bitmap" graphical object.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name,   // object name
    int window,    // chart window
    datetime time, // time coordinate
    double price   // price coordinate
)
```

Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **time**
  - [in] Time coordinate of the anchor point.

- **price**
  - [in] Price coordinate of the anchor point.

Return Value

- true - successful, false - error.
**BmpFile (Get Method)**

Gets the value of "BmpFile" property.

```cpp
string BmpFile() const
```

Return Value

Value of "BmpFile" property of the object assigned to the class instance. If there is no object assigned, it returns false.

**BmpFile (Set Method)**

Sets new value for "BmpFile" property.

```cpp
bool BmpFile(
    string name // property value
)
```

Parameters

name


Return Value

true - successful, false - cannot change the property.
X_Offset (Get Method)

Gets the value of “X_Offset” property (the upper left corner) of the CChartObjectBitmap graphical object.

```cpp
int X_Offset() const
```

Return Value

Value of “X_Offset” property of the object assigned to the class instance. If there is no object assigned, it returns 0.

X_Offset (Set Method)

Sets new value for “X_Offset” property (the upper left corner) of the CChartObjectBitmap graphical object. The value is set in pixels relative to the upper left corner of the original image.

```cpp
bool X_Offset(
    int X    // property value
)
```

Parameters

X


Return Value

true - successful, false - cannot change the property.
Y_Offset (Get Method)

Gets the value of "Y_Offset" property (the upper left corner) of the CChartObjectBitmap graphical object.

```cpp
int Y_Offset() const
```

Return Value

Value of "Y_Offset" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

Y_Offset (Set Method)

Sets new value for "Y_Offset" property (the upper left corner) of the CChartObjectBitmap graphical object. The value is set in pixels relative to the upper left corner of the original image.

```cpp
bool Y_Offset(int Y) // property value
```

Parameters

Y


Return Value

true - successful, false - cannot change the property.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle // file handle
)
```

**Parameters**

`file_handle`

[in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

**Parameters**

- `file_handle` [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- true - successful, false - error.
Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

Return Value

Object type identifier (OBJ_BITMAP for CChartObjectBitmap).
CChartObjectBmpLabel

CChartObjectBmpLabel is a class for simplified access to "Bitmap Label" graphical object properties.

Description

CChartObjectBmpLabel class provides access to "Bitmap Label" object properties.

Declaration

```cpp
class CChartObjectBmpLabel : public CChartObject
```

Title

```cpp
#include <ChartObjects\ChartObjectsBmpControls.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectBmpLabel

Class Methods by Groups

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Methods inherited from class `CObject`

- Prev, Prev, Next, Next, `Compare`

Methods inherited from class `CChartObject`

- `ChartId`, `Window`, `Name`, `Name`, `NumPoints`, `Attach`, `SetPoint`, `Delete`, `Detach`, `Time`, `Time`, `Price`, `Price`, `Color`, `Color`, `Style`, `Style`, `Width`, `Width`, `Background`, `Background`, `Fill`, `Fill`, `Z_Order`, `Z_Order`, `Selected`, `Selected`, `Selectable`, `Selectable`, `Description`, `Description`, `Tooltip`, `Tooltip`, `Timeframes`, `Timeframes`, `CreateTime`, `LevelsCount`, `LevelsCount`, `LevelColor`, `LevelColor`, `LevelStyle`, `LevelStyle`, `LevelWidth`, `LevelWidth`, `LevelValue`, `LevelValue`, `LevelDescription`, `LevelDescription`, `GetInteger`, `GetInteger`, `SetInteger`, `SetInteger`, `GetDouble`, `GetDouble`, `SetDouble`, `SetDouble`, `GetString`, `GetString`, `GetString`, `GetString`, `SetString`, `SetString`, `ShiftObject`, `ShiftPoint`

See also

- `Object types`, `Object properties`, `Chart angle`, `Graphic objects`
## Create

Creates "BmpLabel" graphical object.

```c
bool Create(
    long chart_id,   // chart identifier
    string name,    // object name
    int window,     // chart window
    int X,          // X coordinate
    int Y           // Y coordinate
);
```

### Parameters

- **chart_id**
  - [in] Chart identifier (0 - current chart).

- **name**
  - [in] A unique name of the object to create.

- **window**
  - [in] Chart window number (0 - main window).

- **X**
  - [in] X coordinate.

- **Y**
  - [in] Y coordinate.

### Return Value

- `true` - successful, `false` - error.
**X_Distance (Get Method)**

Gets the value of "X_Distance" property.

```cpp
int X_Distance() const
```

**Return Value**

Value of "X_Distance" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**X_Distance (Set Method)**

Sets new value for "X_Distance" property.

```cpp
bool X_Distance(
    int X  // property value
)
```

**Parameters**

X

[in] New value for "X_Distance" property.

**Return Value**

true - successful, false - cannot change the property.
**Y_Distance (Get Method)**

Gets the value of "Y_Distance" property.

```cpp
int Y_Distance() const
```

**Return Value**

Value of "Y_Distance" property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**Y_Distance (Set Method)**

Sets new value for "Y_Distance" property.

```cpp
bool Y_Distance(
    int Y // property value
)
```

**Parameters**

Y

[in] New value for "Y_Distance" property.

**Return Value**

true - successful, false - cannot change the property.
**X_Offset (Get Method)**

Gets the value of “X_Offset” property (the upper left corner) of the *CCartObjectBmpLabel* graphical object.

```cpp
int X_Offset() const
```

**Return Value**

Value of “X_Offset” property of the object assigned to the class instance. If there is no object assigned, it returns 0.

**X_Offset (Set Method)**

Sets new value for “X_Offset” property (the upper left corner) of the *CChartObjectBitmap* graphical object. The value is set in pixels relative to the upper left corner of the original image.

```cpp
bool X_Offset(
    int X // property value
)
```

**Parameters**

- `X`


**Return Value**

- true - successful, false - cannot change the property.
Y_Offset (Get Method)

Gets the value of “Y_Offset” property (the upper left corner) of the `CCartObjectBmpLabel` graphical object.

```cpp
int Y_Offset() const
```

Return Value

Value of “Y_Offset” property of the object assigned to the class instance. If there is no object assigned, it returns 0.

Y_Offset (Set Method)

Sets new value for “Y_Offset” property (the upper left corner) of the `CCartObjectBmpLabel` graphical object. The value is set in pixels relative to the upper left corner of the original image.

```cpp
bool Y_Offset(
    int Y // property value
)
```

Parameters

`Y`


Return Value

true - successful, false - cannot change the property.
Corner (Get Method)

Gets the value of “Corner” property.

```cpp
  ENUM_BASE_CORNER Corner() const
```

Return Value

Value of “Corner” property of the object assigned to the class instance. If there is no object assigned, it returns WRONG_VALUE.

Corner (Set Method)

Sets new value for “Corner” property.

```cpp
  bool Corner(
    ENUM_BASE_CORNER corner  // property value
  )
```

Parameters

corner


Return Value

true - successful, false - cannot change the property.
**X_Size**

Gets the value of "X_Size" property.

```c
int X_Size() const
```

**Return Value**

Value of "X_Size" property of the object assigned to the class instance. If there is no object assigned, it returns 0.
Y_Size

Gets the value of "Y_Size" property.

```c
int Y_Size() const
```

Return Value

Value of "Y_Size" property of the object assigned to the class instance. If there is no object assigned, it returns 0.
BmpFileOn (Get Method)

Gets the value of “BmpFileOn” property.

```cpp
string BmpFileOn() const
```

**Return Value**

Value of “BmpFileOn” property of the object assigned to the class instance. If there is no object assigned, it returns “”.

BmpFileOn (Set Method)

Sets new value for “BmpFileOn” property.

```cpp
bool BmpFileOn(
    string name  // file name
)
```

**Parameters**

name


**Return Value**

true - successful, false - cannot change the property.
**BmpFileOff (Get Method)**

Gets the value of "BmpFileOff" property.

```csharp
string BmpFileOff() const
```

**Return Value**

Value of "BmpFileOff" property of the object assigned to the class instance. If there is no object assigned, it returns "".

**BmpFileOff (Set Method)**

Sets new value for "BmpFileOff" property.

```csharp
bool BmpFileOff(
    string name // file name
)
```

**Parameters**

- `name`


**Return Value**

true - successful, false - cannot change the property.
State (Get Method)

Gets the value of “State” property.

```cpp
bool State() const
```

Return Value

Value of “State” property of the object assigned to the class instance. If there is no object assigned, it returns false.

State (Set Method)

Sets new value for “State” property.

```cpp
bool State(
    bool state // property value
)
```

Parameters

state


Return Value

true - successful, false - cannot change the property.
### Time

Prohibits changes of the time coordinate.

```cpp
bool Time(
    datetime time // any value
)
```

#### Parameters

- `time`
  - `[in]` Any value of datetime type.

#### Return Value

- `always false.`
Price

Prohibits changes of the price coordinate.

```cpp
bool Price(
    double price // any value
)
```

Parameters

price


Return Value

always false.
**Save**

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle     // file handle
)
```

**Parameters**

- `file_handle`  
  [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- `true` - successful, `false` - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle // file handle
)
```

**Parameters**

- `file_handle`
  - [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- true - successful, false - error.
**Type**

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Object type identifier (OBJ_BITMAP_LABEL for `CChartObjectBmpLabel`).
CChartObjectRectLabel

CChartObjectRectLabel is a class for simplified access to "Rectangle Label" graphical object properties.

Description

CChartObjectRectLabel class provides access to "Rectangle Label" object properties.

Declaration

```cpp
class CChartObjectRectLabel : public CChartObjectLabel
```

Title

```cpp
#include <ChartObjects\ChartObjectsTxtControls.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectText
      - CChartObjectLabel
        - CChartObjectRectLabel

Class Methods by Groups

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<td>Sets the vertical size</td>
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| BackColor       | Gets/sets the background color                           |

| Angle           | Prohibits slope angle change                             |

| BorderType      | Gets/sets type of the border                             |

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</table>
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CChartObject

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, Fill, Z Order, Z Order, Selected, Selected, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObjectText

Angle, Angle, Font, Font, FontSize, FontSize, Anchor, Anchor, Create

Methods inherited from class CChartObjectLabel

X Distance, X Distance, Y Distance, Y Distance, X Size, Y Size, Corner, Corner, Time, Price, Create

See also

Object types, Object properties, Graphic objects
Create

Creates the “CChartObjectRectLabel” graphic object.

```cpp
bool Create(
    long chart_id,  // chart ID
    string name,    // object name
    int window,     // chart window
    int X,          // X coordinate
    int Y,          // Y coordinate
    int sizeX,      // horizontal size
    int sizeY       // vertical size
)
```

Parameters

`chart_id`
- [in] Chart identifier (0 - current chart).

`name`
- [in] A unique name of the object to create.

`window`
- [in] Chart window number (0 - main window).

`X`
- [in] X coordinate.

`Y`
- [in] Y coordinate.

`sizeX`
- [in] Horizontal size.

`sizeY`
- [in] Vertical size.

Return Value

true - successful, false - error.
X_Size

Sets the value of "X_Size" property.

bool X_Size(
    int size  // property value
)

Parameters

size
    [in] New horizontal size property value.

Return Value

true - successful, false - cannot change the property.

Note

To get the values of "X_Size" and "Y_Size" properties, use the X_Size and Y_Size methods of the parent CChartObjectLabel class.
**Y_Size**

Sets the value of "Y_Size" property.

```c
bool Y_Size(
    int size       // property value
)
```

**Parameters**

size

[in] New vertical size property value.

**Return Value**

true - successful, false - cannot change the property.

**Note**

To get the values of "X_Size" and "Y_Size" properties, use the \texttt{X_Size} and \texttt{Y_Size} methods of the parent \texttt{CChartObjectLabel} class.
**BackColor**

Gets the background color property value.

```c++
color BackColor() const
```

**Return Value**

Background color property value of the object assigned to the class instance. If there is no object assigned, it returns 0.

**BackColor**

Sets the background color property value.

```c++
bool BackColor(
    color new_color // property value
)
```

**Parameters**

* new_color
  
  [in] New background color property value.

**Return Value**

true - successful, false - cannot change the property.
Angle

Prohibits changing the slope angle property.

```cpp
bool Angle(
    double angle // any value
)
```

**Parameters**

`angle`


**Return Value**

Always false.
BorderType

Gets border type property value.

```cpp
int BorderType() const
```

Return Value

Border type property value of the object assigned to the class instance. If there is no object assigned, it returns 0.

BorderType

Sets border type property value.

```cpp
bool BorderType(
    int type  // property value
)
```

Parameters

- `type`
  - [in] New border type property value.

Return Value

- true - successful, false - cannot change the property.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle   // file handle
)
```

**Parameters**

- `file_handle`  
  [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

**Parameters**

- `file_handle`  
  [in] handle of the binary file already opened by `FileOpen` function.

**Return Value**

- `true` - successful, `false` - error.
**Type**

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

**Return Value**

Object type identifier (OBJ_RECTANGLE_LABEL for `CChartObjectRectangleLabel`).
Custom graphics

This section provides tools for working with custom graphics.

Their use greatly facilitates plotting custom charts, drawings and visualization of data.

There are individual classes for creating graphical objects and primitives, for drawing various types of pie charts and curves. Various options for displaying objects are implemented: changing the style and color of lines, filling, working with series of data on the chart, etc.

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**CCanvas**

CCanvas is a class for simplified creation of custom images.

**Description**

CCanvas provides creation of a graphical resource (with or without binding to a chart object) and drawing graphic primitives.

**Declaration**

```cpp
class CCanvas
```

**Title**

```cpp
#include <Canvas\Canvas.mqh>
```

**Inheritance hierarchy**

CCanvas

**Direct descendants**

CChartCanvas, CFImageCanvas

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**Properties**

| **ChartObjectName**       | Gets the name of a bound chart object |
| **ResourceName**          | Gets the name of a graphical resource |
| **Width**                 | Gets the width of a graphical resource |
| **Height**                | Gets the height of a graphical resource |
| **LineStyleSet**          | Sets the line style |

**Updates an object on the screen**
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Attach

Gets the graphical resource from an OBJ_BITMAP_LABEL object and attaches it to an instance of the CCanvas class.

```cpp
bool Attach(
    const long chart_id, // chart identifier
    const string objname, // object name
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA // color processing method
)
```

Creates a graphical resource for an OBJ_BITMAP_LABEL object and attaches it to an instance of the CCanvas class.

```cpp
bool Attach(
    const long chart_id, // chart identifier
    const string objname, // object name
    const int width, // image width in pixels
    const int height, // image height in pixels
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA // color processing method
)
```

Parameters

- `chart_id` [out] Chart identifier.
- `objname` [in] Name of the graphical object.
- `width` [in] Image width in the resource.
- `height` [in] Image height in the resource.
- `clrfmt=COLOR_FORMAT_XRGB_NOALPHA` [in] Alpha channel processing method. The alpha channel is ignored by default.

Return Value

- `true` - if successful, `false` - if failed to attach the object.
## Arc

Draws an arc of an ellipse inscribed in a rectangle with corners at \((x_1, y_1)\) and \((x_2, y_2)\). The arc boundaries are clipped by lines from the center of the ellipse, which extend to two points with coordinates \((x_3, y_3)\) and \((x_4, y_4)\).

```c
void Arc(
    int x1,  // X coordinate of the upper left corner of the rectangle
    int y1,  // Y coordinate of the upper left corner of the rectangle
    int x2,  // X coordinate of the bottom right corner of the rectangle
    int y2,  // Y coordinate of the bottom right corner of the rectangle
    int x3,  // X coordinate of the first point to find the arc boundaries
    int y3,  // Y coordinate of the first point to find the arc boundaries
    int x4,  // X coordinate of the second point to find the arc boundaries
    int y4,  // Y coordinate of the second point to find the arc boundaries
    const uint clr  // color
);
```

### Parameters

- **x1**
  
  \([\text{in}]\) X coordinate of the top left corner forming the rectangle.

- **y1**
  
  \([\text{in}]\) Y coordinate of the top left corner forming the rectangle.

- **x2**
  
  \([\text{in}]\) X coordinate of the bottom right corner forming the rectangle.

- **y2**
  
  \([\text{in}]\) Y coordinate of the bottom right corner forming the rectangle.

- **x3**
  
  \([\text{in}]\) X coordinate of the first point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

- **y3**
  
  \([\text{in}]\) Y coordinate of the first point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

- **x4**
  
  \([\text{in}]\) X coordinate of the second point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

- **y4**
  
  \([\text{in}]\) Y coordinate of the second point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

- **clr**
  
  \([\text{in}]\) Color in ARGB format. Use the `ColorToARGB()` function to convert a color into the ARGB format.
Draws an arc of an ellipse with center at point \((x,y)\), inscribed in rectangle, with radii \(rx\) and \(ry\). The arc boundaries are cropped from the ellipse center using rays formed by angles \(fi3\) and \(fi4\).

```c
void Arc(
    int x,  // X coordinate of the ellipse center
    int y,  // Y coordinate of the ellipse center
    int rx, // ellipse radius on the X axis
    int ry, // ellipse radius on the Y axis
    int fi3, // angle of ray from ellipse center, which defines the first boundary of the arc
    int fi4, // angle of ray from ellipse center, which defines the second boundary of the arc
    const uint clr  // color
);
```

Draws an arc of an ellipse with center at point \((x,y)\), inscribed in rectangle, with radii \(rx\) and \(ry\), and also returns the coordinates of the arc boundaries. The arc boundaries are cropped from the ellipse center using rays formed by angles \(fi3\) and \(fi4\).

```c
void Arc(
    int x,  // X coordinate of the ellipse center
    int y,  // Y coordinate of the ellipse center
    int rx, // ellipse radius on the X axis
    int ry, // ellipse radius on the Y axis
    int fi3, // angle of ray from ellipse center, which defines the first boundary of the arc
    int fi4, // angle of ray from ellipse center, which defines the second boundary of the arc
    int& x3, // X coordinate of the first arc boundary
    int& y3, // Y coordinate of the first arc boundary
    int& x4, // X coordinate of the second arc boundary
    int& y4, // Y coordinate of the second arc boundary
    const uint clr  // color
);
```

**Parameters**

- **x**
  - [in] X coordinate of the ellipse center.

- **y**
  - [in] Y coordinate of the ellipse center.

- **rx**
  - [in] Ellipse radius on the X axis, in pixels.

- **ry**
  - [in] Ellipse radius on the Y axis, in pixels.

- **fi3**
  - [in] Angle in radians, which defines the first boundary of the arc.

- **fi4**
  - [in] Angle in radians, which defines the second boundary of the arc.
Angle in radians, which defines the second boundary of the arc.

\[ x_3 \]

Variable to get the X coordinate of the first arc boundary.

\[ y_3 \]

Variable to get the Y coordinate of the first arc boundary.

\[ x_4 \]

Variable to get the X coordinate of the second arc boundary.

\[ y_4 \]

Variable to get the Y coordinate of the second arc boundary.

\[ clr \]

Color in ARGB format. Use the `ColorToARGB()` function to convert a color into the ARGB format.

Examples of calling the class methods:

```cpp
#include <Canvas\Canvas.mqh>
CCanvas canvas;

void OnStart()
{
    int Width=600;
    int Height=400;
    if(!canvas.CreateBitmapLabel(0,0,"CirclesCanvas",30,30,Width,Height))
    {
        Print("Error creating canvas: ",GetLastError());
    }
    canvas.Erase(clrWhite);
    canvas.Rectangle(215-190,215-120,215+190,215+120,clrGray);
    canvas.Arc(215,215, 190,120,M_PI_4,2*M_PI-M_PI_4,clrRed);
    int x1,y1,x2,y2;
    canvas.Arc(215,215, 190,120,2*M_PI-M_PI_4,2*M_PI+M_PI_4,x1,y1,x2,y2,clrGreen);
    canvas.CircleAA(x1,y1,3,clrRed);
    canvas.CircleAA(x2,y2,3,clrBlue);
    canvas.Update();
}
```
Pie

Draws a filled sector of an ellipse inscribed in a rectangle with corners at \((x_1,y_1)\) and \((x_2,y_2)\). The sector boundaries are clipped by lines from the center of the ellipse, which extend to two points with coordinates \((x_3,y_3)\) and \((x_4,y_4)\).

```cpp
void Pie(
    int x1, // X coordinate of the upper left corner of the rectangle
    int y1, // Y coordinate of the upper left corner of the rectangle
    int x2, // X coordinate of the bottom right corner of the rectangle
    int y2, // Y coordinate of the bottom right corner of the rectangle
    int x3, // X coordinate of the first point to find the arc boundaries
    int y3, // Y coordinate of the first point to find the arc boundaries
    int x4, // X coordinate of the second point to find the arc boundaries
    int y4, // Y coordinate of the second point to find the arc boundaries
    const uint clr, // line color
    const uint fill_clr // fill color
);
```

Parameters

\(x_1\)

[in] X coordinate of the top left corner forming the rectangle.

\(y_1\)

[in] Y coordinate of the top left corner forming the rectangle.

\(x_2\)

[in] X coordinate of the bottom right corner forming the rectangle.

\(y_2\)

[in] Y coordinate of the bottom right corner forming the rectangle.

\(x_3\)

[in] X coordinate of the first point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

\(y_3\)

[in] Y coordinate of the first point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

\(x_4\)

[in] X coordinate of the second point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

\(y_4\)

[in] Y coordinate of the second point, to which a line from the rectangle center is drawn in order to obtain the arc boundary.

\(clr\)

[in] Border color of the sector in the ARGB format.

\(fill\_clr\)
[in] Fill color of the sector in the ARGB format. Use the `ColorToARGB()` function to convert a color into the ARGB format.

Draws a filled sector of an ellipse with center at point (x,y), inscribed in rectangle, with radii rx and ry. The sector boundaries are cropped from the ellipse center by rays formed by angles fi3 and fi4.

```c
void Pie(
    int x, // X coordinate of the ellipse center
    int y, // Y coordinate of the ellipse center
    int rx, // ellipse radius on the X axis
    int ry, // ellipse radius on the Y axis
    int fi3, // angle of ray from ellipse center, which defines the first
    int fi4, // angle of ray from ellipse center, which defines the second
    const uint clr, // line color
    const uint fill_clr // fill color
);
```

Draws a filled sector of an ellipse with center at point (x,y), inscribed in rectangle, with radii rx and ry, and also returns the coordinates of the arc boundaries. The sector boundaries are cropped from the ellipse center by rays formed by angles fi3 and fi4.

```c
void Pie(
    int x, // X coordinate of the ellipse center
    int y, // Y coordinate of the ellipse center
    int rx, // ellipse radius on the X axis
    int ry, // ellipse radius on the Y axis
    int fi3, // angle of ray from ellipse center, which defines the first
    int fi4, // angle of ray from ellipse center, which defines the second
    int& x3, // X coordinate of the first arc boundary
    int& y3, // Y coordinate of the first arc boundary
    int& x4, // X coordinate of the second arc boundary
    int& y4, // Y coordinate of the second arc boundary
    const uint clr, // line color
    const uint fill_clr // fill color
);
```

**Parameters**

- **x**
  - [in] X coordinate of the ellipse center.

- **y**
  - [in] Y coordinate of the ellipse center.

- **rx**
  - [in] Ellipse radius on the X axis, in pixels.

- **ry**
  - [in] Ellipse radius on the X axis, in pixels.
fi3 
[in] Angle in radians, which defines the first boundary of the arc.

fi4 
[in] Angle in radians, which defines the second boundary of the arc.

x3 
[out] Variable to get the X coordinate of the first arc boundary.

y3 
[out] Variable to get the Y coordinate of the first arc boundary.

x4 
[out] Variable to get the X coordinate of the second arc boundary.

y4 
[out] Variable to get the Y coordinate of the second arc boundary.

clr 
[in] Border color of the sector in the ARGB format.

fill_clr 
[in] Fill color of the sector in the ARGB format. Use the ColorToARGB() function to convert a color into the ARGB format.

Examples of calling the class methods:

```c
#include <Canvas\Canvas.mqh>
CCanvas canvas;

void OnStart()
{
    int Width=600;
    int Height=400;

    //--- create canvas
    if(!canvas.CreateBitmapLabel(0,0,"CirclesCanvas",30,30,Width,Height))
    {
        Print("Error creating canvas: ",GetLastError());
    }

    //--- clear canvas
    canvas.Erase(clrWhite);

    //--- draw rectangle
    canvas.Rectangle(215-190,215-120,215+190,215+120,clrGray);

    //--- draw first pie
    canvas.Pie(215,215, 190,120,M_PI_4,2*M_PI-M_PI_4,ColorToARGB(clrBlue),ColorToARGB(clrRed));

    //--- draw second pie
    canvas.Pie(215,215, 190,120,2*M_PI-M_PI_4,2*M_PI+M_PI_4,ColorToARGB(clrGreen),ColorToARGB(clrGreen));

    //--- show updated canvas
    canvas.Update();
}
DebugBreak();
}
FillPolygon

Draws a filled polygon.

```c
void FillPolygon(
    int& x,        // array with the X coordinates of polygon points
    int& y,        // array with the Y coordinates of polygon points
    const uint clr  // color
);
```

Parameters

- **x**
  - [in] Array of the X coordinates of the polygon points.

- **y**
  - [in] Array of the Y coordinates of the polygon points.

- **clr**
  - [in] Color in ARGB format.
**FillEllipse**

Draws a filled ellipse inscribed in a rectangle with the specified coordinates.

```c
void FillPolygon(
    int x1,       // X coordinate of the upper left corner of the rectangle
    int y1,       // Y coordinate of the upper left corner of the rectangle
    int x2,       // X coordinate of the bottom right corner of the rectangle
    int y2,       // Y coordinate of the bottom right corner of the rectangle
    const uint clr  // ellipse color
);
```

**Parameters**

- **x1**
  
  [in] X coordinate of the top left corner forming the rectangle.

- **y1**
  
  [in] Y coordinate of the top left corner forming the rectangle.

- **x2**
  
  [in] X coordinate of the bottom right corner forming the rectangle.

- **y2**
  
  [in] Y coordinate of the bottom right corner forming the rectangle.

- **clr**
  
  [in] Color in ARGB format.
GetDefaultColor

Returns a predefined color by its index.

```cpp
static uint GetDefaultColor(
    const uint i // index
);
```

**Parameters**

- `i`
  - [in] Index to get the color.

**Return Value**

- Color.
ChartObjectName

Receives the name of a bound chart object.

```cpp
string ChartObjectName();
```

Return Value

- the name of a bound chart object
Circle

Draws a circle

```c
void Circle(
    int x,       // X coordinate
    int y,       // Y coordinate
    int r,       // radius
    const uint clr // color
);
```

Parameters

- **x**
  - [in] X coordinate of the center of the circle.

- **y**
  - [in] Y coordinate of the center of the circle.

- **r**
  - [in] Circle radius.

- **clr**
  - [in] Color in ARGB format.
CircleAA

Draws a circle using antialiasing algorithm

```c
void CircleAA(
    const int x,       // X coordinate
    const int y,       // Y coordinate
    const double r,    // radius
    const uint clr     // color
);`

Parameters

- `x` [in] X coordinate of the center of the circle.
- `y` [in] Y coordinate of the center of the circle.
- `r` [in] Circle radius.
- `clr` [in] Color in ARGB format.
**CircleWu**

Draws a circle using Wu's anti-aliasing algorithm

```c
void CircleWu(
    const int x,       // X coordinate
    const int y,       // Y coordinate
    const double r,    // radius
    const uint clr     // color
);
```

**Parameters**

- `x`  
  [in] X coordinate of the center of the circle.

- `y`  
  [in] Y coordinate of the center of the circle.

- `r`  
  [in] Circle radius.

- `clr`  
  [in] Color in ARGB format.
Create

Creates a graphical resource without binding to a chart object.

```cpp
virtual bool Create(
    const string name, // name
    const int width,   // width
    const int height,  // height
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA // format
);
```

**Parameters**

- **name**
  - [in] Basis for a graphical resource name. A resource name is generated during the creation by adding a pseudorandom string.

- **width**
  - [in] Width (size along X axis) in pixels.

- **height**
  - [in] Height (size along Y axis) in pixels.

- **clrfmt=COLOR_FORMAT_XRGB_NOALPHA**
  - [in] Color processing method. See [ResourceCreate()](#) function description to learn more about color processing methods.

**Return Value**

- true - successful, otherwise - false
## CreateBitmap

Creates a graphical resource bound to a chart object.

1. Creates a graphical resource in the main window of the current chart.

```cpp
bool CreateBitmap(
    const string name,       // name
    const datetime time,     // time
    const double price,      // price
    const int width,         // width
    const int height,        // height
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA  // format
);
```

2. Creates a graphical resource using a chart ID and a subwindow number.

```cpp
bool CreateBitmap(
    const long chart_id,     // chart ID
    const int subwin,        // subwindow number
    const string name,       // name
    const datetime time,     // time
    const double price,      // price
    const int width,         // width
    const int height,        // height
    ENUM_COLOR_FORMAT  clrfmt=COLOR_FORMAT_XRGB_NOALPHA // format
);
```

### Parameters

- **chart_id**
  
  [in] Chart ID for creating an object.

- **subwin**
  
  [in] Chart subwindow number for creating an object.

- **name**
  
  [in] Chart object name and a basis for a graphical resource name.

- **time**
  
  [in] Chart object anchor point time coordinate.

- **price**
  
  [in] Chart object anchor point price coordinate.

- **width**
  
  [in] Graphical resource width (size along X axis) in pixels.

- **height**
  

- **clrfmt**
  
  [in] Initial color format.
[in] Color processing method. See ResourceCreate() function description to learn more about color processing methods.

Return Value

true - successful, otherwise - false

Note

If the first function version is used, the object is created in the main window of the current chart. Object size coincides with the size of a graphical resource.
CreateBitmapLabel

Creates a graphical resource bound to a chart object.

1. Creates a graphical resource in the main window of the current chart.

```cpp
bool CreateBitmapLabel(
    const string name, // name
    const int x, // X coordinate
    const int y, // Y coordinate
    const int width, // width
    const int height, // height
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA // format
);
```

2. Creates a graphical resource using a chart ID and a subwindow number.

```cpp
bool CreateBitmapLabel(
    const long chart_id, // chart ID
    const int subwin, // subwindow number
    const string name, // name
    const int x, // X coordinate
    const int y, // Y coordinate
    const int width, // width
    const int height, // height
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA // format
);
```

Parameters

- `chart_id`
  - [in] Chart ID for creating an object.

- `subwin`
  - [in] Chart subwindow number for creating an object.

- `name`
  - [in] Chart object name and a basis for a graphical resource name.

- `x`
  - [in] Chart object anchor point X coordinate.

- `y`
  - [in] Chart object anchor point Y coordinate.

- `width`
  - [in] Graphical resource width (size along X axis) in pixels.

- `height`
  - [in] Graphical resource height (size along Y axis) in pixels.

- `clrfmt=COLOR_FORMAT_XRGB_NOALPHA`
[in] Color processing method. See ResourceCreate() function description to learn more about color processing methods.

Return Value

true - successful, otherwise - false

Note

If the first function version is used, the object is created in the main window of the current chart.

Object size coincides with the size of a graphical resource.
Destroy

Destroys a graphical resource.

```cpp
void Destroy();
```

Note

If a graphical resource has been bound to a chart object, the latter is deleted.
Ellipse

Draws an ellipse using two points.

```c
void Ellipse(
    int x1,       // X coordinate
    int y1,       // Y coordinate
    int x2,       // X coordinate
    int y2,       // Y coordinate
    const uint clr  // color
);
```

**Parameters**

- **x1**
  - [in] X coordinate of the first point forming an ellipse.

- **y1**
  - [in] Y coordinate of the first point forming an ellipse.

- **x2**
  - [in] X coordinate of the second point forming an ellipse.

- **y2**
  - [in] Y coordinate of the second point forming an ellipse.

- **clr**
  - [in] Color in ARGB format.
EllipseAA

Draws an ellipse based on two points using anti-aliasing algorithm.

```c
void EllipseAA(  
    int x1,       // X coordinate  
    int y1,       // Y coordinate  
    int x2,       // X coordinate  
    int y2,       // Y coordinate  
    const uint clr // color
);
```

**Parameters**

- `x1`
  - [in] X coordinate of the first point forming an ellipse.
- `y1`
  - [in] Y coordinate of the first point forming an ellipse.
- `x2`
  - [in] X coordinate of the second point forming an ellipse.
- `y2`
  - [in] Y coordinate of the second point forming an ellipse.
- `clr`
  - [in] Color in ARGB format.
**EllipseWu**

Draws an ellipse based on two points using Wu's anti-aliasing algorithm.

```c
void EllipseWu(
    int x1,       // X coordinate
    int y1,       // Y coordinate
    int x2,       // X coordinate
    int y2,       // Y coordinate
    const uint clr // color
);
```

**Parameters**

- **x1**
  - [in] X coordinate of the first point forming an ellipse.
- **y1**
  - [in] Y coordinate of the first point forming an ellipse.
- **x2**
  - [in] X coordinate of the second point forming an ellipse.
- **y2**
  - [in] Y coordinate of the second point forming an ellipse.
- **clr**
  - [in] Color in ARGB format.
Erase

Erases or fills with the specified color.

```cpp
void Erase(
    const uint clr=0    // color
);
```

Parameters

- `clr=0`  
  [in] Color in ARGB format.
**Fill**

Fills an area.

```c
void Fill(
    int x,  // X coordinate
    int y,  // Y coordinate
    const uint clr  // color
);
```

**Parameters**

- **x**
  - [in] X coordinate of filling starting point.

- **y**
  - [in] Y coordinate of filling starting point.

- **clr**
  - [in] Color in ARGB format.
FillCircle

Draws a filled circle.

```cpp
void FillCircle(
    int x, // X coordinate
    int y, // Y coordinate
    int r, // radius
    const uint clr // color
);
```

**Parameters**

- `x`
  - [in] X coordinate of a filled circle center.

- `y`
  - [in] Y coordinate of a filled circle center.

- `r`
  - [in] Filled circle radius.

- `clr`
  - [in] Color in ARGB format.
FillRectangle

Draws a filled rectangle.

```c
void FillRectangle(
    int  x1,  // X coordinate
    int  y1,  // Y coordinate
    int  x2,  // X coordinate
    int  y2,  // Y coordinate
    const uint clr  // color
);
```

Parameters

x1  
[in] X coordinate of the first point forming a rectangle.

y1  
[in] Y coordinate of the first point forming a rectangle.

x2  
[in] X coordinate of the second point forming a rectangle.

y2  
[in] Y coordinate of the second point forming a rectangle.

clr  
[in] Color in ARGB format.
FillTriangle

Draws a filled triangle.

```c
void FillTriangle(
    int   x1,  // X coordinate
    int   y1,  // Y coordinate
    int   x2,  // X coordinate
    int   y2,  // Y coordinate
    int   x3,  // X coordinate
    int   y3,  // Y coordinate
    const uint clr  // color
);
```

Parameters

- **x1**
  - [in] X coordinate of the triangle's first corner.
- **y1**
  - [in] Y coordinate of the triangle's first corner.
- **x2**
  - [in] X coordinate of the triangle's second corner.
- **y2**
  - [in] Y coordinate of the triangle's second corner.
- **x3**
  - [in] X coordinate of the triangle's third corner.
- **y3**
  - [in] Y coordinate of the triangle's third corner.
- **clr**
  - [in] Color in ARGB format.
FontAngleGet

Receives font slope angle.

```c
uint FontAngleGet();
```

Return Value

font slope angle
FontAngleSet

Sets font slope angle.

```cpp
bool FontAngleSet(
    uint angle // angle
);
```

**Parameters**

angle


**Return Value**

true - successful, otherwise - false
FontFlagsGet

Receives font flags.

```c
uint FontFlagsGet();
```

Return Value

- `font flags`
FontFlagsSet

Sets font flags.

```plaintext
bool FontFlagsSet(
    uint flags // flags
);
```

Parameters

flags

[in] Font creation flags. See TextSetFont() function description to learn more about the flags.

Return Value

true - successful, otherwise - false
FontGet

Receives the current font parameters.

```c
void FontGet(
    string& name,  // name
    int& size,     // size
    uint& flags,   // flags
    uint& angle,   // slope angle
);
```

Parameters

- **name**
  - [out] Reference to the variable for returning a font name.

- **size**
  - [out] Reference to the variable for returning a font size.

- **flags**
  - [out] Reference to the variable for returning font flags.

- **angle**
  - [out] Reference to the variable for returning a font slope angle.
FontNameGet

Receives font name.

```cpp
string FontNameGet();
```

Return Value

font name
FontNameSet

Sets font name.

```cpp
bool FontNameSet(
    string name // name
);
```

Parameters

name

[in] Font name. For example, "Arial".

Return Value

true - successful, otherwise - false
FontSet

Sets the current font.

```c
bool FontSet(
    const string name, // name
    const int size,   // size
    const uint flags=0, // flags
    const uint angle=0 // angle
);
```

Parameters

name

[in] Font name. For example, "Arial".

size

[in] Font size. See TextSetFont() function description to learn more about setting a size.

flags=0

[in] Font creation flags. See TextSetFont() function description to learn more about the flags.

angle=0


Return Value

true - successful, otherwise - false
FontSizeGet

Receives font size.

```c
int FontSizeGet();
```

Return Value

font size
**FontSizeSet**

Sets font size.

```c
bool FontSizeSet(
    int size // size
);
```

**Parameters**

`size`

[in] Font size. See [TextSetFont()](#) function description to learn more about setting a size.

**Return Value**

true - successful, otherwise - false
**Height**

Receives the height of a graphical resource.

```c
int Height();
```

**Return Value**

height of a graphical resource
Line

Draws a segment of a freehand line.

```c
void Line(
    int    x1,       // X coordinate
    int    y1,       // Y coordinate
    int    x2,       // X coordinate
    int    y2,       // Y coordinate
    const uint clr    // color
);
```

**Parameters**

- **x1**
  - [in] X coordinate of the segment's first point.

- **y1**
  - [in] Y coordinate of the segment's first point.

- **x2**
  - [in] X coordinate of the segment's second point.

- **y2**
  - [in] Y coordinate of the segment's second point.

- **clr**
  - [in] Color in ARGB format.
LineAA

Draws a segment of a freehand line using antialiasing algorithm.

```c
void LineAA(
    const int x1,       // X coordinate
    const int y1,       // Y coordinate
    const int x2,       // X coordinate
    const int y2,       // Y coordinate
    const uint clr,     // color
    const uint style=UINT_MAX // line style
);
```

Parameters

- **x1**
  - [in] X coordinate of the segment's first point.
- **y1**
  - [in] Y coordinate of the segment's first point.
- **x2**
  - [in] X coordinate of the segment's second point.
- **y2**
  - [in] Y coordinate of the segment's second point.
- **clr**
  - [in] Color in ARGB format.
- **style=UINT_MAX**
  - [in] Line style is one of `ENUM_LINE_STYLE` enumeration's values or a custom value.
LineWu

Draws a segment of a freehand line using Wu's anti-aliasing algorithm.

```cpp
void LineWu(
    const int x1,  // X coordinate
    const int y1,  // Y coordinate
    const int x2,  // X coordinate
    const int y2,  // Y coordinate
    const uint clr, // color
    const uint style=UINT_MAX // line style
);
```

**Parameters**

- **x1**
  - [in] X coordinate of the segment's first point.

- **y1**
  - [in] Y coordinate of the segment's first point.

- **x2**
  - [in] X coordinate of the segment's second point.

- **y2**
  - [in] Y coordinate of the segment's second point.

- **clr**
  - [in] Color in ARGB format.

- **style=UINT_MAX**
  - [in] Line style is one of `ENUM_LINE_STYLE` enumeration's values or a custom value.
LineHorizontal

Draws a segment of a horizontal line.

```c
void LineHorizontal(
    int x1,    // X coordinate
    int x2,    // X coordinate
    int y,     // Y coordinate
    const uint clr // color
);
```

Parameters

x1

[in] X coordinate of the segment's first point.

x2

[in] X coordinate of the segment's second point.

y

[in] Segment's Y coordinate.

clr

[in] Color in ARGB format.
LineVertical

Draws a segment of a vertical line.

```c
void LineVertical(
    int x,       // X coordinate
    int y1,      // Y coordinate
    int y2,      // Y coordinate
    const uint clr  // color
);
```

**Parameters**

- `x`  
  [in] Segment's X coordinate.

- `y1`  
  [in] Y coordinate of the segment's first point.

- `y2`  
  [in] Y coordinate of the segment's second point.

- `clr`  
  [in] Color in ARGB format.
LineStyleSet

Sets the line style.

```cpp
void LineStyleSet(
    const uint style // style
);
```

Parameters

- `style`
  
  [in] Line style.

Note

The input parameter can have any of ENUM_LINE_STYLE enumeration values. Besides, it is possible to create a custom line drawing style.
LineThick

Draws a segment of a freehand line having a specified width using antialiasing algorithm.

```c
void LineThick(
    const int x1, // X coordinate of the segment's first point
    const int y1, // Y coordinate of the segment's first point
    const int x2, // X coordinate of the segment's second point
    const int y2, // Y coordinate of the segment's second point
    const uint clr, // color
    const int size, // line width
    const uint style, // line style
    ENUM_LINE_END end_style // line ends style
);
```

Parameters

x1
  [in] X coordinate of the segment's first point.

y1
  [in] Y coordinate of the segment's first point.

x2
  [in] X coordinate of the segment's second point.

y2
  [in] Y coordinate of the segment's second point.

clr
  [in] Color in ARGB format.

size
  [in] Line width.

style
  [in] Line style is one of the ENUM_LINE_STYLE enumeration's values or a custom value.

end_style
  [in] Line style is one of the ENUM_LINE_END enumeration's values

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LINE_END_ROUND</td>
<td>Line ends are rounded.</td>
</tr>
<tr>
<td>LINE_END_BUTT</td>
<td>Line ends are cut.</td>
</tr>
<tr>
<td>LINE_END_SQUARE</td>
<td>A line ends in a filled rectangle.</td>
</tr>
</tbody>
</table>
LineThickVertical

Draws a vertical segment of a freehand line having a specified width using antialiasing algorithm.

```cpp
void LineThickVertical(
    const int x, // X coordinate of the segment
    const int y1, // Y coordinate of the segment's first point
    const int y2, // Y coordinate of the segment's second point
    const uint clr, // color
    const int size, // line width
    const uint style, // line style
    ENUM_LINE_END end_style // line ends style
);
```

Parameters

- `x`  
  [in] Segment's X coordinate.

- `y1`  
  [in] Y coordinate of the segment's first point.

- `y2`  
  [in] Y coordinate of the segment's second point.

- `clr`  
  [in] Color in ARGB format.

- `size`  
  [in] Line width.

- `style`  
  [in] Line style is one of the ENUM_LINE_STYLE enumeration's values or a custom value.

- `end_style`  
  [in] Line style is one of the ENUM_LINE_END enumeration's values.
LineThickHorizontal

Draws a horizontal segment of a freehand line having a specified width antialiasing.

```cpp
void LineThickHorizontal(
    const int x1,          // X coordinate of the segment's first point
    const int x2,          // X coordinate of the segment's second point
    const int y,           // Y coordinate of the segment
    const uint clr,        // color
    const int size,        // line width
    const uint style,      // line style
    ENUM_LINE_END end_style  // line ends style
)
```

**Parameters**

- **x1**
  
  [in] X coordinate of the segment's first point.

- **x2**
  
  [in] X coordinate of the segment's second point.

- **y**
  
  [in] Segment's Y coordinate.

- **clr**
  
  [in] Color in ARGB format.

- **size**
  
  [in] Line width.

- **style**
  
  [in] Line style is one of the ENUM_LINE_STYLE enumeration's values or a custom value.

- **end_style**
  
  [in] Line style is one of the ENUM_LINE_END enumeration's values.
LoadFromFile

Reads an image from a BMP file.

```cpp
bool LoadFromFile(
    const string filename // file name
);
```

Parameters

filename

[in] File name (including "BMP" extension).

Return Value

true - successful, otherwise - false
PixelGet

Receives color of the point with the specified coordinates.

```c
uint PixelGet(
    const int x,  // X coordinate
    const int y   // Y coordinate
);
```

Parameters

- `x`
  - [in] Point's X coordinate.
- `y`
  - [in] Point's Y coordinate.

Return Value

Point color in ARGB format.
PixelSet

Sets color of the point with the specified coordinates.

```cpp
void PixelSet(
    const int x, // X coordinate
    const int y, // Y coordinate
    const uint clr // color
);
```

**Parameters**

- `x`  
  - [in] Point's X coordinate.

- `y`  
  - [in] Point's Y coordinate.

- `clr`  
  - [in] Color in ARGB format.
PixelSetAA

Draws a point using antialiasing algorithm.

```cpp
void PixelSetAA(
    const double x,  // X coordinate
    const double y,  // Y coordinate
    const uint clr   // color
);
```

**Parameters**

- `x`  
  [in] Point's X coordinate.

- `y`  
  [in] Point's Y coordinate.

- `clr`  
  [in] Color in ARGB format.
Polygon

Draws a polygon.

```cpp
void Polygon(
    int& x[], // array of X coordinates
    int& y[], // array of Y coordinates
    const uint clr // color
);
```

Parameters

- `x[]`
  - [in] Array of X coordinates of a polygon points.

- `y[]`

- `clr`
  - [in] Color in ARGB format.
**PolygonAA**

Draws a polygon using antialiasing algorithm.

```cpp
void PolygonAA(
    int& x[], // array of X coordinates
    int& y[], // array of Y coordinates
    const uint clr, // color
    const uint style=UINT_MAX // line style
);
```

**Parameters**

- `x[]`
  - [in] Array of X coordinates of a polygon points.

- `y[]`

- `clr`
  - [in] Color in ARGB format.

- `style=UINT_MAX`
  - [in] Line style is one of [ENUM_LINE_STYLE] enumeration's values or a custom value.
**PolygonWu**

Draws a polygon using Wu's anti-aliasing algorithm.

```cpp
void PolygonWu(
    int& x[],          // array of X coordinates
    int& y[],          // array of Y coordinates
    const uint clr,    // color
    const uint style=UINT_MAX  // line style
);
```

**Parameters**

- `x[]`
  - [in] Array of X coordinates of a polygon points.

- `y[]`

- `clr`
  - [in] Color in ARGB format.

- `style=UINT_MAX`
  - [in] Line style is one of `ENUM_LINE_STYLE` enumeration's values or a custom value.
**PolygonThick**

**Draws a polygon with a specified width using antialiasing algorithm.**

```cpp
void PolygonThick(
    const int& x[],  // array with the X coordinates of polygon points
    const int& y[],  // array with the Y coordinates of polygon points
    const uint clr,   // color
    const int size,   // line width
    const uint style, // line style
    ENUM_LINE_END end_style  // line ends style
)
```

**Parameters**

*x[]*

[**in**] Array of X coordinates of polygon points.

*y[]*

[**in**] Array of Y coordinates of polygon points.

*clr*

[**in**] Color in ARGB format.

*size*

[**in**] Line width.

*style*

[**in**] Line style is one of the ENUM_LINE_STYLE enumeration's values or a custom value.

*end_style*

[**in**] Line style is one of the ENUM_LINE_END enumeration's values.
PolygonSmooth

Draws a polygon with a specified width consecutively using two antialiasing algorithms. First, individual segments are smoothed based on Bezier curves. Then, the raster antialiasing algorithm is applied to the polygon built from these segments to improve the rendering quality.

```cpp
void PolygonSmooth(
    int& x[], // array with the X coordinates of polygon points.
    int& y[], // array with the Y coordinates of polygon points.
    const uint clr, // color
    const int size, // line width
    ENUM_LINE_STYLE style=STYLE_SOLID, // line style
    ENUM_LINE_END end_style=LINE_END_ROUND, // line ends style
    double tension=0.5, // antialiasing parameter value
    double step=10 // length of approximation lines
)
```

**Parameters**

x[]

- **[in]** Array of X coordinates of polygon points.

y[]

- **[in]** Array of Y coordinates of polygon points.

clr

- **[in]** Color in ARGB format.

size

- **[in]** Line width.

style=STYLE_SOLID

- **[in]** Line style is one of the ENUM_LINE_STYLE enumeration's values or a custom value.

double tension=0.5

- **[in]** Smoothing parameter value.

end_style=LINE_END_ROUND

- **[in]** Line style is one of the ENUM_LINE_END enumeration's values.

double step=10

- **[in]** Length of approximating lines.
Polyline

Draws a polyline.

```c
void Polyline(
    int& x[],  // array of X coordinates
    int& y[],  // array of Y coordinates
    const uint clr  // color
);
```

Parameters

- `x[]`

- `y[]`

- `clr`
  - [in] Color in ARGB format.
PolylineSmooth

Draws a polyline with a specified width consecutively using two antialiasing algorithms. First, individual line segments are smoothed based on Bezier curves. Then, the raster antialiasing algorithm is applied to the polyline built from these segments to improve the rendering quality.

```cpp
void PolylineSmooth(
    const int& x[],       // array with the X coordinates of polyline
    const int& y[],       // array with the Y coordinates of polyline
    const uint clr,       // color
    const int size,       // line width
    ENUM_LINE_STYLE style=STYLE_SOLID, // line style
    ENUM_LINE_END end_style=LINE_END_ROUND, // line ends style
    double tension=0.5,   // antialiasing parameter value
    double step=10        // approximation step
)
```

Parameters

- `&x[]` 

- `&y[]` 

- `clr` 
  [in] Color in ARGB format.

- `size` 
  [in] Line width.

- `style=STYLE_SOLID` 
  [in] Line style is one of the ENUM_LINE_STYLE enumeration's values or a custom value.

- `end_style=LINE_END_ROUND` 
  [in] Line style is one of the ENUM_LINE_END enumeration's values.

- `tension=0.5` 
  [in] Smoothing parameter value.

- `step=10` 
PolylineThick

Draws a polyline with a specified width using an antialiasing algorithm.

```cpp
void PolylineThick(  
    const int &x[],   // array with the X coordinates of polyline points
    const int &y[],   // array with the Y coordinates of polyline points
    const uint clr,   // color
    const int size,   // line width
    const uint style, // line style
    ENUM_LINE_END end_style // line ends style
)
```

**Parameters**

- `&x[]`  

- `&y[]`  

- `clr`  
  [in] Color in ARGB format.

- `size`  
  [in] Line width.

- `style`  
  [in] Line style is one of the ENUM_LINE_STYLE enumeration's values or a custom value.

- `end_style`  
  [in] Line style is one of the ENUM_LINE_END enumeration's values.
PolylineWu

Draws a polyline using Wu’s anti-aliasing algorithm.

```cpp
void PolylineWu(
    int& x[], // array of X coordinates
    int& y[], // array of Y coordinates
    const uint clr, // color
    const uint style=UINT_MAX // line style
);
```

**Parameters**

- `x[]`  

- `y[]`  

- `clr`  
  [in] Color in ARGB format.

- `style=UINT_MAX`  
  [in] Line style is one of `ENUM_LINE_STYLE` enumeration's values or a custom value.
PolylineAA

Draws a polyline using antialiasing algorithm.

```c
void PolylineAA(
    int& x[],   // array of X coordinates
    int& y[],   // array of Y coordinates
    const uint clr,   // color
    const uint style=UINT_MAX  // line style
);
```

**Parameters**

- **x[]**

- **y[]**

- **clr**
  - [in] Color in ARGB format.

- **style=UINT_MAX**
  - [in] Line style is one of **ENUM_LINE_STYLE** enumeration's values or a custom value.
Rectangle

Draws a rectangle using two points.

```c
void Rectangle(
    int x1,       // X coordinate
    int y1,       // Y coordinate
    int x2,       // X coordinate
    int y2,       // Y coordinate
    const uint clr // color
);
```

Parameters

- `x1`  
  [in] X coordinate of the first point forming a rectangle.

- `y1`  
  [in] Y coordinate of the first point forming a rectangle.

- `x2`  
  [in] X coordinate of the second point forming a rectangle.

- `y2`  
  [in] Y coordinate of the second point forming a rectangle.

- `clr`  
  [in] Color in ARGB format.
Resize

Resizes a graphical resource.

```cpp
bool Resize(
    const int width,  // width
    const int height  // height
);
```

Parameters

- **width**
  - [in] New width of a graphical resource.

- **height**

Return Value

- true - successful, otherwise - false

Note

When resizing, the previous image is not saved.
ResourceName

Receives the name of a graphical resource.

```c
string ResourceName();
```

Return Value

name of a graphical resource
**TextHeight**

Receives the text height.

```cpp
int TextHeight(
    const string text    // text
);
```

**Parameters**

- `text`

**Return Value**

- text height in pixels

**Note**

The current font is used for measuring the text.
TextOut

Displays text.

```c
void TextOut(
    int x,  // X coordinate
    int y,  // Y coordinate
    string text,  // text
    const uint clr,  // color
    uint alignment=0  // alignment
);
```

**Parameters**

- **x**

- **y**

- **text**
  - [in] Text to be displayed.

- **clr**
  - [in] Color in ARGB format.

- **alignment=0**
  - [in] Text anchoring method. See [TextOut()](#) function description to learn more about anchoring methods.

**Note**

The current font is used to display the text.
TextSize

Receives the text size.

```c
void TextSize(
    const string text,  // text
    int& width,        // width
    int& height        // height
);
```

**Parameters**

- **text**

- **width**
  - [out] Reference to the variable for returning a text width.

- **height**
  - [out] Reference to the variable for returning a text height.

**Note**

The current font is used to measure the text.
**TextWidth**

Receives the text width.

```c
int TextWidth(
    const string text  // text
);
```

**Parameters**

*text*


**Return Value**

text height in pixels

**Note**

The current font is used to measure the text.
**TransparentLevelSet**

Sets transparency level.

```cpp
void TransparentLevelSet(
    const uchar value // value
);
```

**Parameters**

- `value` [in] New value of the transparency level.

**Note**

0 stands for full transparency, while 255 - for full opacity.

Setting a transparency level affects all that was previously drawn. The specified transparency level does not affect further constructions.
Triangle

Draws a triangle.

```c
void Triangle(
    int   x1,   // X coordinate
    int   y1,   // Y coordinate
    int   x2,   // X coordinate
    int   y2,   // Y coordinate
    int   x3,   // X coordinate
    int   y3,   // Y coordinate
    const uint clr   // color
);
```

Parameters

- **x1**
  - [in] X coordinate of the triangle's first corner.

- **y1**
  - [in] Y coordinate of the triangle's first corner.

- **x2**
  - [in] X coordinate of the triangle's second corner.

- **y2**
  - [in] Y coordinate of the triangle's second corner.

- **x3**
  - [in] X coordinate of the triangle's third corner.

- **y3**
  - [in] Y coordinate of the triangle's third corner.

- **clr**
  - [in] Color in ARGB format.
TriangleAA

Draws a triangle using antialiasing algorithm.

```c
void TriangleAA(
    const int x1,       // X coordinate
    const int y1,       // Y coordinate
    const int x2,       // X coordinate
    const int y2,       // Y coordinate
    const int x3,       // X coordinate
    const int y3,       // Y coordinate
    const uint clr,     // color
    const uint style=UINT_MAX  // line style
);
```

**Parameters**

- `x1`  
  [in] X coordinate of the triangle's first corner.

- `y1`  
  [in] Y coordinate of the triangle's first corner.

- `x2`  
  [in] X coordinate of the triangle's second corner.

- `y2`  
  [in] Y coordinate of the triangle's second corner.

- `x3`  
  [in] X coordinate of the triangle's third corner.

- `y3`  
  [in] Y coordinate of the triangle's third corner.

- `clr`  
  [in] Color in ARGB format.

- `style=UINT_MAX`  
  [in] Line style is one of `ENUM_LINE_STYLE` enumeration's values or a custom value.
TriangleWu

Draws a triangle using Wu's anti-aliasing algorithm.

```c
void TriangleWu(
    const int x1,       // X coordinate
    const int y1,       // Y coordinate
    const int x2,       // X coordinate
    const int y2,       // Y coordinate
    const int x3,       // X coordinate
    const int y3,       // Y coordinate
    const uint clr,     // color
    const uint style=UINT_MAX  // line style
);
```

Parameters

- `x1` [in] X coordinate of the triangle's first corner.
- `y1` [in] Y coordinate of the triangle's first corner.
- `x2` [in] X coordinate of the triangle's second corner.
- `y2` [in] Y coordinate of the triangle's second corner.
- `x3` [in] X coordinate of the triangle's third corner.
- `y3` [in] Y coordinate of the triangle's third corner.
- `clr` [in] Color in ARGB format.
- `style=UINT_MAX` [in] Line style is one of `ENUM_LINE_STYLE` enumeration's values or a custom value.
Update

Displays changes on the screen.

```cpp
void Update(const bool redraw=true // flag );
```

Parameters

`redraw=true`

Flag of a chart redrawing necessity.
Width

Receives the width of a graphical resource.

```c
int Width();
```

Return Value

- graphical resource width
CChartCanvas

Base class for implementing classes, which are used for drawing charts and their elements.

Description

This class includes methods for working with the basic elements of any chart: coordinate axes and their marks, chart legend, grid, background, etc. Here you can customize the options for displaying elements: visibility, text color, etc.

Declaration

```c++
class CChartCanvas : public CCanvas
```

Title

```c
#include <Canvas\Charts\ChartCanvas.mqh>
```

Inheritance hierarchy

```
CCanvas
   CChartCanvas
```

Direct descendants

```
CHistogramChart, CLineChart, CPieChart
```

Class methods

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<td><code>DrawScaleTop</code></td>
<td>Redraws the top scale of values.</td>
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<td><code>DrawScaleBottom</code></td>
<td>Redraws the bottom value scale.</td>
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<tr>
<td><code>DrawGrid</code></td>
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Methods inherited from class `CCanvas`

Standard Library

`TextOut`, `TextWidth`, `TextHeight`, `TextSize`, `GetDefaultColor`, `TransparentLevelSet`, `LoadFromFile`, `LineStyleGet`, `LineStyleSet`
ColorBackground (Get method)

Returns the background color.

```cpp
uint ColorBackground() {
    // background color
}
```

Return Value

Background color.

ColorBackground (Set method)

Sets the background color.

```cpp
void ColorBackground(
    const uint value, // background color
) {
    // background color
}
```

Parameters

- `value`
  - [in] Background color.
ColorBorder (Get method)

Returns the border color.

```c
uint ColorBorder()
```

Return Value

Border color.

ColorBorder (Set method)

Sets the border color.

```c
void ColorBorder(
    const uint value, // border color
)
```

Parameters

value

[in] Border color.
**ColorText (Get method)**

Returns the text color.

```c
uint ColorText()
```

**Return Value**

Text color.

**ColorText (Set method)**

Sets the text color.

```c
void ColorText(
    const uint value,  // text color
)
```

**Parameters**

`value`

ColorGrid (Get method)

Returns the grid color.

```c
uint ColorGrid()
```

Return Value

Grid color.

ColorGrid (Set method)

Sets the grid color.

```c
void ColorGrid(
    const uint value,  // grid color
)
```

Parameters

- `value`
MaxData (Get method)

Returns the maximum amount of data (series) allowed.

```csharp
uint MaxData()
```

Return Value

The maximum amount of data (series).

MaxData (Set method)

Sets the maximum amount of data (series) allowed.

```csharp
void MaxData(
    const uint value,  // amount of data
)
```

Parameters

`value`

[in] The maximum amount of data (series).
MaxDescrLen (Get method)

Returns the maximum length of the descriptors.

```c
uint MaxDescrLen()
```

Return Value

The value of the maximum length of the descriptors.

MaxDescrLen (Set method)

Sets the maximum length of the descriptors.

```c
void MaxDescrLen(
    const uint value,  // maximum length
)
```

Parameters

value

[in] The value of the maximum length of the descriptors.
ShowFlags (Get method)

Returns the visibility flag of the chart elements.

```csharp
bool ShowFlags()
```

Return Value

Value of the visibility flag of the chart elements.

ShowFlags (Set method)

Sets the visibility flag of the chart elements.

```csharp
void ShowFlags(
    const uint flags, // flag
)
```

Parameters

flags

[in] Value of the visibility flag of the chart elements.
**IsShowLegend**

Returns and sets the visibility flag of the legend on the chart.

```cpp
bool IsShowLegend()
```

**Return Value**

- `true` if the legend is visible, otherwise `false`. 
IsShowScaleLeft

Returns the visibility flag of the scale of values on the left.

```
bool IsShowScaleLeft()
```

Return Value

true if the scale of values is visible, otherwise — false.
IsShowScaleRight

Returns the visibility flag of the scale of values on the right.

```cpp
bool IsShowScaleRight()
```

Return Value

true if the scale of values is visible, otherwise — false.
**IsShowScaleTop**

Returns the visibility flag of the scale of values at the top.

```cpp
bool IsShowScaleTop()
```

**Return Value**

true if the scale of values is visible, otherwise — false.
IsShowScaleBottom

Returns the visibility flag of the scale of values at the bottom.

```cpp
bool IsShowScaleBottom()
```

**Return Value**

true if the scale of values is visible, otherwise — false.
IsShowGrid

Returns the visibility flag of the grid on the chart.

```c
bool IsShowGrid()
```

Return Value

true if the grid is visible, otherwise – false.
IsShowDescriptors

Returns the visibility flag of the descriptors on the chart.

```
bool IsShowDescriptors()
```

**Return Value**

true if the descriptors are visible, otherwise — false.
**IsShowPercent**

Returns the visibility flag of the percentages on the chart.

```cpp
bool IsShowPercent()
```

**Return Value**

- true if the percentages are visible, otherwise — false.
**VScaleMin (Get method)**

Returns the minimum on the vertical scale of values.

```cpp
double VScaleMin()
```

**Return Value**

The minimum value on the vertical scale.

**VScaleMin (Set method)**

Sets the minimum on the vertical scale of values.

```cpp
void VScaleMin(
    const double value,  // value on the vertical scale
)
```

**Parameters**

- `value`
  
  [in] The minimum value.
**VScaleMax**

Returns the maximum on the vertical scale of values.

```cpp
double VScaleMax()
```

**Return Value**

The maximum value on the vertical scale.

**VScaleMax**

Sets the maximum on the vertical scale of values.

```cpp
void VScaleMax(
    const double value,  // value on the vertical scale
)
```

**Parameters**

value

[in] The maximum value.
**NumGrid**

Returns the number of vertical scale divisions when plotting the chart grid.

```c
uint NumGrid()
```

**Return Value**

- The number of divisions.

**NumGrid**

Sets the number of vertical scale divisions when plotting the chart grid.

```c
void NumGrid(
    const uint value,  // number of divisions
)
```

**Parameters**

- **value**
  - [in] The number of divisions.
**DataOffset**

Returns the data offset value.

```c
int DataOffset()
```

**Return Value**

Data offset.

**DataOffset**

Sets the data offset value.

```c
void DataOffset(
    const int value,  // offset
)
```

**Parameters**

- `value`  
  [in] Data offset.
**DataTotal**

Returns the total number of data series on the chart.

```mql
uint DataTotal()
```

**Return Value**

The number of series.
**DrawDescriptors**

Virtual method for drawing descriptors.

```cpp
virtual void DrawDescriptors()
```
DrawData

Virtual method for drawing data series at the specified index.

```cpp
virtual void DrawData(
    const uint idx=0, // index
)
```

**Parameters**

`idx=0`

[in] Index of the series.
Create

Virtual method that creates a graphical resource.

```cpp
virtual bool Create(
    const string name,     // resource name
    const int width,       // width
    const int height,      // height
    ENUM_COLOR_FORMAT clrfmt  // format
);
```

**Parameters**

- **name**
  - [in] Basis for a graphical resource name. A resource name is generated during the creation by adding a pseudorandom string.

- **width**
  - [in] Width (size along X axis) in pixels.

- **height**
  - [in] Height (size along Y axis) in pixels.

- **clrfmt**
  - [in] Color processing method. See the `ResourceCreate()` function description to learn more about color processing methods.

**Return Value**

- true if successful, otherwise — false.
AllowedShowFlags

Sets the set of allowed visibility flags for chart elements.

```c
void AllowedShowFlags(
    const uint flags,  // flags
)
```

Parameters

flags

ShowLegend

Sets the visibility flag value for the legend (FLAG_SHOW_LEGEND).

```cpp
void ShowLegend(
    const bool flag, // flag value
)
```

**Parameters**

`flag`

[in] Flag value:

- true — the legend becomes visible.
- false — the legend becomes invisible.
ShowScaleLeft

Sets the visibility flag value for the left scale (FLAG_SHOW_SCALE_LEFT).

```cpp
void ShowScaleLeft(
    const bool flag, // flag value
)
```

Parameters

flag

[in] Flag value:

- true — the left scale becomes visible.
- false — the left scale becomes invisible.
ShowScaleRight

Sets the visibility flag value for the right scale (FLAG_SHOW_SCALE_RIGHT).

```cpp
void ShowScaleRight(
    const bool flag,  // flag value
)
```

Parameters

`flag`

[in] Flag value:

- true — the right scale becomes visible.
- false — the right scale becomes invisible.
ShowScaleTop

Sets the visibility flag value for the top scale (FLAG_SHOW_SCALE_TOP).

```cpp
void ShowScaleTop(
    const bool flag,  // flag value
)
```

Parameters

flag

[in] Flag value:

- true — the top scale becomes visible.
- false — the top scale becomes invisible.
ShowScaleBottom

Sets the visibility flag value for the bottom scale (FLAG_SHOW_SCALE_BOTTOM).

```cpp
void ShowScaleBottom(
    const bool flag,  // flag value
)
```

**Parameters**

*flag*

[In] Flag value:

- true — the bottom scale becomes visible.
- false — the bottom scale becomes invisible.
ShowGrid

Sets the visibility flag value for the grid (FLAG_SHOW_GRID).

```cpp
void ShowGrid(
    const bool flag, // flag value
)
```

Parameters

`flag`

[in] Flag value:

- true — the grid becomes visible.
- false — the grid becomes invisible.
ShowDescriptors

Sets the visibility flag value for the descriptors (FLAG_SHOW_DESCRIPTORS).

```cpp
void ShowDescriptors(
    const bool flag,  // flag value
)
```

Parameters

flag

[in] Flag value:

- true — the descriptor becomes visible.
- false — the descriptor becomes invisible.
ShowValue

Sets the visibility flag for the values (FLAG_SHOW_VALUE).

```c
void ShowValue(
    const bool flag,  // flag value
)
```

Parameters

`flag`

[in] Flag value:

- true — the value becomes visible.
- false — the value becomes invisible.
ShowPercent

Sets the visibility flag value for the percentages (FLAG_SHOW_PERCENT).

```cpp
void ShowPercent(
   const bool flag,  // flag value
)
```

**Parameters**

- **flag**
  
  [in] Flag value:
  
  - true — the percentage becomes visible.
  - false — the percentage becomes invisible.
LegendAlignment

Sets the text alignment for the legend.

```cpp
void LegendAlignment(
    const ENUM_ALIGNMENT value,  // flag
)
```

**Parameters**

`value`

[in] Takes one of the values of the ENUM_ALIGNMENT enumeration:

- ALIGNMENT_LEFT — alignment to the left.
- ALIGNMENT_TOP — alignment to the top.
- ALIGNMENT_RIGHT — alignment to the right.
- ALIGNMENT_BOTTOM — alignment to the bottom.
Accumulative

Sets the value accumulation flag for the series.

```cpp
void Accumulative(
    const bool flag=true, // flag value
)
```

**Parameters**

*flag=true*

[in] Flag value:

- true — the current value of the series is replaced by the sum of all previous values.
- false — the standard mode for drawing series.
VScaleParams

Sets the parameters for the vertical scale of values.

```c
void VScaleParams(
    const double max,  // maximum
    const double min,  // minimum
    const uint grid,   // number of divisions
)
```

Parameters

- **max**
  - [in] The minimum value.

- **min**
  - [in] The maximum value.

- **grid**
  - [in] The number of scale divisions.
DescriptorUpdate

Updates the value of the series descriptor (at the specified position).

```cpp
bool DescriptorUpdate(
    const uint  pos,  // index
    const string descr, // value
)
```

Parameters

`pos`

[in] Index of the series — the serial number of its addition, starting with 0.

`descr`

[in] Descriptor value.

Return Value

true if successful, otherwise — false.
ColorUpdate

Updates the series colors (at the specified position).

```cpp
bool ColorUpdate(
    const uint pos, // index
    const uint clr, // color
)
```

Parameters

`pos`

[in] Index of the series — the serial number of its addition, starting with 0.

`clr`

[in] Color value.

Return Value

true if successful, otherwise — false.
ValuesCheck

Auxiliary virtual method, performs internal calculations for plotting the chart.

```cpp
virtual void ValuesCheck()
```
Redraw

Virtual method for redrawing the chart.

```cpp
virtual void Redraw()
```
DrawBackground

Virtual method for redrawing the background.

```cpp
virtual void DrawBackground()
```
DrawLegend

Virtual method for redrawing the legend.

```cpp
virtual void DrawLegend()
```
DrawLegendVertical

Draws a vertical legend.

```c
int DrawLegendVertical(
    const int w, // width
    const int h, // height
)
```

**Parameters**

- `w`  
  - [in] The maximum width of the text in the legend.
- `h`  
  - [in] The maximum height of the text in the legend.

**Return Value**

Width of the legend in pixels.
DrawLegendHorizontal

Draws a horizontal legend.

```cpp
int DrawLegendHorizontal(const int w, //
                          const int h, //
                      }
```

**Parameters**

- `w`
  
  [in] The maximum width of the text in the legend.

- `h`
  
  [in] The maximum height of the text in the legend.

**Return Value**

Height of the legend in pixels.
CalcScales

Virtual method for calculating the coordinates of labels for the scale of values.

```cpp
virtual void CalcScales()
```
DrawScales

Virtual method for redrawing the all scales of values.

```cpp
virtual void DrawScales()
```
**DrawScaleLeft**

Virtual method for redrawing the left scale of values.

```cpp
virtual int DrawScaleLeft(
    const bool draw, // flag
)
```

**Parameters**

- `draw`  
  [in] Flag that indicates if the scale needs to be redrawn.

**Return Value**

- Width of the scale of values.
**DrawScaleRight**

Virtual method for redrawing the right scale of values.

```cpp
virtual int DrawScaleRight(
    const bool draw,  // flag
)
```

**Parameters**

* draw

  [in] Flag that indicates if the scale needs to be redrawn.

**Return Value**

Width of the scale of values.
DrawScaleTop

Virtual method for redrawing the top scale of values.

```cpp
virtual int DrawScaleTop(
    const bool draw,  // flag
)
```

**Parameters**

*draw*

[in] Flag that indicates if the scale needs to be redrawn.

**Return Value**

Height of the scale of values.
DrawScaleBottom

Virtual method for redrawing the bottom scale of values.

```cpp
virtual int DrawScaleBottom(
    const bool draw,  // flag
)
```

**Parameters**

draw

[in] Flag that indicates if the scale needs to be redrawn.

**Return Value**

Height of the scale of values.
**DrawGrid**

Virtual method for redrawing the grid.

```
virtual void DrawGrid()
```
DrawChart

Virtual method for redrawing the chart.

```cpp
virtual void DrawChart()
```
**CHistogramChart**

Class for plotting histograms.

**Description**

All methods for working with the plotting of histograms are implemented in this class. They can be used to set the column width and for configuring the work with data series. The methods for working with gradient filling of histogram columns are included, which allow to visualize the data more clearly.

The code of the above figure is provided below.

**Declaration**

```cpp
class CHistogramChart : public CChartCanvas
```

**Title**

```cpp
#include <Canvas\Charts\HistogramChart.mqh>
```

**Inheritance hierarchy**

```
CCanvas
    CChartCanvas
        CHistogramChart
```
### Standard Library

#### Class methods

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</thead>
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<td>Sets the flag indicating whether the gradient fill of the histogram columns will be applied.</td>
</tr>
<tr>
<td>BarGap</td>
<td>Set the value of the histogram offset from the origin.</td>
</tr>
<tr>
<td>BarMinSize</td>
<td>Sets the minimum width of the histogram columns.</td>
</tr>
<tr>
<td>BarBorder</td>
<td>Sets the flag indicating the need to draw the border for each column.</td>
</tr>
<tr>
<td>Create</td>
<td>Virtual method that creates a graphical resource.</td>
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</tr>
<tr>
<td>GradientBrush</td>
<td>Creates a brush for the gradient fill.</td>
</tr>
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</table>

Methods inherited from class CCanvas


Methods inherited from class CChartCanvas

ColorBackground, ColorBackground, ColorBorder, ColorBorder, ColorText, ColorText, ColorText, ColorText, ColorText, ColorText, ColorGrid, ColorGrid, MaxData, MaxData, MaxDescrLen, MaxDescrLen, AllowedShowFlags, ShowFlags, ShowFlags, IsShowLegend, IsShowLegend, IsShowScaleLeft, IsShowScaleRight, IsShowScaleTop
Methods inherited from class CCanvas


IsShowScaleBottom, IsShowGrid, IsShowDescriptors, IsShowPercent, ShowLegend, ShowScaleLeft, ShowScaleRight, ShowScaleTop, ShowScaleBottom, ShowGrid, ShowDescriptors, ShowValue, ShowPercent, LegendAlignment, Accumulative, VScaleMin, VScaleMin, VScaleMax, VScaleMax, NumGrid, NumGrid, VScaleParams, DataOffset, DataOffset, DataTotal, DescriptorUpdate, ColorUpdate

Example
//+------------------------------------------------------------------+
//|                   Copyright 2009-2017, MetaQuotes Software Corp. |
//|                                              http://www.mql5.com |
//+------------------------------------------------------------------+

#include <Canvas\Charts\HistogramChart.mqh>

int OnStart(void)
{
    int k=100;
    double arr[10];
    //--- create chart
    CHistogramChart chart;
    if(!(chart.CreateBitmapLabel("SampleHistogramChart",10,10,600,450))
    { Print("Error creating histogram chart: ",GetLastError());
        return(-1);
    }
    if(Accumulative)
    { chart.Accumulative();
        chart.VScaleParams(20*k*10,-10*k*10,20);
    }
    else
    { chart.VScaleParams(20*k,-10*k,20);
        chart.ShowValue(true);
        chart.ShowScaleTop(false);
        chart.ShowScaleBottom(false);
        chart.ShowScaleRight(false);
        chart.ShowLegend();
        for(int j=0;j<5;j++)
        { for(int i=0;i<10;i++)
            { k=-k;
                if(k>0)
                { arr[i]=k*(i+10-j);
                }
                else
                { arr[i]=k*(i+10-j)/2;
                }
                chart.SeriesAdd(arr,"Item"+IntegerToString(j));
            }
        }
    }
    //--- play with values
    while(!IsStopped())
    { int i=rand()%5;
        int j=rand()%10;
        k=rand()%3000-1000;
        chart.ValueUpdate(i,j,k);
        Sleep(200);
    }
//--- finish
    chart.Destroy();
    return(0);
}
Gradient

Sets the flag indicating whether the gradient fill of the histogram columns will be applied.

```cpp
void Gradient(const bool flag=true, // flag value
              )
```

**Parameters**

`flag=true`

Flag value: true if the gradient fill is enabled, otherwise — false.
BarGap

Set the value of the histogram offset from the origin.

```c
void BarGap(
    const uint value, // offset
)
```

**Parameters**

- `value`

  [in] Value of the histogram offset.
BarMinSize

Sets the minimum width of the histogram columns.

```cpp
void BarMinSize(
    const uint value,   // minimum width
)
```

Parameters

- `value`
  - [in] The minimum width.
BarBorder

Sets the flag indicating the need to draw the border for each column.

```c
void BarBorder(
    const uint value, // flag
)
```

Parameters

`value`

[in] Flag value:

- true — borders will be drawn
- false — borders will not be drawn
Create

Virtual method that creates a graphical resource.

```cpp
virtual bool Create(
    const string name,  // name
    const int width,   // width
    const int height,  // height
    ENUM_COLOR_FORMAT clrfmt  // format
)
```

**Parameters**

*name*

[in] Basis for a graphical resource name. A resource name is generated during the creation by adding a pseudorandom string.

*width*

[in] Width (size along X axis) in pixels.

*height*

[in] Height (size along Y axis) in pixels.

*clrfmt*

[in] Color processing method. See the ResourceCreate() function description to learn more about color processing methods.

**Return Value**

true if successful, otherwise — false.
**SeriesAdd**

Adds a new data series.

```c++
bool SeriesAdd(
    const double& value[], // values
    const string& descr,   // label
    const uint clr,         // color
)
```

**Parameters**

*value[]*


*descr*

[in] Series label.

*clr*

[in] Series display color.

**Return Value**

true if successful, otherwise — false.
SeriesInsert

Inserts data series to the chart.

```cpp
bool SeriesInsert(
    const uint pos,   // index
    const double& value[], // values
    const string descr, // label
    const uint clr,    // color
)
```

**Parameters**

- `pos`  
  [in] Index for insertion.
- `value[]`  
- `descr`  
  [in] Series label.
- `clr`  
  [in] Series display color.

**Return Value**

- true if successful, otherwise — false.
SeriesUpdate

Updates data series on the chart.

```cpp
bool SeriesUpdate(
    const uint pos,   // index
    const double &value[], // values
    const string descr, // label
    const uint clr,    // color
)
```

**Parameters**

*pos*

[in] Index of the series — the serial number of its addition, starting with 0.

*value[]*

[in] New values for the data series.

*descr*

[in] Series label.

*clr*

[in] Series display color.

**Return Value**

true if successful, otherwise false.
**SeriesDelete**

Deletes data series from the chart.

```cpp
bool SeriesDelete(
    const uint pos,  // index
);
```

**Parameters**

*pos*

[in] Index of the series — the serial number of its addition, starting with 0.

**Return Value**

true if successful, otherwise — false.
ValueUpdate

Updates the specified value in the specified series.

```cpp
bool ValueUpdate(
    const uint series, // index of the series
    const uint pos,    // index of the element
    double value,      // value
)
```

**Parameters**

- `series`  
  [in] Index of the series — the serial number of its addition, starting with 0.

- `pos`  
  [in] Index of element in the series.

- `value`  
  [in] New value.

**Return Value**

true if successful, otherwise — false.
DrawData

Virtual method that plots a histogram for the specified series.

```cpp
virtual void DrawData(
    const uint index,  // index
)
```

**Parameters**

`index`

[in] Index of the series — the serial number of its addition, starting with 0.
DrawBar

Draws a histogram column as a filled rectangle.

```c
void DrawBar(
    const int x,   // X coordinate
    const int y,   // Y coordinate
    const int w,   // width
    const int h,   // height
    const uint clr, // color
)
```

Parameters

`x`

[in] X coordinate of the top left point of the rectangle.

`y`

[in] Y coordinate of the top left point of the rectangle.

`w`

[in] The width of the rectangle.

`h`

[in] The height of the rectangle.

`clr`

[in] The color of the rectangle.
GradientBrush

Creates a brush for the gradient fill.

```cpp
void GradientBrush(
  const int size,    // size
  const uint fill_clr, // fill color
)
```

Parameters

- `size`
  - [in] Brush thickness

- `fill_clr`
  - [in] Fill color
CLineChart

A class for plotting curves.

Description

The methods included in this class are designed for working with curves on the chart. It features the ability to fill the area limited by the plotted curve.

The code of the above figure is provided below.

Declaration

```cpp
class CLineChart : public CChartCanvas
```

Title

```cpp
#include <Canvas\Charts\LineChart.mqh>
```

Inheritance hierarchy

- CCanvas
  - CChartCanvas
    - CLineChart

Class methods
### Standard Library

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<tr>
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<td>Virtual method which draws a curve for the specified series.</td>
</tr>
<tr>
<td>CalcArea</td>
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</tr>
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</table>

**Methods inherited from class CCanvas**


**Methods inherited from class CChartCanvas**

- ColorBackground, ColorBackground, ColorBorder, ColorBorder, ColorText, ColorText, ColorGrid, ColorGrid, MaxData, MaxData, MaxDescrLen, MaxDescrLen, AllowedShowFlags, ShowFlags, ShowFlags, IsShowLegend, IsShowScaleLeft, IsShowScaleRight, IsShowScaleTop, IsShowScaleBottom, IsShowGrid, IsShowDescriptors, IsShowPerCent, ShowLegend, ShowLegend, ShowLegend, ShowLegend, ShowScaleRight, ShowScaleTop, ShowScaleBottom, ShowGrid, ShowDescriptors, ShowValue, ShowPerCent, LegendAlignment, Accumulative, VScaleMin, VScaleMin, VScaleMax, VScaleMax, NumGrid, NumGrid, VScaleParams, DataOffset, DataOffset, DataTotal, DescriptorUpdate, ColorUpdate

**Example**

---

© 2000-2021, MetaQuotes Ltd
//--- create chart
CLineChart chart;
//--- create chart
if (chart.CreateBitmapLabel("Sample Histogram Chart", 10, 10, 600, 450))
{
    Print("Error creating line chart: ", GetLastError());
    return(-1);
}
if (Accumulative)
{
    chart.Accumulative();
    chart.VScaleParams(20*k*10, -10*k*10, 20);
}
else
    chart.VScaleParams(20*k, -10*k, 15);
chart.ShowScaleTop(false);
chart.ShowScaleRight(false);
chart.ShowLegend();
chart.Filled();
for (int j=0; j<5; j++)
{
    for (int i=0; i<10; i++)
    {
        k=-k;
        if (k>0)
            arr[i]=k*(i+10-j);
        else
            arr[i]=k*(i+10-j)/2;
    }
    chart.SeriesAdd(arr, "Item" + IntegerToString(j));
}
//--- play with values
while (!IsStopped())
{
    int i=rand()%5;
    int j=rand()%10;
    k=rand()%3000-1000;
    chart.ValueUpdate(i, j, k);
    Sleep(200);
}
//--- finish
    chart.Destroy();
    return(0);
}
Filled

Sets the flag indicating whether it is necessary to fill the area under the curve defined by the data series.

```cpp
void Filled(
    const bool flag=true, // flag
)
```

Parameters

`flag=true`

[in] Flag value:

- true – fill the area under the curve
- false – do not fill the area under the curve
Create

Virtual method that creates a graphical resource.

```cpp
virtual bool Create(
    const string name,  // name
    const int width,    // width
    const int height,   // height
    ENUM_COLOR_FORMAT clrfmt  // format
);  
```

**Parameters**

*name*  
[in] Basis for a graphical resource name. A resource name is generated during the creation by adding a pseudorandom string.

*width*  
[in] Width (size along X axis) in pixels.

*height*  
[in] Height (size along Y axis) in pixels.

*clrfmt*  
[in] Color processing method. See the ResourceCreate() function description to learn more about color processing methods.

**Return Value**

true if successful, otherwise — false.
SeriesAdd

Adds a new data series.

```c
bool SeriesAdd(
    const double& value[], // values
    const string descr,    // label
    const uint clr,        // color
)
```

Parameters

value[]


descr

[in] Series label.

clr

[in] Series display color.

Return Value

ture if successful, otherwise — false.
SeriesInsert

Inserts data series to the chart.

```c
bool SeriesInsert(
    const uint pos,   // index
    const double& value[], // values
    const string descr, // label
    const uint clr,    // color
)
```

**Parameters**

- `pos`  
  [in] Index for insertion.

- `value[]`  

- `descr`  
  [in] Series label.

- `clr`  
  [in] Series display color.

**Return Value**

true if successful, otherwise — false.
SeriesUpdate

Updates data series on the chart.

```cpp
bool SeriesUpdate(
    const uint pos, // index
    const double& value[], // values
    const string descr, // label
    const uint clr, // color
)
```

Parameters

- **pos**
  - [in] Index of the series — the serial number of its addition, starting with 0.
- **value[]**
  - [in] New values for the data series.
- **descr**
  - [in] Series label.
- **clr**
  - [in] Series display color.

Return Value

- true if successful, otherwise — false.
SeriesDelete

Deletes data series from the chart.

```cpp
bool SeriesDelete(  
    const uint pos,  // index
)
```

Parameters

`pos`

[in] Index of the series — the serial number of its addition, starting with 0.

Return Value

true if successful, otherwise — false.
ValueUpdate

Updates the specified value in the specified series.

```cpp
bool ValueUpdate(
    const uint series,  // index of the series
    const uint pos,     // index of the element
    double value        // value
)
```

Parameters

**series**

[in] Index of the series — the serial number of its addition, starting with 0.

**pos**

[in] Index of element in the series.

**value**

[in] New value.

Return Value

true if successful, otherwise — false.
DrawChart

Virtual method which draws a curve and all its elements.

```cpp
virtual void DrawChart()
```
**DrawData**

Virtual method which draws a curve for the specified series.

```cpp
virtual void DrawData(
    const uint index, // index
)
```

**Parameters**

`index`

[in] Index of the series — the serial number of its addition, starting with 0.
CalcArea

Calculates the area under the curve defined by the data series.

```cpp
double CalcArea(
    const uint index,  // index
)
```

Parameters

- **index**
  - [in] Index of the series — the serial number of its addition, starting with 0.

Return Value

- *Area of the figure limited by the curve which is defined by the data series.*
CPieChart

Class for plotting pie charts.

The code of the above figure is provided below.

Description

The methods included in this class are designed for full-scale operation with pie charts, from the creating a graphical resource to designing labels to segments.

Declaration

```cpp
class CPieChart : public CChartCanvas
```

Title

```cpp
#include <Canvas\Charts\PieChart.mqh>
```

Inheritance hierarchy

- CCanvas
  - CChartCanvas
    - CPieChart

Class methods
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</tr>
<tr>
<td>ValueInsert</td>
<td>Inserts a new value to the pie chart (at the specified position).</td>
</tr>
<tr>
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<td>Updates the value on the pie chart (at the specified position).</td>
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<td>ValueDelete</td>
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</tr>
<tr>
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</tr>
<tr>
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<td>Draws a segment of the pie chart, which corresponds to a specified value.</td>
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<tr>
<td>LabelMake</td>
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</tr>
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</table>

Methods inherited from class CCanvas


Methods inherited from class CChartCanvas

ColorBackground, ColorBackground, ColorBorder, ColorBorder, ColorText, ColorText, ColorGrid, ColorGrid, MaxData, MaxData, MaxDescrLen, MaxDescrLen, AllowedShowFlags, ShowFlags, ShowFlags, IsShowLegend, IsShowScaleLeft, IsShowScaleRight, IsShowScaleTop, IsShowScaleBottom, IsShowGrid, IsShowDescriptors, IsShowPercent, ShowLegend, ShowScaleLeft, ShowScaleRight, ShowScaleTop, ShowScaleBottom, ShowGrid, ShowDescriptors, ShowValue, ShowPercent, LegendAlignment, Accumulative, VScaleMin, VScaleMin, VScaleMax, VScaleMax, NumGrid, NumGrid, VScaleParams, DataOffset, DataOffset, DataTotal, DescriptorUpdate, ColorUpdate

Example
#include <Canvas\Charts\PieChart.mqh>

int OnStart(void)
{
    //--- check
    if(Width<=0 || Height<=0)
    {
        Print("Too simple.");
        return(-1);
    }

    //--- create chart
    CPieChart pie_chart;
    if(!pie_chart.CreateBitmapLabel("PieChart",10,10,Width,Height))
    {
        Print("Error creating pie chart: ",GetLastError());
        return(-1);
    }
    pie_chart.ShowPercent();

    //--- draw
    for(uint i=0;i<30;i++)
    {
        pie_chart.ValueAdd(100*(i+1),"Item "+IntegerToString(i));
        Sleep(10);
    }
    Sleep(2000);

    //--- disable legend
    pie_chart.LegendAlignment(ALIGNMENT_LEFT);
    Sleep(2000);

    //--- disable legend
    pie_chart.LegendAlignment(ALIGNMENT_RIGHT);
    Sleep(2000);

    //--- disable legend
    pie_chart.LegendAlignment(ALIGNMENT_TOP);
Sleep(2000);
    //--- disable legend
    pie_chart.ShowLegend(false);
    Sleep(2000);
    //--- disable percentage
    pie_chart.ShowPercent(false);
    Sleep(2000);
    //--- disable descriptors
    pie_chart.ShowDescriptors(false);
    Sleep(2000);
    //--- enable all
    pie_chart.ShowLegend();
    pie_chart.ShowValue();
    pie_chart.ShowDescriptors();
    Sleep(2000);
    //--- or like this
    pie_chart.ShowFlags(FLAG_SHOW_LEGEND|FLAG_SHOW_DESCRIPTORS|FLAG_SHOW_PERCENT);
    uint total=pie_chart.DataTotal();
    //--- play with values
    for (uint i=0;i<total && !IsStopped();i++)
    {
        pie_chart.ValueUpdate(i,100*(rand() %10+1));
        Sleep(1000);
    }
    //--- play with colors
    for (uint i=0;i<total && !IsStopped();i++)
    {
        pie_chart.ColorUpdate(i%total,RandomRGB());
        Sleep(1000);
    }
    //--- rotate
    while (!IsStopped())
    {
        pie_chart.DataOffset(pie_chart.DataOffset()+1);
        Sleep(200);
    }
    //--- finish
    pie_chart.Destroy();
    return(0);
}

//+------------------------------------------------------------------+
//| Random RGB color                                                 |
//+------------------------------------------------------------------+
uint RandomRGB(void)
{
    return(XRGB(rand()%255,rand()%255,rand()%255));
}
Create
Virtual method that creates a graphical resource.

```cpp
virtual bool Create(
    const string name,   // name
    const int width,     // width
    const int height,    // height
    ENUM_COLOR_FORMAT clrfmt,  // format
)
```

Parameters

name
[in] Basis for a graphical resource name. A resource name is generated during the creation by adding a pseudorandom string.

width
[in] Width (size along X axis) in pixels.

height
[in] Height (size along Y axis) in pixels.

clrfmt
[in] Color processing method. See the ResourceCreate() function description to learn more about color processing methods.

Return Value

true if successful, otherwise — false.
**SeriesSet**

Sets a series of values that will be shown on the pie chart.

```cpp
bool SeriesSet(
    const double& value[], // values
    const string& text[], // labels
    const uint& clr[],     // color
)
```

**Parameters**

- `value[]`  
  [in] Array of values.

- `text[]`  

- `clr[]`  

**Return Value**

- true if successful, otherwise — false.
### ValueAdd

Adds a new value to the pie chart (to the end).

```cpp
bool ValueAdd(
    const double value, // value
    const string descr, // label
    const uint clr,  // color
)
```

**Parameters**

- `value`  
  [in] Value.

- `descr`  
  [in] Value label.

- `clr`  
  [in] Value color.

**Return Value**

- true if successful, otherwise — false.
ValueInsert

Inserts a new value to the pie chart (at the specified position).

```c
bool ValueInsert(
    const uint pos,   // index
    const double value, // value
    const string descr, // label
    const uint clr,    // color
)
```

Parameters

- `pos`
  - [in] Index for insertion.

- `value`
  - [in] Value.

- `descr`
  - [in] Value label.

- `clr`
  - [in] Value color.

Return Value

- `true` if successful, otherwise `false`.
ValueUpdate

Updates the value on the pie chart (at the specified position).

```cpp
bool ValueUpdate(
    const uint pos,  // index
    const double value,  // value
    const string descr,  // label
    const uint clr,  // color
)
```

Parameters

- **pos**
  - [in] Index of the value — the serial number of its addition, starting with 0.
- **value**
  - [in] Value.
- **descr**
  - [in] Value label.
- **clr**
  - [in] Value color.

Return Value

true if successful, otherwise — false.
ValueDelete

Removes a value from the pie chart (at the specified position).

```cpp
bool ValueDelete(
    const uint pos,  // index
)
```

Parameters

pos

[in] Index of the value — the serial number of its addition, starting with 0.

Return Value

true if successful, otherwise — false.
DrawChart

Virtual method which draws a pie chart and all its elements.

```cpp
virtual void DrawChart()
```
DrawPie

Draws a segment of the pie chart, which corresponds to a specified value.

```cpp
void DrawPie(
    double fi3, // angle of ray from pie chart center, which defines the first boundary of the arc
    double fi4, // angle of ray from pie chart center, which defines the second boundary of the arc
    int idx, // index
    CPoint& p[], // array of reference points (x, y) for plotting the segments.
    const uint clr, // color of the segment
)
```

**Parameters**

- **fi3**
  - [in] Angle in radians, which defines the first boundary of the arc.

- **fi4**
  - [in] Angle in radians, which defines the second boundary of the arc.

- **idx**
  - [in] Index of the value the segment corresponds to.

- **p[]**
  - [in] Array of reference points (x, y) for plotting the segments.

- **clr**
  - [in] Color of the segment.
LabelMake

Generates a segment label based on its value and the original label.

```cpp
string LabelMake(
    const string text,   // label
    const double value,  // value
    const bool to_left,  // flag
)
```

**Parameters**

`text`
- [in] Label

`value`
- [in] Value.

`to_left`
- [in] Defines the order of the label layout:
  - `true` — label, then value.
  - `false` — value, then label.

**Return Value**

Label of the segment.
3D graphics

The section features the classes for the three-dimensional graphics development. The classes are based on the functions for working with DirectX. CCanvas3D is a base class containing the methods for managing camera and lighting, as well as featuring the manager of graphic resources - textures, shaders, vertex buffers, indexes and shader parameters.

To start working with the library, simply read the article How to create 3D graphics using DirectX in MetaTrader 5.

Besides, there are the classes of the scene base objects, such as a box, a three-dimensional surface on user data and an arbitrary grid.
CCanvas3D

CCanvas3D is a class for simplified creation and visualization of 3D objects on a chart.

Description

CCanvas3D greatly simplifies creation and visualization of large amounts of data in the form of animated 3D graphics. The class contains the methods for managing camera and lighting, as well as features the resource manager for creating graphic resources: textures, shaders, vertex buffers, indexes, and shader parameters.

Besides, the library contains the classes of the scene base objects, such as a box, a three-dimensional surface on user data, or an arbitrary grid.

A video card should support DX 11 and Shader Model 5.0 for the functions to work.

Declaration

class CCcanvas

Title

#include <Canvas\Canvas.mqh>

Inheritance hierarchy

CCanvas
    CCcanvas3D

Class methods by groups

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AmbientColorGet

Gets the color and intensity of the ambient all-round lighting.

```c
void AmbientColorGet(
    DXColor &ambient_color  // all-round lighting color and intensity
);
```

**Parameters**

`&ambient_color`

[out] All-round lighting color.

**Return Value**

No

**Note**

Intensity is stored in the alpha channel of the DXColor structure.
**AmbientColorSet**

Sets the color and intensity of the ambient all-round lighting.

```cpp
void AmbientColorSet(
    const DXColor &ambient_color  // all-round lighting color and intensity
);
```

**Parameters**

- `&ambient_color`
  - [in] All-round lighting color.

**Return Value**

- No

**Note**

Intensity is set in the alpha channel of the DXColor structure.
## Attach

Gets the graphical resource from an `OBJ_BITMAP_LABEL` object and attaches it to an instance of the `CCanvas` class.

```cpp
bool Attach(
    const long chart_id, // chart ID
    const string objname, // object name
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA // color handling method
)
```

Creates a graphical resource for an `OBJ_BITMAP_LABEL` object and attaches it to an instance of the `CCanvas` class.

```cpp
bool Attach(
    const long chart_id, // chart ID
    const string objname, // object name
    const int width, // image width in pixels
    const int height, // image height in pixels
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA // color handling method
)
```

### Parameters

- `chart_id`
  - [in] Chart ID.

- `objname`
  - [in] Name of the graphical object.

- `width`

- `height`

- `clrfmt=COLOR_FORMAT_XRGB_NOALPHA`
  - [in] Color handling method. See `ResourceCreate()` function description to learn more about color handling methods.

### Note

- true - if successful, false - if failed to add a graphic object.
Create

Creates a graphic resource for rendering a 3D scene without binding to a chart object.

```cpp
virtual bool Create(
    const string name,       // graphical object name
    const int width,         // width
    const int height,        // height
    ENUM_COLOR_FORMAT clrfmt=COLOR_FORMAT_XRGB_NOALPHA   // color format
);
```

**Parameters**

- `name [in]` Graphical object name.
- `clrfmt=COLOR_FORMAT_XRGB_NOALPHA [in]` Color handling method. See `ResourceCreate()` function description to learn more about color handling methods.

**Note**

- `true` - if a resource is created, otherwise `- false`. 
Destroy

Destroys a graphic resource and releases a graphic 3D context.

```cpp
virtual void Destroy()
```

Return Value

No

Note

If a graphical resource has been bound to a chart object, the latter is deleted.
DXContext

 Gets the graphic context handle.

    int DXContext()

Return Value

 Graphic context handle.
DXDispatcher

Gets the resource dispatcher handle.

```
CDXDispatcher* DXDispatcher()
```

Return Value

Resource dispatcher handle.
**InputScene**

*Gets the pointer to the buffer of scene parameters.*

```cpp
CDXInput* InputScene()
```

**Return Value**

*Pointer to the buffer of scene parameters.*
**LightColorGet**

Gets the color and intensity of a directed light source.

```c
void LightColorGet(
    DXColor &light_color   // directional lighting color and intensity
);
```

**Parameters**

- `&light_color`
  
  [out] Directional lighting color and intensity.

**Return Value**

None.

**Note**

Intensity is stored in the alpha channel of the DXColor structure.
LightColorSet

Sets the color and intensity of a directed light source.

```cpp
void LightColorSet(
    const DXColor &light_color  // directional lighting color and intensity
);
```

Parameters

`&light_color`

[in] Directional lighting color and intensity.

Return Value

None.

Note

Intensity is set in the alpha channel of the DXColor structure.
**LightDirectionGet**

**Gets** the direction of a directed light source.

```cpp
void LightDirectionGet(
    DXVector3 &light_direction  // direction vector
);
```

**Parameters**

- `&light_direction`
  - [out] Direction vector.

**Return Value**

None.
LightDirectionSet

Sets the direction of a directed light source.

```cpp
void LightDirectionSet(
    const DXVector3 light_direction // direction vector
);
```

**Parameters**

- `light_direction`
  - [in] Direction vector.

**Return Value**

- None.
# ObjectAdd

Adds an object to a 3D scene for subsequent rendering.

```c
bool ObjectAdd(
    CDXObject *object  // pointer to the object
);
```

## Parameters

* `*object`  
  [in] Pointer to an instance of the class derived from the CDXObject abstract class.

## Return Value

true - if successful, false - if failed to add a 3D graphic object.
ProjectionMatrixGet

Gets a 3D scene projection matrix to a 2D frame.

```cpp
void ProjectionMatrixGet(
    DXMatrix &projection_matrix  // projection matrix
);
```

Parameters

`&projection_matrix`

[out] Projection matrix.

Return Value

None.
ProjectionMatrixSet

Calculates and sets a 3D coordinate projection matrix to a 2D frame.

```c
void ProjectionMatrixSet(
    float fov,  // field of view
    float aspect_ratio,  // frame aspect ratio
    float z_near,  //
    float z_far   //
);
```

Parameters

- `fov`
  [in] Field of view width in radians to create a scene projection.

- `aspect_ratio`
  [in] 2D frame aspect ratio.

- `z_near`
  [in] Distance to the near clipping plane.

- `z_far`
  [in] Distance to the far clipping plane.

Return Value

None.

Note

2D frame displays only projections of 3D objects falling into the specified field of view and located between the near and far clipping planes.
Render

Renders all scene objects in the frame inner buffer for subsequent display.

```cpp
bool Render(
    uint flags,  // combination of flags
    uint background_color=0  // background color
);
```

Parameters

- **flags**
  - `[in]` Combination of flags that sets the rendering mode. Possible values:
    - DX_CLEAR_COLOR - clear the image buffer using `background_color`.
    - DX_CLEAR_DEPTH - clear the depth buffer.

- **background_color=0**
  - `[in]` 3D scene background color.

Return Value

- `true` - if successful, `false` - if failed to render.

Note

Calling `Render()` does not update a scene on a chart. Instead, it only updates the inner buffer of the image. The `Update()` method should be explicitly called to render the updated frame.

`Render()` features the `RenderBegin` and `RenderEnd()` calls.
RenderBegin

Prepares a graphic context for rendering a new frame.

```cpp
virtual bool RenderBegin(
    uint flags,         // combination of flags
    uint background_color=0   // background color
);
```

**Parameters**

- **flags**
  - [in] Combination of flags that sets the rendering mode. Possible values:
    - DX_CLEAR_COLOR - clear the image buffer using `background_color`.
    - DX_CLEAR_DEPTH - clear the depth buffer.

- **background_color=0**
  - [in] 3D scene background color.

**Return Value**

- true - if successful, false - if failed to update shader inputs.
RenderEnd

Copies a rendered frame to the inner buffer and updates a chart image if necessary.

```cpp
virtual bool RenderEnd(
    bool redraw=false  // update flag
);
```

Parameters

`redraw=false`

[in] Flag of a chart redrawing necessity.

Return Value

true - successful, otherwise - false.
ViewMatrixGet

Returns a 3D scene view matrix.

```cpp
void ViewMatrixGet(
    DXMatrix &view_matrix  // view matrix
);
```

Parameters

`&view_matrix`

[out] View matrix setting the camera position and direction in 3D space.

Return Value

None.
ViewMatrixSet

Sets a 3D scene view matrix.

```cpp
void ViewMatrixSet(
    const DXMatrix &view_matrix  // view matrix
);
```

Parameters

- `&view_matrix`  
  - `[in]` View matrix setting the camera position and direction in 3D space.

Return Value

- None.
ViewPositionSet

Sets a viewpoint on a 3D scene.

```cpp
void ViewPositionSet(
    const DXVector3 &position       // viewpoint position
);
```

Parameters

[position]

[in] Setting a viewpoint position on a 3D scene.

Return Value

None.

Note

Setting a viewpoint position using ViewPositionSet() changes the view matrix obtained in ViewMatrixGet().
ViewRotationSet

Sets the direction of a gaze at a 3D scene.

```c
void ViewRotationSet(
    const DXVector3 &rotation // vector of turning angles
);
```

Parameters

- `&rotation`
  - [in] Vector setting Euler angles to calculate the direction of a gaze at a 3D scene.

Return Value

- None.

Note

Setting the gaze direction using ViewRotationSet() changes the view matrix obtained in ViewMatrixGet().
**ViewTargetSet**

Sets the coordinates of the point a gaze is directed at.

```cpp
void ViewTargetSet(
    const DXVector3 &target    // target coordinates
);
```

**Parameters**

- `&target`  
  
  [in] Coordinates of the point a gaze is directed at.

**Return Value**

None.

**Note**

Used to fix the gaze at one scene point when moving the viewpoint.

Setting a new target coordinate using `ViewRotationSet()` changes the view matrix obtained in `ViewMatrixGet()`.

`ViewTargetSet()` is used together with `ViewUpDirectionSet()` to define the gaze direction.
ViewUpDirectionSet

Sets the direction of the upper frame border in 3D space.

```cpp
void ViewUpDirectionSet(
    const DXVector3 &up_direction  // top direction
);
```

Parameters

`up_direction`

[in] Direction of the upper part of the frame in 3D space.

Return Value

None.

Note

Setting a new direction using ViewUpDirectionSet() changes the view matrix obtained in ViewMatrixGet().

ViewUpDirectionSet() is used together with ViewTargetSet() to define the gaze direction.
CChart

CChart is a class for simplified access to "Chart" graphic object properties.

Description

CChart class provides access to "Chart" object properties.

Declaration

```cpp
class CChart : public CObject
```

Title

```cpp
#include <Charts\Chart.mqh>
```

Inheritance hierarchy

- CObject
  - CChart

Class Methods by Groups

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<td><strong>FixedMin</strong></td>
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<td>Sets the value of “ColorLineBid” property (color of Bid line)</td>
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<td><strong>ColorLineAsk</strong></td>
<td>Sets the value of “ColorLineAsk” property (color of Ask line)</td>
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<td><strong>WindowsTotal</strong></td>
<td>Gets total number of chart windows, including the chart indicator subwindows</td>
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<td><strong>WindowIsVisible</strong></td>
<td>Gets visibility flag of the specified chart subwindow</td>
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<td><strong>WindowHandle</strong></td>
<td>Gets window handle of the chart (HWND)</td>
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<tr>
<td><strong>FirstVisibleBar</strong></td>
<td>Gets the number of the first visible bar of the chart</td>
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<tr>
<td><strong>WidthInBars</strong></td>
<td>Gets window width in bars.</td>
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<tr>
<td><strong>WidthInPixels</strong></td>
<td>Gets subwindow width in pixels.</td>
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<td><strong>HeightInPixels</strong></td>
<td>Gets subwindow height in pixels.</td>
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<tr>
<td><strong>PriceMin</strong></td>
<td>Gets minimal price of the specified subwindow</td>
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<tr>
<td><strong>PriceMax</strong></td>
<td>Gets maximal price of the specified subwindow</td>
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## Properties

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<tr>
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<tr>
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<td>Sets a flag to send notifications of an event of new object creation on a chart</td>
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<tr>
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<td>Adds an indicator with the specified handle into a specified chart subwindow</td>
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<td>Returns the number of all indicators applied to the specified chart subwindow</td>
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<td><strong>IndicatorName</strong></td>
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<tr>
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<td><strong>Navigate</strong></td>
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<tr>
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<tr>
<td>Gets period of the chart</td>
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<tr>
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<td>Sets new value for the property of the integer type</td>
<td></td>
</tr>
<tr>
<td><strong>GetDouble</strong></td>
<td></td>
</tr>
<tr>
<td>The function returns the value of the corresponding object property</td>
<td></td>
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<tr>
<td><strong>SetDouble</strong></td>
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<tr>
<td>Sets new value for the property of the double type</td>
<td></td>
</tr>
<tr>
<td><strong>GetString</strong></td>
<td></td>
</tr>
<tr>
<td>The function returns the value of the corresponding object property</td>
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<td>Sets new value for the property of the string type</td>
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<td>Applies specified template to the chart</td>
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<td>Gets chart subwindow number corresponding to the object (expert or script) drop point</td>
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<td>Gets Y coordinate corresponding to the object (expert or script) drop point</td>
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### Input/Output

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<tr>
<td>virtual <strong>Type</strong></td>
<td>Gets graphic object type identifier</td>
</tr>
</tbody>
</table>

### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**
ChartID

Returns identifier of the chart.

```cpp
long ChartID() const
```

Return Value

Chart identifier assigned to the chart class instance. If there is no chart assigned, it returns -1.
**Mode (Get Method)**

Gets the value of "Mode" property (bars, candles, or line).

```
enum chart_mode
{
    bars, candles, line
}
```

**Return Value**

Value of "Mode" property of the object assigned to the class instance. If there is no chart assigned, it returns **WRONG_VALUE**.

**Mode (Set Method)**

Sets new value for "Mode" property (bars, candles, or line).

```
bool Mode(
    enum chart_mode mode // chart mode
)
```

**Parameters**

`mode`

[in] Chart mode (candles, bars or line) of **ENUM_CHART_MODE** enumeration.

**Return Value**

true - successful, false - cannot change the mode.
Foreground (Get Method)

Gets the value of "Foreground" property.

```cpp
bool Foreground() const
```

Return Value

Value of "Foreground" property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

Foreground (Set Method)

Sets new value for "Foreground" property.

```cpp
bool Foreground(
    bool foreground // flag value
)
```

Parameters

`foreground`

[in] New value for "Foreground" property.

Return Value

true - successful, false - cannot change the property.
### Shift (Get Method)

Gets the value of "Shift" property.

```cpp
bool Shift() const
```

**Return Value**

Value of "Shift" property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

### Shift (Set Method)

Sets new value for "Shift" property.

```cpp
bool Shift(
    bool shift // flag value
)
```

**Parameters**

- `shift`

**Return Value**

- true - successful, false - cannot change the property.
**ShiftSize (Get Method)**

Gets the value of "ShiftSize" property (in percents).

```cpp
double ShiftSize() const
```

**Return Value**

Value of "ShiftSize" property of the chart assigned to the class instance. If there is no chart assigned, it returns `EMPTY_VALUE`.

**ShiftSize (Set Method)**

Sets new value for "Shift" property (in percents).

```cpp
bool ShiftSize(
    double shift_size  // property value
)
```

**Parameters**

- `shift_size`


**Return Value**

- true - successful, false - cannot change the property.
**AutoScroll (Get Method)**

Gets the value of "AutoScroll" property.

```
bool AutoScroll() const
```

**Return Value**

Value of "AutoScroll" property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

**AutoScroll (Set Method)**

Sets new value for "AutoScroll" property.

```
bool AutoScroll(
    bool autoscroll  // flag value
)
```

**Parameters**

`autoscroll`


**Return Value**

true - successful, false - cannot change the property.
**Scale (Get Method)**

Gets the value of “Scale” property.

```cpp
int Scale() const
```

**Return Value**

Value of “Scale” property of the chart assigned to the class instance. If there is no chart assigned, it returns 0.

**Scale (Set Method)**

Sets new value for “Scale” property.

```cpp
bool Scale(
    int scale // property value
)
```

**Parameters**

scale

- [in] New value for “Scale” property.

**Return Value**

- true - successful, false - cannot change the property.
ScaleFix (Get Method)

Gets the value of “ScaleFix” property (fixed chart scale or not).

```cpp
bool ScaleFix() const
```

Return Value

Value of “ScaleFix” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ScaleFix (Set Method)

Sets new value for “ScaleFix” property.

```cpp
bool ScaleFix(
    bool scale_fix  // property value
)
```

Parameters

`scale_fix`


Return Value

true - successful, false - cannot change the property.
**ScaleFix_11 (Get Method)**

Gets the value of “ScaleFix_11” property (chart scale is 1:1, or not).

```cpp
bool ScaleFix_11() const
```

**Return Value**

Value of “ScaleFix_11” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

**ScaleFix_11 (Set Method)**

Sets new value for “ScaleFix_11” property.

```cpp
bool ScaleFix_11(
    string scale_11  // property value
)
```

**Parameters**

`scale_11`

[in] New value for “ScaleFix_11” property.

**Return Value**

true - successful, false - cannot change the property.
**FixedMax (Get Method)**

Gets the value of "FixedMax" property (fixed maximal price).

```cpp
double FixedMax() const
```

**Return Value**

Value of "FixedMax" property of the chart assigned to the class instance. If there is no chart assigned, it returns `EMPTY_VALUE`.

**FixedMax (Set Method)**

Sets the new value for "FixedMax" property.

```cpp
bool FixedMax(
    double max // fixed maximum
)
```

**Parameters**

*max*

[in] New value for "FixedMax" property.

**Return Value**

true - successful, false - cannot change the property.
FixedMin (Get Method)

Gets the value of "FixedMin" property (fixed minimal price).

```cpp
double FixedMin() const
```

Return Value

Value of "FixedMin" property of the chart assigned to the class instance. If there is no chart assigned, it returns `EMPTY_VALUE`.

FixedMin (Set Method)

Sets new value for "FixedMin" property.

```cpp
bool FixedMax(
    double min // fixed minimum
)
```

Parameters

- `max`

Return Value

- `true` - successful, `false` - cannot change the property.
**PointsPerBar (Get Method)**

Gets the value of "PointsPerBar" property (in points per bar).

```cpp
double PointsPerBar() const
```

**Return Value**

Value of "PointsPerBar" property of the chart assigned to the class instance. If there is no chart assigned, it returns `EMPTY_VALUE`.

**PointsPerBar (Set Method)**

Sets new value for "PointsPerBar" property.

```cpp
bool PointsPerBar(
    double ppb // scale
)
```

**Parameters**

- `ppb`
  - `[in]` New scale (in points per bar).

**Return Value**

- true - successful, false - cannot change the scale.
**ScalePPB (Get Method)**

Gets the value of “ScalePPB” property (scale is “point per bar” or not).

```cpp
bool ScalePPB() const
```

**Return Value**

Value of “ScalePPB” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

**ScalePPB (Set Method)**

Sets new value for “ScalePPB” property.

```cpp
bool ScalePPB(
    bool scale_ppb // flag value
)
```

**Parameters**

`scale_ppb`

[in] New value for “ScalePPB” property.

**Return Value**

true - successful, false - cannot change the property.
ShowOHLC (Get Method)

Gets the value of “ShowOHLC” property.

```cpp
bool ShowOHLC() const
```

Return Value

Value of “ShowOHLC” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ShowOHLC (Set Method)

Sets new value for “ShowOHLC” property.

```cpp
bool ShowOHLC(
    bool show // property value
)
```

Parameters

`show`


Return Value

true - success, false - cannot change the property.
ShowLineBid (Get Method)

Gets the value of “ShowLineBid” property.

```cpp
bool ShowLineBid() const
```

Return Value

Value of “ShowLineBid” property of the char, assigned to the class instance. If there is no chart assigned, it returns false.

ShowLineBid (Set Method)

Sets new value for “ShowLineBid” property.

```cpp
bool ShowLineBid(
    bool show // property value
)
```

Parameters

`show`


Return Value

true - successful, false - cannot change the property.
ShowLineAsk (Get Method)

Gets the value of “ShowLineAsk” property.

```cpp
bool ShowLineAsk() const
```

Return Value

Value of “ShowLineAsk” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ShowLineAsk (Set Method)

Sets new value for “ShowLineAsk” property.

```cpp
bool ShowLineAsk(
    bool show  // property value
)
```

Parameters

- `show`
  

Return Value

true - successful, false - cannot change the property.
ShowLastLine (Get Method)

Gets the value of “ShowLastLine” property.

```cpp
bool ShowLastLine() const
```

Return Value

Value of “ShowLastLine” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ShowLastLine (Set Method)

Sets new value for “ShowLastLine” property.

```cpp
bool ShowLastLine(
    bool show // property value
)
```

Parameters

`show`

    [in] New value for “ShowLastLine” property.

Return Value

    true - successful, false - cannot change the property.
ShowPeriodSep (Get Method)

Gets the value of “ShowPeriodSep” property (show period separators).

```cpp
bool ShowPeriodSep() const
```

Return Value

Value of “ShowPeriodSep” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ShowPeriodSep (Set Method)

Sets new value for “ShowPeriodSep” property.

```cpp
bool ShowPeriodSep(
    bool show // property value
)
```

Parameters

- `show`
  

Return Value

- true - successful, false - cannot change the property.
ShowGrid (Get Method)

Gets the value of “ShowGrid” property.

```cpp
bool ShowGrid() const
```

Return Value

Value of “ShowGrid” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ShowGrid (Set Method)

Sets new value for “ShowGrid” property.

```cpp
bool ShowGrid(
    bool show // property value
)
```

Parameters

`show`


Return Value

true - successful, false - cannot change the property.
ShowVolumes (Get Method)

Gets the value of “ShowVolumes” property.

```cpp
bool ShowVolumes() const
```

Return Value

Value of “ShowVolumes” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ShowVolumes (Set Method)

Sets new value for “ShowVolumes” property.

```cpp
bool ShowVolumes(bool show)
```

Parameters

- `show`  

Return Value

- true - successful, false - cannot change the property.
ShowObjectDescr (Get Method)

Gets the value of “ShowObjectDescr” property (show description for graphic objects).

```cpp
bool ShowObjectDescr() const
```

Return Value

Value of “ShowObjectDescr” property of the chart assigned to the class instance. If there is no chart assigned, it returns false.

ShowObjectDescr (Set Method)

Sets new value for “ShowObjectDescr” property.

```cpp
bool ShowObjectDescr(
    bool show  // property value
)
```

Parameters

- **show**
  - [in] New value for “ShowObjectDescr” property.

Return Value

- true - successful, false - cannot change the property.
ShowDateScale

Sets new value for "ShowDateScale" property.

```cpp
bool ShowDateScale(
    bool show      // property value
)
```

Parameters

- `show`

  [in] New value for "ShowDateScale" property.

Return Value

- true - successful, false - cannot change the property.
ShowPriceScale

Sets new value for "ShowPriceScale" property.

```cpp
bool ShowPriceScale(
    bool show    // property value
)
```

Parameters

`show`


Return Value

true - successful, false - cannot change the property.
ColorBackground (Get Method)

Gets the value of “ColorBackground” property (background color of the chart).

```cpp
color ColorBackground() const
```

Return Value

Value of “ColorBackground” property of the chart assigned to the class instance. If there is no chart assigned, it returns CLR_NONE.

ColorBackground (Set Method)

Sets new value for “ColorBackground” property.

```cpp
bool ColorBackground(
    color new_color  // color
)
```

Parameters

new_color


Return Value

true - successful, false - cannot change the color.
**ColorForeground (Get Method)**

Gets the value of "ColorForeground" property (color of axes, scale and OHLC strings of the chart).

```cpp
color ColorForeground() const
```

**Return Value**

Value of "ColorForeground" property of the chart assigned to the class instance. If there is no chart assigned, it returns **CLR_NONE**.

**ColorForeground (Set Method)**

Sets new value for "ColorForeground" property (for axes, scale, and OHLC string).

```cpp
bool ColorForeground(
    color new_color   // color
)
```

**Parameters**

- `new_color`
  
  [in] New color for axes, scale and OHLC string.

**Return Value**

- true - successful, false - cannot change the color.
ColorGrid (Get Method)

Gets the value of "ColorGrid" property (color of the grid).

```cpp
color ColorGrid() const
```

Return Value

Value of "ColorGrid" property of the chart assigned to the class instance. If there is no chart assigned, it returns CLR_NONE.

ColorGrid (Set Method)

Sets new value for "ColorGrid" property.

```cpp
bool ColorGrid(
    color new_color  // color
)
```

Parameters

`new_color`


Return Value

true - successful, false - cannot change the color.
ColorBarUp (Get Method)

Gets the value of "ColorBarUp" property (color for bullish bars, their shadow, and candle body outlines).

```cpp
color ColorBarUp() const
```

Return Value

Value of "ColorBarUp" property of the chart assigned to the class instance. If there is no chart assigned, it returns CLR_NONE.

ColorBarUp (Set Method)

Sets new value for "ColorBarUp" property.

```cpp
bool ColorBarUp(
    color new_color  // color
)
```

Parameters

new_color

[in] New color for bullish bars, their shadow and candle body outlines.

Return Value

true - successful, false - cannot change the color.
ColorBarDown (Get Method)

Gets the value of "ColorBarDown" property (color for bearish bars, their shadow, and candle body outlines).

```cpp
color ColorBarDown() const
```

Return Value

Value of "ColorBarDown" property of the chart assigned to the class instance. If there is no chart assigned, it returns CLR_NONE.

ColorBarDown (Set Method)

Sets new value for "ColorBarDown" property.

```cpp
bool ColorBarDown(
    color new_color  // color
)
```

Parameters

new_color

[in] New color for bearish bars, their shadow, and candle body outlines.

Return Value

true - successful, false - cannot change the color.
**ColorCandleBull (Get Method)**

Gets the value of "ColorCandleBull" property (body color of the bullish candle).

```cpp
color ColorCandleBull() const
```

**Return Value**

Value of "ColorCandleBull" property of the chart assigned to the class instance. If there is no chart assigned, it returns `CLR_NONE`.

**ColorCandleBull (Set Method)**

Sets new value for "ColorCandleBull" property.

```cpp
bool ColorCandleBull(
    color new_color  // color
)
```

**Parameters**

- `new_color`  
  - [in] New color of the bullish candle body.

**Return Value**

- `true` - successful, `false` - cannot change the color.
**ColorCandleBear (Get Method)**

Gets the value of “ColorCandleBear” property (body color of the bearish candle).

```cpp
    color    ColorCandleBear() const
```

**Return Value**

Value of “ColorCandleBear” property of the chart assigned to the class instance. If there is no chart assigned, it returns **CLR_NONE**.

**ColorCandleBear (Set Method)**

Sets new value for “ColorCandleBear” property.

```cpp
    bool    ColorCandleBear(
        color    new_color  // color
    )
```

**Parameters**

`new_color`

- [in] New color of the bearish candle body.

**Return Value**

- true - successful, false - cannot change the color.
ColorChartLine (Get Method)

Gets the value of “ColorChartLine” property (color for line chart and Doji candles).

```
color ColorChartLine() const
```

Return Value

Value of “ColorChartLine” property of the chart assigned to the class instance. If there is no chart assigned, it returns CLR_NONE.

ColorChartLine (Set Method)

Sets new value for “ColorChartLine” property.

```
bool ColorChartLine(
    color new_color  // color
)
```

Parameters

`new_color`

[in] New color of the chart lines and Doji candles.

Return Value

true - successful, false - cannot change the color.
**ColorVolumes (Get Method)**

**Gets** the value of “ColorVolumes” property (color for volumes and levels of opened positions).

```cpp
    color ColorVolumes() const
```

**Return Value**

Value of “ColorVolumes” property of the chart assigned to the class instance. If there is no chart assigned, it returns `CLRNONE`.

**ColorVolumes (Set Method)**

**Sets** new value for “ColorVolumes” property.

```cpp
    bool ColorVolumes(
        color new_color   // color
    )
```

**Parameters**

`new_color`

- `[in]` New color of the volumes and open position levels.

**Return Value**

- `true` - successful, `false` - cannot change the color.
**ColorLineBid (Get Method)**

Gets the value of "ColorLineBid" property (color of Bid line).

```
  color  ColorLineBid() const
```

**Return Value**

Value of "ColorLineBid" property of the chart assigned to the class instance. If there is no chart assigned, it returns `CLR_NONE`.

**ColorLineBid (Set Method)**

Sets new value for "ColorLineBid" property.

```
  bool  ColorLineBid(  
                    color  new_color  // color
  )
```

**Parameters**

`new_color`

- `[in]` New color for Bid line.

**Return Value**

- `true` - successful, `false` - cannot change the color.
**ColorLineAsk (Get Method)**

Gets the value of "ColorLineAsk" property (color of Ask line).

```cpp
    color ColorLineAsk() const
```

**Return Value**

Value of "ColorLineAsk" property of the chart assigned to the class instance. If there is no chart assigned, it returns **CLR_NONE**.

**ColorLineAsk (Set Method)**

Sets new value for "ColorLineAsk" property.

```cpp
    bool ColorLineAsk(
        color new_color // color
    )
```

**Parameters**

- `new_color`
  - [in] New color for Ask line.

**Return Value**

true - successful, false - cannot change the color.
**ColorLineLast (Get Method)**

Gets the value of "ColorLineLast" property (color of the last deal price line).

```cpp
    color ColorLineLast() const
```

**Return Value**

Value of "ColorLineLast" property of the chart assigned to the class instance. If there is no chart assigned, it returns `CLR_NONE`.

**ColorLineLast (Set Method)**

Sets new value for "ColorLineLast" property.

```cpp
    bool ColorLineLast(
        color new_color  // color
    )
```

**Parameters**

`new_color`

- [in] New color of the last deal price line.

**Return Value**

- true - successful, false - cannot change the color.
**ColorStopLevels (Get Method)**

Gets the value of "ColorStopLevels" property (color of the SL and TP levels).

```cpp
color ColorStopLevels() const
```

**Return Value**

Value of "ColorStopLevels" property of the chart assigned to the class instance. If there is no chart assigned, it returns `CLR_NONE`.

**ColorStopLevels (Set Method)**

Sets new value for "ColorStopLevels" property.

```cpp
bool ColorStopLevels(
    color new_color   // color
)
```

**Parameters**

`new_color`

[in] New color of the Stop Loss and Take Profit price levels.

**Return Value**

true - successful, false - cannot change the color.
VisibleBars

Gets total number of visible chart bars.

```cpp
int VisibleBars() const
```

Return Value

Gets total number of visible bars of the chart assigned to the class instance. If there is no chart assigned, it returns 0.
WindowsTotal

Gets total number of chart windows, including the chart indicator subwindows.

```cpp
int WindowsTotal() const
```

Return Value

Total number of windows, including the chart indicator subwindows, assigned to the class instance. If there is no chart assigned, it returns 0.
WindowIsVisible

Gets visibility flag of the specified chart subwindow.

```cpp
bool WindowIsVisible(
    int num // subwindow
) const
```

**Parameters**

- `num`  
  [in] Subwindow number (0 means main window).

**Return Value**

Returns visibility flag of the specified chart subwindow assigned to the chart instance. If there is no chart assigned, it returns false.
WindowHandle

Gets window handle of the chart (HWND).

```c
int WindowHandle() const
```

Return Value

Window handle of the chart assigned to the chart instance. If there is no chart assigned, it returns `INVALID_HANDLE`. 
FirstVisibleBar

Gets the number of the first visible bar of the chart.

```cpp
int FirstVisibleBar() const
```

Return Value

Number of the first visible bar of the chart assigned to the class instance. If there is no chart assigned, it returns -1.
**WidthInBars**

Gets chart width in bars.

```cpp
int WidthInBars() const
```

**Return Value**

Width in chart bars of the chart assigned to the class instance. If there is no chart assigned, it returns 0.
WidthInPixels

Gets chart width in pixels.

```
int WidthInPixels() const
```

Return Value

Width in pixels of the chart assigned to the chart instance. If there is no chart assigned, it returns 0.
HeightInPixels

Gets window height in pixels.

```c
int HeightInPixels(
    int num // subwindow
) const
```

**Parameters**

`num`

[In] Checked subwindow number (0 means main window).

**Return Value**

Window height in pixels of the chart assigned to the class instance. If there is no chart assigned, it returns 0.
## PriceMin

Gets window minimal price.

```cpp
double PriceMin(
    int num // subwindow
) const
```

### Parameters

- `num`
  
  [in] Subwindow number (0 means main window).

### Return Value

Window minimal price value of the chart assigned to the class instance. If there is not chart assigned, it returns **EMPTY VALUE**.
**PriceMax**

Gets window maximal price.

```cpp
double PriceMax(
    int num // subwindow
) const
```

**Parameters**

- `num`

  [in] Subwindow number (0 means main window).

**Return Value**

Window maximal price value of the chart assigned to the class instance. If there is not chart assigned, it returns **EMPTY_VALUE**.
**Attach**

Assigns the current chart to the class instance.

```cpp
void Attach()
```

**Attach**

Assigns the specified chart to the class instance.

```cpp
void Attach(
    long chart  // chart identifier
)
```

**Parameters**

*chart*

[in] Identifier of the assigned chart.
FirstChart

Assigns the first chart of the client terminal to the class instance.

```c
void FirstChart()
```
NextChart

Assigns the next chart (following the already assigned one) to the class instance.

```c
void NextChart()
```
Open

Opens chart with specified parameters and assigns it to the class instance.

```c
long Open(
    const string symbol_name, // symbol
    ENUM_TIMEFRAMES timeframe // period
)
```

Parameters

**symbol_name**

[in] Chart symbol. `NULL` means the symbol of the current chart (to which an expert is attached).

**timeframe**

[in] Chart timeframe (from `ENUM_TIMEFRAMES` enumeration). 0 means the current timeframe.

Return Value

chart identifier.
**Detach**

Detaches chart from the class instance.

```cpp
void Detach()
```
Close

Closes chart assigned to the class instance.

    void Close()
BringToTop

Show chart on top of other charts.

```cpp
bool BringToTop() const
```

Return Value

true - successful, false - error.
EventObjectCreate

Sets a flag to send notifications of events of a graphical object creation.

```cpp
bool EventObjectCreate(
    bool flag  // flag
)
```

Parameters

*flag*

[in] New value of a flag to send notifications of events of a graphical object creation.

Return Value

true - successful, false - cannot change the flag.
EventObjectDelete

Sets a flag to send notifications of events of a graphical object deletion.

```
bool EventObjectDelete(
    bool flag  // flag
);
```

Parameters

```
flag
```

[in] New value of a flag to send notifications of events of a graphical object deletion.

Return Value

```
true - successful, false - cannot change the flag.
```
**IndicatorAdd**

Adds an indicator with the specified handle into a specified chart window.

```c
bool IndicatorAdd(
    int sub_win // number of the subwindow
    int handle // handle of the indicator
);
```

### Parameters

**sub_win**

[in] The number of the chart subwindow. 0 means the main chart window. If the number of a non-existing window is specified, a new window will be created.

**handle**

[in] The handle of the indicator.

### Return Value

The function returns true in case of success, otherwise it returns false. In order to obtain information about the error, call the `GetLastError()` function.

### See also

- `IndicatorDelete()`, `IndicatorsTotal()`, `IndicatorName()`.
**IndicatorDelete**

Removes an indicator with a specified name from the specified chart window.

```cpp
bool IndicatorDelete(
  int sub_win // number of the subwindow
  const string name // short name of the indicator
);
```

**Parameters**

`sub_win`

[in] Number of the chart subwindow. 0 denotes the main chart subwindow.

`const name`

[in] The short name of the indicator which is set in the `INDICATOR_SHORTNAME` property with the `IndicatorSetString()` function. To get the short name of an indicator, use the `IndicatorName()` function.

**Return Value**

Returns true in case of successful deletion of the indicator. Otherwise it returns false. To get error details, use the `GetLastError()` function.

**Note**

If two indicators with identical short names exist in the chart subwindow, the first one in a row will be deleted.

If other indicators on this chart are based on the values of the indicator that is being deleted, such indicators will also be deleted.

Do not confuse the indicator short name and the file name that is specified when creating an indicator using functions `iCustom()` and `IndicatorCreate()`. If the short name of an indicator is not set explicitly, then the name of the file containing the source code of the indicator will be specified during compilation.

Deletion of an indicator from a chart does not mean that its calculation part will be deleted from the terminal memory. To release the indicator handle, use the `IndicatorRelease()` function.

The indicator's short name should be formed correctly. It will be written to the `INDICATOR_SHORTNAME` property using the `IndicatorSetString()` function. It is recommended that the short name should contain values of all the input parameters of the indicator, because the indicator to be deleted from the chart by the `IndicatorDelete()` function is identified by the short name.

**See also**

`IndicatorAdd()`, `IndicatorsTotal()`, `IndicatorName()`, `iCustom()`, `IndicatorCreate()`, `IndicatorSetString()`. 
IndicatorsTotal

Returns the number of all indicators applied to the specified chart window.

```c
int IndicatorsTotal(
    long chart_id,  // chart identifier
    int sub_win     // number of the subwindow
);
```

Parameters

- `chart_id`  
  [in] Chart identifier. 0 denotes the main chart.

- `sub_win`  
  [in] Number of the chart subwindow. 0 denotes the main chart window.

Return Value

The number of indicators in the specified chart window. To get error details, use the `GetLastError()` function.

Note

The function allows going searching through all the indicators attached to the chart. The number of all the windows of the chart can be obtained from the `CHART WINDOWS TOTAL` property using the `GetInteger()` function.

See also

- `IndicatorAdd()`, `IndicatorDelete()`, `IndicatorsTotal()`, `iCustom()`, `IndicatorCreate()`, `IndicatorSetString()`.
**IndicatorName**

Returns the short name of the indicator by the index in the indicators list on the specified chart window.

```cpp
string IndicatorName(
    int sub_win   // number of the subwindow
    int index     // index of the indicator in the list of indicators added to the chart subwindow
);
```

**Parameters**

- **sub_win**
  - [in] Number of the chart subwindow. 0 denotes the main chart window.

- **index**
  - [in] Index of the indicator in the list of indicators. The numeration of indicators start with zero, i.e. the first indicator in the list has the 0 index. To obtain the number of indicators in the list, use the `IndicatorsTotal()` function.

**Return Value**

The short name of the indicator which is set in the `INDICATOR_SHORTNAME` property with the `IndicatorSetString()` function. To get error details, use the `GetLastError()` function.

**Note**

Do not confuse the indicator short name and the file name that is specified when creating an indicator using functions `iCustom()` and `IndicatorCreate()`. If the short name of an indicator is not set explicitly, then the name of the file containing the source code of the indicator will be specified during compilation.

The indicator's short name should be formed correctly. It will be written to the `INDICATOR_SHORTNAME` property using the `IndicatorSetString()` function. It is recommended that the short name should contain values of all the input parameters of the indicator, because the indicator to be deleted from the chart by the `IndicatorDelete()` function is identified by the short name.

**See also**

`IndicatorAdd()`, `IndicatorDelete`, `IndicatorsTotal`, `iCustom()`, `IndicatorCreate()`, `IndicatorSetString()`. 
Navigate

Shifts the chart.

```cpp
bool Navigate(
    ENUM_CHART_POSITION position, // position
    int shift=0 // shift
)
```

Parameters

position

[in] Chart position (from ENUM_CHART_POSITION enumeration), relative to which a shift is performed.

shift=0

[in] Number of bars to shift.

Return Value

true - successful, false - cannot shift the chart.
Symbol

Gets chart symbol name.

```cpp
string Symbol() const
```

Return Value

Symbol name of the chart, assigned to the class instance. If there is no chart assigned, it returns "".
Period

Gets period of the chart.

```cpp
enum_timeframes Period() const
```

Return Value

Period of the chart (from `enum_timeframes`) assigned to the class instance. If there is no chart assigned, it returns 0.
Redraw

Redraws chart assigned to the class instance.

```cpp
void Redraw()
```
GetInteger

The function returns the value of the corresponding chart property. The chart property should be of the integer type. There are two variants of the function.

1. Immediately returns the property value.

```c
long GetInteger(
    ENUM_CHART_PROPERTY_INTEGER prop_id,  // property identifier
    int sub_window=0  // subwindow number
) const
```

2. If successful, puts the value of property to the specified variable of integer type, passed by reference as last parameter.

```c
bool GetInteger(
    ENUM_CHART_PROPERTY_INTEGER prop_id,  // property identifier
    int sub_window,  // subwindow number
    long& value  // link to the variable
) const
```

Parameters

prop_id
- [in] Property identifier (ENUM_CHART_PROPERTY_INTEGER enumeration).

sub_window
- [in] Chart subwindow number.

value
- [in] Link to the variable that receives the value of the requested property.

Return Value

Value of property of the chart assigned to the class instance. If there is not any chart assigned, it returns -1.

For the second variant, the function returns true, if this property is maintained and the value has been placed into the value variable, otherwise it returns false. To read more about the error, call GetLastError().
### SetInteger

Sets new value for the property of the integer type.

```cpp
bool SetInteger(
    ENUM_CHARTPROPERTYINTEGER prop_id, // property identifier
    long value // value
)
```

#### Parameters

**prop_id**

- **[in]** Chart property identifier (from `ENUM_CHARTPROPERTYINTEGER` enumeration).

**value**

- **[in]** New value of the property.

#### Return Value

- `true` - successful, `false` - cannot change the integer property.
GetDouble

The function returns the value of the corresponding chart property. The object property should be of the double type. There are two variants of the function.

1. Immediately returns the property value.

```cpp
double GetDouble(
    ENUM_CHARTPROPERTYDOUBLE prop_id, // property identifier
    int sub_window=0 // subwindow number
) const
```

2. If successful, puts the value of property to the specified variable of double type, passed by reference as last parameter.

```cpp
bool GetDouble(
    ENUM_CHARTPROPERTYDOUBLE prop_id, // property identifier
    int sub_window, // subwindow number
    double& value // link to the variable
) const
```

Parameters

- **prop_id**:
  - [in] Chart property identifier (from ENUM_CHARTPROPERTYDOUBLE enumeration).

- **sub_window**:
  - [in] Chart subwindow number.

- **value**:
  - [in] Variable of the double type that received the value of the requested property.

Return Value

Value of property of the chart assigned to the class instance. If there is not any chart assigned, it returns EMPTY_VALUE.

For the second variant the function, it returns true if the property value is received, otherwise returns false. To read more about the error, call GetLastError().
### SetDouble

Sets new value for the chart property of the double type.

```c
bool SetDouble(
    ENUM_CHART_PROPERTY_DOUBLE prop_id,  // property identifier
    double value                           // new value
)
```

**Parameters**

- **prop_id**
  - [in] Chart property identifier (from `ENUM_CHART_PROPERTY_DOUBLE` enumeration).

- **value**
  - [in] New value for the property.

**Return Value**

- `true` - successful, `false` - cannot change the double property.
**GetString**

The function returns the value of the corresponding chart property. The chart property should be of the string type. There are two variants of the function.

1. Immediately returns the property value.

```cpp
string GetString(
    ENUM_CHARTPROPERTY_STRING prop_id // property identifier
) const
```

2. If successful, puts the value of property to the specified variable of string type, passed by reference as last parameter.

```cpp
bool GetString(
    ENUM_CHARTPROPERTY_STRING prop_id, // property identifier
    string& value // link to the variable
) const
```

**Parameters**

- **prop_id**
  - [in] Chart property identifier (from `ENUM_CHART_PROPERTY_STRING` enumeration).

- **value**
  - [in] Link to the variable that receives the value of the requested property.

**Return Value**

Value of a chart property assigned to the class instance. If there is no chart assigned, it returns "".

For the second variant, the function returns true, if this property is maintained and the value has been placed into the value variable, otherwise it returns false. To read more about the **error**, call `GetLastError()`.
**SetString**

Sets new value for the chart property of the string type.

```c
bool SetString(  
    ENUM_CHARTPROPERTY_STRING prop_id,  // property identifier  
    string value  // value
);
```

**Parameters**

- *prop_id*  
  [in] Chart property identifier (from `ENUM_CHARTPROPERTY_STRING` enumeration).

- *value*  
  [in] New value for the property.

**Return Value**

- `true` - successful, `false` - cannot change the string property.
SetSymbolPeriod

Changes symbol and period of the chart assigned to the class instance.

```cpp
bool SetSymbolPeriod(const string symbol_name, // symbol
                     ENUM_TIMEFRAMES timeframe); // period
```

**Parameters**

- **symbol_name**
  
  [in] New chart symbol. **NULL** means the symbol of the current chart (to which an expert is attached).

- **timeframe**
  
  [in] New chart timeframe (from ENUM_TIMEFRAMES enumeration). 0 means the current chart timeframe.

**Return Value**

true - successful, false - cannot change the property.
ApplyTemplate

Applies specified template to the chart.

```cpp
bool ApplyTemplate(
    const string filename  // template
)
```

Parameters

`filename`

[in] File name of the template.

Return Value

true - successful, false - cannot apply the template.
**ScreenShot**

Creates a screenshot of the specified chart in its current state in .gif format.

```c
bool ScreenShot(
    string    filename,    // file name
    int       width,       // width
    int       height,      // height
    ENUM_ALIGN_MODE align_mode=ALIGN_RIGHT // align type
) const
```

**Parameters**

- **filename**
  - [in] File name for screenshot.
- **width**
  - [in] Screenshot width in pixels.
- **height**
  - [in] Screenshot height in pixels.
- **align_mode=ALIGN_RIGHT**
  - [in] Align mode, if screenshot is narrow.

**Return Value**

- true - successful, false - error.
WindowOnDropped

Gets chart subwindow number corresponding to the object (expert or script) drop point.

```cpp
int WindowOnDropped() const
```

Return Value

Chart subwindow number of the object drop point. 0 means main chart window.
**PriceOnDropped**

Gets price coordinate corresponding to the object (expert or script) drop point.

```cpp
double PriceOnDropped() const
```

**Return Value**

Price coordinate of the object drop point.
TimeOnDropped

Gets time coordinate corresponding to the object (expert or script) drop point.

```
const datetime TimeOnDropped()
```

Return Value

Time coordinate of the object drop point.
**XOnDropped**

Gets X coordinate corresponding to the object (expert or script) drop point.

```c
int XOnDropped() const
```

**Return Value**

X coordinate of the object drop point.
**YOnDropped**

Gets Y coordinate corresponding to the object (expert or script) drop point.

```cpp
int YOnDropped() const
```

**Return Value**

Y coordinate of the object drop point.
Save

Saves object parameters to file.

```cpp
virtual bool Save(
    int file_handle  // file handle
)
```

**Parameters**

`file_handle`

[in] handle of the binary file already opened by `FileOpen(...)` function.

**Return Value**

true - successful, false - error.
Load

Loads object parameters from file.

```cpp
virtual bool Load(  
    int file_handle  // file handle
)
```

**Parameters**

- `file_handle`
  
  [in] handle of the binary file already opened by `FileOpen(...)` function.

**Return Value**

- true - successful, false - error.
Type

Returns type identifier.

```
virtual int Type() const
```

Return Value

Type identifier (0x1111 for CChart).
The graphics library contains classes and global functions for quick plotting of custom charts. The library provides convenient ready-made solutions for building axes, curves, as well as the methods for quick access to changing common properties of a custom chart.

To start working with the library, simply read the article Visualize this! MQL5 graphics library similar to 'plot' of R language.

The graphics library is placed to the `Include\Graphics` folder of the terminal's working directory.

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GraphPlot

Functions for quick curve plotting.

Version for plotting a single curve using Y coordinates.

```cpp
string GraphPlot(
    const double &y[],            // Y coordinates
    ENUM_CURVE_TYPE type=CURVE_POINTS  // curve type
)
```

Note

Y array indices are used as X coordinates for the curve.

Version for plotting a single curve using X and Y coordinates

```cpp
string GraphPlot(
    const double &x[],            // X coordinates
    const double &y[],            // Y coordinates
    ENUM_CURVE_TYPE type=CURVE_POINTS  // curve type
)
```

Version for plotting two curves using X and Y coordinates

```cpp
string GraphPlot(
    const double &x1[],            // X coordinates
    const double &y1[],            // Y coordinates
    const double &x2[],            // X coordinates
    const double &y2[],            // Y coordinates
    ENUM_CURVE_TYPE type=CURVE_POINTS  // curve type
)
```

Version for plotting three curves using X and Y coordinates

```cpp
string GraphPlot(
    const double &x1[],            // X coordinates
    const double &y1[],            // Y coordinates
    const double &x2[],            // X coordinates
    const double &y2[],            // Y coordinates
    const double &x3[],            // X coordinates
    const double &y3[],            // Y coordinates
    ENUM_CURVE_TYPE type=CURVE_POINTS  // curve type
)
```
### Version for plotting a curve using CPoint2D points coordinates

```
string GraphPlot(
    const CPoint2D &points[], // curve coordinates
    ENUM_CURVE.Type type=CURVE_POINTS // curve type
)
```

### Version for plotting two curves using CPoint2D points coordinates

```
string GraphPlot(
    const CPoint2D &points1[], // curve coordinates
    const CPoint2D &points2[], // curve coordinates
    ENUM_CURVE.Type type=CURVE_POINTS // curve type
)
```

### Version for plotting three curves using CPoint2D points coordinates

```
string GraphPlot(
    const CPoint2D &points1[], // curve coordinates
    const CPoint2D &points2[], // curve coordinates
    const CPoint2D &points3[], // curve coordinates
    ENUM_CURVE.Type type=CURVE_POINTS // curve type
)
```

### Version for plotting a curve using the pointer to CurveFunction

```
string GraphPlot(
    CurveFunction function, // pointer to the function
    const double from, // initial value of the argument
    const double to, // final value of the argument
    const double step, // increment by the argument
    ENUM_CURVE.Type type=CURVE_POINTS // curve type
)
```

### Version for plotting two curves using the pointers to the CurveFunction functions

```
string GraphPlot(
    CurveFunction function1, // pointer to the function
    CurveFunction function2, // pointer to the function
    const double from, // initial value of the argument
    const double to, // final value of the argument
    const double step, // increment by the argument
    ENUM_CURVE.Type type=CURVE_POINTS // curve type
)
```
Version for plotting three curves using the pointers to the CurveFunction functions

```cpp
string GraphPlot(
    CurveFunction function1,       // pointer to the function
    CurveFunction function2,       // pointer to the function
    CurveFunction function3,       // pointer to the function
    const double from,             // initial value of the argument
    const double to,               // final value of the argument
    const double step,             // increment by the argument
    ENUM_CURVE_TYPE type=CURVE_POINTS // curve type
)
```

Parameters

- `x[]`
  - [in] X coordinates.
- `y[]`
  - [in] Y coordinates.
- `x1[]`
  - [in] X coordinates for the first curve.
- `y1[]`
  - [in] Y coordinates for the first curve.
- `x2[]`
  - [in] X coordinates for the second curve.
- `y2[]`
  - [in] Y coordinates for the second curve.
- `x3[]`
  - [in] X coordinates for the third curve.
- `y3[]`
  - [in] Y coordinates for the third curve.
- `points[]`
  - [in] Coordinates of the curve dots.
- `points1[]`
  - [in] Coordinates of the first curve dots.
- `points2[]`
  - [in] Coordinates of the second curve dots.
- `points3[]`
  - [in] Coordinates of the third curve dots.
function
  [in] Pointer to the CurveFunction function.

function1
  [in] Pointer to the first function.

function2
  [in] Pointer to the second function.

function3
  [in] Pointer to the third function.

from
  [in] Corresponds to the first X coordinate.

to
  [in] Corresponds to the last X coordinate.

step
  [in] Parameter for calculating the X coordinates.

type=CURVE_POINTS
  [in] Curve type.

Return Value

  Name of a graphical resource.
CAxis

CAxis is an auxiliary graphics library class for working with the coordinate axes.

Description

The CAxis class receives and stores various parameters of the coordinate axes. The class implements the ability to auto scale the coordinate axes dynamically.

Declaration

```cpp
class CAxis
```

Title

```cpp
#include <Graphics\Axis.mqh>
```

Class methods

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AutoScale (Get method)

Returns the flag defining the need for auto-scale.

```cpp
bool AutoScale()
```

Return Value

The flag value.

Note

- true — perform auto-scaling.
- false — do not perform auto-scaling.

AutoScale (Set method)

Sets the flag defining the need for auto-scale.

```cpp
void AutoScale(
    const bool auto // flag value
)
```

Parameters

auto

[in]

Note

- true — perform auto-scaling.
- false — do not perform auto-scaling.
**Min (Get method)**

Returns the minimum axis value.

```c
double Min()
```

**Return Value**

Minimum axis value.

**Min (Set method)**

Sets the minimum axis value.

```c
void Min(
    const double min  // minimum value
)
```

**Parameters**

- `min`
**Max (Get method)**

Returns the maximum axis value.

```cpp
double Max()
```

Return Value

Maximum axis value.

**Max (Set method)**

Sets the maximum axis value.

```cpp
void Max(
    const double max // maximum value
)
```

Parameters

- `max`
Step (Get method)

Return the step value by axis.

```c
double Step()
```

Return Value

Step value.
Name (Get method)

Returns the axis name.

```cpp
string Name()
```

Return Value

Axis name.

Name (Set method)

Sets the axis name.

```cpp
void Name(
    const string name // axis name
)
```

Parameters

name

[in] Axis name.
**Color (Get method)**

Returns the axis color.

```cpp
color Color()
```

**Return Value**

Axis color.

**Color (Set method)**

Sets the axis color.

```cpp
void Color(
    const color clr  // axis color
)
```

**Parameters**

- `clr`
ValuesSize (Get method)

Returns the size of the axis numbers.

```cpp
int ValuesSize()
```

Return Value

Size of the axis numbers.

ValuesSize (Set method)

Sets the size of the axis numbers.

```cpp
void ValuesSize(
    const int size // size of the axis numbers
)
```

Parameters

`size`

[in] Size of the axis numbers
ValuesWidth (Get method)

Returns the maximum allowed length in pixels for displaying the axis numbers.

\[
\text{int ValuesWidth()}
\]

Return Value

Length of the axis numbers in pixels.

Note

If a length in pixels for a specified number exceeds the maximum allowed display length, it is truncated and ends in dots.

ValuesWidth (Set method)

Sets the maximum allowed length in pixels for displaying the axis numbers.

\[
\text{void ValuesWidth(}
\text{\quad const int width} \quad \text{// maximum allowed length in pixels}
\text{)}
\]

Parameters

\[width\]

[in] Maximum allowed length of the axis numbers.

Note

If a length in pixels for a specified number exceeds the maximum allowed display length, it is truncated and ends in dots.
ValuesFormat (Get method)

Returns the format of the axis numbers.

```cpp
string ValuesFormat()
```

Return Value

Number format.

ValuesFormat (Set method)

Sets the format of the axis numbers.

```cpp
void ValuesFormat(
    const string format  // format of the axis numbers
)
```

Parameters

format

ValuesDateTimeMode (Get method)

Get the format of converting a date into a string.

```c
int ValuesDateTimeMode()
```

Return Value

Format of converting a date into a string.

ValuesDateTimeMode (Set method)

Set the format of converting a date into a string.

```c
void ValuesDateTimeMode(
    const int mode   // format of converting a date into a string
)
```

Parameters

mode

[in] Conversion format.

Note

Find out more about the formats of converting a date into a string in the `TimeToString()` function description.
ValuesFunctionFormat (Get method)

Get the pointer to the function defining the format of displaying values on the axis.

```cpp
DoubleToStringFunction ValuesFunctionFormat()
```

Return Value

Pointer to the function defining the format of displaying values on the axis.

ValuesFunctionFormat (Set method)

Set the pointer to the function defining the format of displaying values on the axis.

```cpp
void ValuesFunctionFormat(  
    DoubleToStringFunction func  // function for converting numerical values into a string  
)
```

Parameters

`func`

[in] Custom function for converting numerical values into a string.

Example:

The format of displaying X axis values has been changed using the following code:
```c
#include <Graphics\DateAxisGraphic.mqh>

//--- array for store values
double arrX[];
double arrY[];

//--- Custom function for create values on X-axis
string TimeFormat(double x, void *cbdata)
{
    return (TimeToString((datetime)arrX[ArraySize(arrX)-(int)x-1]));
}

void OnStart()
{
    MqlRates rates[];
    CopyRates(Symbol(), Period(), 0, 100, rates);
    ArraySetAsSeries(rates, true);
    int size=ArraySize(rates);
    ArrayResize(arrX, size);
    ArrayResize(arrY, size);
    for(int i=0; i<size; ++i)
    {
        arrX[i]=(double)rates[i].time;
        arrY[i]=rates[i].close;
    }

    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0, "DateAxisGraphic", 0, 30, 30, 780, 380))
    {
        graphic.Attach(0, "DateAxisGraphic");
    }

    //--- create curve
    CCurve *curve=graphic.CurveAdd(arrY, CURVE_LINES);

    //--- gets the X-axis
    CAxis *xAxis=graphic.XAxis();

    //--- sets the X-axis properties
    xAxis.AutoScale(false);
    xAxis.Type(AXIS_TYPE_CUSTOM);
    xAxis.ValuesFunctionFormat(TimeFormat);
    xAxis.DefaultStep(20.0);

    //--- plot
    graphic.CurvePlotAll();
    graphic.Update();
}
```
ValuesFunctionFormatCBData (Get method)

Get the pointer to the object that may contain additional data on converting axis values.

```c
void* ValuesFunctionFormatCBData()
```

Return Value

The pointer to the object that may contain additional data on converting axis values.

ValuesFunctionFormatCBData (Set method)

Set the pointer to the class object that may contain additional data on converting axis values.

```c
void ValuesFunctionFormatCBData(
    void* cbdata  // pointer to the class object
)
```

Parameters

- `cbdata`
  - `[in]` Pointer to any class object containing additional data on converting axis values
NameSize (Get method)

Returns the font size of the axis name.

```cpp
int NameSize()
```

Return Value

Font size of the axis name.

NameSize (Set method)

Sets the font size of the axis name.

```cpp
void NameSize(
    const int size  // font size of the axis name
)
```

Parameters

size

[in] Font size of the axis name.
**ZeroLever (Get method)**

Returns the "zero lever" value.

```cpp
double ZeroLever()
```

**Return Value**

"Zero lever".

**Note**

The value is used to define when the axis scale range should be expanded to include a zero value.

**ZeroLever (Set method)**

Sets the "zero lever" value.

```cpp
void ZeroLever(
    const double value  // "zero lever" value
)
```

**Parameters**

value

[in] "Zero lever" value.

**Note**

The value is used to define when the axis scale range should be expanded to include a zero value.
**DefaultStep (Get method)**

Returns the initial step value by axis

```cpp
double DefaultStep()
```

**Return Value**

Step by axis.

**DefaultStep (Set method)**

Sets the initial step value by axis

```cpp
void DefaultStep(const double value // step by axis
)
```

**Parameters**

`value`

[in] Initial step value by axis.
**MaxLabels (Get method)**

Returns the maximum allowed amount of numbers displayed on the axis.

```cpp
double MaxLabels()
```

**Return Value**

*Maximum amount of numbers on the axis.*

**MaxLabels (Set method)**

Sets the maximum allowed amount of numbers displayed on the axis.

```cpp
void MaxLabels(
    const double value  // maximum number
)
```

**Parameters**

`value`

*[in]* Maximum allowed amount of numbers displayed on the axis
MinGrace (Get method)

Returns the “tolerance” applied to the axis minimum.

```cpp
double MinGrace()
```

Return Value

“Tolerance” value for the axis minimum.

Note

This value is expressed as part of the overall axial length. For example, suppose that the axis values are located within 4.0 to 16.0, then its length is 12.0. If MinGrace is equal to 0.1, then 10% of the axis length (or 1.2) is subtracted from the minimum value. As a result, the axis covers the interval from 2.8 to 16.0.

MinGrace (Set method)

Sets the “tolerance” applied to the axis minimum.

```cpp
void MinGrace(
    const double value  // "tolerance" value
)
```

Parameters

value

[in] “Tolerance” applied to the axis minimum.

Note

This value is expressed as part of the overall axial length. For example, suppose that the axis values are located within 4.0 to 16.0, then its length is 12.0. If MinGrace is equal to 0.1, then 10% of the axis length (or 1.2) is subtracted from the minimum value. As a result, the axis covers the interval from 2.8 to 16.0.
MaxGrace (Get method)

Returns the “tolerance” applied to the axis maximum.

```c
double MaxGrace()
```

**Return Value**

“Tolerance” value for the axis maximum.

**Note**

This value is expressed as part of the overall axial length. For example, suppose that the axis values are located within 4.0 to 16.0, then its length is 12.0. If MaxGrace is equal to 0.1, then 10% of the axis length (or 1.2) is added to the maximum value. As a result, the axis covers the interval from 4.0 to 17.2.

MaxGrace (Set method)

Sets the “tolerance” applied to the axis maximum.

```c
void MaxGrace(
    const double value    // "tolerance" value
)
```

**Parameters**

- `value`
  
  [in] “Tolerance” value applied to the axis maximum.

**Note**

This value is expressed as part of the overall axial length. For example, suppose that the axis values are located within 4.0 to 16.0, then its length is 12.0. If MinGrace is equal to 0.1, then 10% of the axis length (or 1.2) is subtracted from the minimum value. As a result, the axis covers the interval from 2.8 to 16.0.
SelectAxisScale

Auto scale the axis.

```c
void SelectAxisScale()
```
**CColorGenerator**

CColorGenerator class is an auxiliary graphics library class for working with the color palette.

**Description**

The CColorGenerator class contains the initial color palette used for curves by default (if a color is not specified by a user).

If all colors from the initial palette are used already, new colors are automatically generated and the palette is refilled.

**Declaration**

```cpp
class CColorGenerator
```

**Title**

```cpp
#include <Graphics\ColorGenerator.mqh>
```

**Class methods**

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Next

Returns the next color from the palette.

```c
uint Next()
```

Return Value

Color.

Note

If all colors from the palette have already been passed through, new colors are automatically generated in order to replace the old ones in the palette.
Reset

Resets the generator.

```c
void Reset()
```
CCurve

The CCurve class works with the properties of the curves generated on the chart.

Description

The CCurve class sets, installs and receives the coordinates and various properties of the curves when working with the CGraphic class.

There are three curve plotting modes: dots, lines and histogram. Separate parameters are implemented for each plotting mode in the class.

Declaration

```cpp
class CCurve : public CObject
```

Title

```cpp
#include <Graphics\Curve.mqh>
```

Inheritance hierarchy

- CObject
- CCurve

Class methods

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Methods inherited from class CObject

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Type

Return the curve type.

| ENUM_CURVE_TYPE | Type() |

Return Value

Curve type.
Name

Returns the curve name.

```
string Name()
```

Return Value

Curve name.
Color

Returns the curve color.

```c
uint Color()
```

Return Value

Curve color.
**XMax**

Returns the maximum value of the X function (real numbers only).

```c
double XMax()
```

**Return Value**

Maximum real number among all the function arguments.
**XMin**

Returns the minimum value of the X function (real numbers only).

```
    double XMin()
```

**Return Value**

```
    Minimum real number among all the function arguments.
```
YMax

Returns the maximum value of the Y function (real numbers only).

double YMax()

Return Value

Maximum value of the Y function (real numbers only).
YMin

Returns the minimum value of the Y function (real numbers only).

```
double YMin()
```

Return Value

Minimum value of the Y function (real numbers only).
Size

Returns the number of dots defining the curve.

```c
int Size()
```

Return Value

Number of dots defining the curve.
**PointsSize (Get method)**

Returns the linear size (in pixels) of dots used in plotting the curve.

```c
int PointsSize()
```

**Return Value**

Size of dots defining the curve in pixels.

**PointsSize (Set method)**

Sets the linear size (in pixels) of dots used in plotting the curve.

```c
void PointsSize(
    const int size // dot size in pixels
)
```

**Parameters**

- `size`
  - `[in]` Linear size (in pixels) of dots used in plotting the curve.
PointsFill (Get method)

Returns a flag determining if a filling for dots defining a curve should be performed.

```c
bool PointsFill() {
    // code...
}
```

Return Value

The flag value.

Note

true — perform a filling
false — do not perform a filling

PointsFill (Set method)

Sets a flag determining if a filling for dots defining a curve should be performed.

```c
void PointsFill(const bool fill) // flag value
```

Parameters

fill

[in] Flag value.

Note

true — perform a filling
false — do not perform a filling
**PointsColor (Get method)**

Returns the dot filling color.

```c
uint PointsColor ()
```

**Return Value**

Color of filling dots defining the curve.

**PointsColor (Set method)**

Sets the dot filling color

```c
void PointsColor(
    const uint clr  //dot filling color
)
```

**Parameters**

`clr`

[in] Color of filling dots defining the curve.
**GetX**

Gets X values of all curve dots to the array.

```c
void GetX(
    double& x[]    // array for writing X values
)
```

**Parameters**

`x[]`

[out] Array for getting X values of all curve dots.

**Note**

Each curve dot is defined by a couple of X and Y values. These values are not coordinates in pixels for drawing in the `Graphic` class.
GetY

Gets Y values of all curve dots to the array.

```c
void GetY(
    double& y[]       // array for writing Y values
)
```

Parameters

- `y[]`
  - `[out]` Array for getting Y values of all curve dots.

Note

Each curve dot is defined by a couple of X and Y values. These values are not coordinates in pixels for drawing in the Graphic class.
**LinesStyle (Get method)**

Returns a line style when plotting a curve using lines.

```c
ENUM_LINE_STYLE LinesStyle()
```

Return Value

Line style.

**LinesStyle (Set method)**

Sets a line style when plotting a curve using lines.

```c
void LinesStyle ( ENUM_LINE_STYLE style // line style )
```

**Parameters**

- `style`
  - `[in]` Line style.
LinesIsSmooth (Get method)

Returns a flag defining if smoothing should be done when plotting a curve by lines.

```cpp
bool LinesIsSmooth()
```

Return Value

Flag value

Note

true — perform smoothing
false — do not perform smoothing

LinesIsSmooth (Set method)

Sets a flag defining if smoothing should be done when plotting a curve by lines.

```cpp
void LinesIsSmooth(
    const bool smooth   // flag value
)
```

Parameters

smooth

[in] Flag value

Note

true — perform smoothing
false — do not perform smoothing
LinesSmoothTension (Get method)

Returns the curve smoothing parameter when drawing using lines.

```cpp
double LinesSmoothTension()
```

Return Value

Smoothing parameter value

Note

The 'tension' value is within the (0.0; 1.0] range.

LinesSmoothTension (Set method)

Sets the curve smoothing parameter when drawing using lines.

```cpp
void LinesSmoothTension(
    const double tension // parameter value
)
```

Parameters

tension

[in] Smoothing parameter value.

Note

The 'tension' value is within the (0.0; 1.0] range.
**LinesSmoothStep (Get method)**

Returns the length of the approximating lines for smoothing when plotting by lines.

```cpp
double LinesSmoothStep()
```

**Return Value**

Length of approximating lines in pixels.

**LinesSmoothStep (Set method)**

Sets the length of the approximating lines for smoothing when plotting by lines.

```cpp
void LinesSmoothStep(const double step  // line length)
```

**Parameters**

- **step**
  
  [in] Length of approximating lines
LinesEndStyle (Set method)

Get the flag indicating lines end plotting style when using lines to plot a curve.

```c
ENUM_LINE_END LinesEndStyle()
```

Return Value

A value of the flag indicating lines end plotting style when using lines to plot a curve.

LinesEndStyle (Get method)

Set the flag indicating lines end plotting style when using lines to plot a curve.

```c
void LinesEndStyle(
    ENUM_LINE_END end_style // flag value
)
```

Parameters

- `end_style`

  [in] A value of the flag indicating line end plotting style when using lines to plot a curve.
### LinesWidth (Get method)

Get lines width when plotting a curve using lines.

```c
int LinesWidth()
```

**Return Value**

Lines width.

### LinesWidth (Set method)

Set lines width when plotting a curve using lines.

```c
void LinesWidth(const int width) // lines width
```

**Parameters**

- `width`
  
  [in] Lines width when plotting a curve using lines.

**Example:**

A line width has been changed using the following code:
```csharp
#include <Graphics\Graphic.mqh>

void OnStart()
{
    double x[] = {-100,-40,-10,20,30,40,50,60,70,80,120};
    double y[] = {-5,4,-10,23,17,18,-9,13,17,4,9};

    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"ThickLineGraphic",0,30,30,780,380))
    {
        graphic.Attach(0,"ThickLineGraphic");
    }

    //--- create curve
    CCurve *curve=graphic.CurveAdd(x,y,CURVE_LINES);

    //--- sets the curve properties
    curve.LinesSmooth(true);
    curve.LinesStyle(STYLE_DASH);
    curve.LinesEndStyle(LINE_END_ROUND);
    curve.LinesWidth(10);

    //--- plot
    graphic.CurvePlotAll();
    graphic.Update();
}
```
HistogramWidth (Get method)

Returns the width of columns when plotting using a histogram.

```c
int HistogramWidth()
```

Return Value

Column width in pixels.

HistogramWidth (Set method)

Sets the width of columns when plotting using a histogram.

```c
void HistogramWidth(
    const int width // column width
)
```

Parameters

width

[in] Column width in pixels.
**CustomPlotCBData (Get method)**

Get the pointer to the object to be used in the custom curve plotting mode.

```c
void* CustomPlotCBData()
```

**Return Value**

Pointer to the object for the custom curve plotting mode.

**CustomPlotCBData (Set method)**

Set the pointer to the object to be used in the custom curve plotting mode.

```c
void CustomPlotCBData(
    void* cbdata  // pointer to the object
)
```

**Parameters**

`cbdata`

[in] The pointer to the object to be used in the custom curve plotting mode
CustomPlotFunction (Get method)

Get the pointer to the function implementing the custom curve plotting mode.

```cpp
PlotFunction CustomPlotFunction();
```

Return Value

Pointer to the function implementing the custom curve plotting mode.

CustomPlotFunction (Set method)

Set the pointer to the function implementing the custom curve plotting mode.

```cpp
void CustomPlotFunction(
    PlotFunction func // pointer to the function
);
```

Parameters

- `func`
  
  [in] Pointer to the function implementing the custom curve plotting mode

Example:

This curve consisting of bars is built using the following code:
```cpp
#include <Graphics\Graphic.mqh>
//+------------------------------------------------------------------+
//| Class CCandle                                                    |
//| Usage: class to represent the candle                            |
//+------------------------------------------------------------------+
class CCandle: public CObject
{
private:
   double m_open;
   double m_close;
   double m_high;
   double m_low;
   uint m_clr_inc;
   uint m_clr_dec;
   int m_width;

public:
   CCandle(const double open, const double close, const double high, const double low, const int width, const uint clr_inc=0x000000, const uint clr_dec=0xF5F5F5);
   ~CCandle(void);
   double OpenValue(void) const { return (m_open); }
   double CloseValue(void) const { return (m_close); }
   double HighValue(void) const { return (m_high); }
   double LowValue(void) const { return (m_low); }
   uint CandleColorIncrement(void) const { return (m_clr_inc); }
   uint CandleColorDecrement(void) const { return (m_clr_dec); }
   int CandleWidth(void) const { return (m_width); }
};
//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CCandle::CCandle(const double open, const double close, const double high, const double low, const int width, const uint clr_inc=0x000000, const uint clr_dec=0xF5F5F5, const ui
   m_open(open), m_close(close), m_high(high), m_low(low), m_clr_inc(clr_inc), m_clr_dec(clr_dec), m_width(width)
   }
//+------------------------------------------------------------------+
//| Destructor                                                       |
//+------------------------------------------------------------------+
CCandle::~CCandle(void)
{
}
//+------------------------------------------------------------------+
//| Custom method for plot candles                                  |
//+------------------------------------------------------------------+
void PlotCandles(double &x[], double &y[], int size, CGraphic *graphic, CCanvas *canvas, void *cbdata)
{
   //--- check ob
   CArrayObj *candles=dynamic_cast<CArrayObj*>(cbdata);
   if (candles!=NULL || candles.Total()!=size)
      return;
   //--- plot candles
   for (int i=0; i<size; i++)
   {
      CCandle *candle=dynamic_cast<CCandle*>(candles.At(i));
   }
```

if(candle==NULL)
  return;
//--- primary calculate
int xc=graphic.ScaleX(x[i]);
int width_2=candle.CandleWidth()/2;
int open=graphic.ScaleY(candle.OpenValue());
int close=graphic.ScaleY(candle.CloseValue());
int high=graphic.ScaleY(candle.HighValue());
int low=graphic.ScaleY(candle.LowValue());
uint clr=(open<=close) ? candle.CandleColorIncrement() : candle.CandleColorDecrement();
//--- plot candle
canvas.LineVertical(xc,high,low,0x000000);
//--- plot candle real body
canvas.FillRectangle(xc+width_2,open,xc-width_2,close,clr);
canvas.Rectangle(xc+width_2,open,xc-width_2,close,0x000000);
}

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
  int count=10;
  int width=10;
  double x[];
  double y[];
  ArrayResize(x,count);
  ArrayResize(y,count);
  CArrayObj candles();
  double max=0;
  double min=0;
  //--- create values
  for(int i=0; i<count; i++)
    {
      x[i] = i;
      y[i] = i;
      //--- calculate values
      double open=MathRound(50.0+(MathRand()/32767.0)*50.0);
      double close=MathRound(50.0+(MathRand()/32767.0)*50.0);
      double high=MathMax(open,close)+ (MathRand()/32767.0)*10.0);
      double low=MathMin(open,close) - (MathRand()/32767.0)*10.0);
      //--- find max and min
      if(i==0 || max<high)
        max=high;
      if(i==0 || min<low)
        min=low;
      //--- create candle
      CCandle *candle=new CCandle(open,close,high,low,width);
      candles.Add(candle);
    }
  //--- create graphic
  CGraphic graphic;
  if(!graphic.Create(0,"CandleGraphic",0,30,30,780,380))
    {
      graphic.Attach(0,"CandleGraphic");
    }
  //--- create curve
  CCurve *curve=graphic.CurveAdd(x,y,CURVE_CUSTOM,"Candles");
  //--- sets the curve properties
  curve.CustomPlotFunction(PlotCandles);
  curve.CustomPlotCData(GetPointer(candles));
```cpp
//--- sets the graphic properties
    graphic.YAxis().Max((int)max);
    graphic.YAxis().Min((int)min);
//--- plot
    graphic.CurvePlotAll();
    graphic.Update();
```
PointsType (Get method)

Get the flag pointing at the type of dots used when plotting a dotted curve.

```c
ENUM_POINT_TYPE PointsType()
```

Return Value

A value of the flag indicating a type of dots.

PointsType (Set method)

Set the flag pointing at the type of dots used when plotting a dotted curve.

```c
void PointsType( 
    ENUM_POINT_TYPE type // flag value
)
```

Parameters

`type`

[in] A value of the flag pointing at the type of dots used when plotting a dotted curve.
StepsDimension (Get method)

Get the value indicating the dimension used in step-type curve rendering.

```c
int StepsDimension()
```

Return Value

Dimension used in step-type curve rendering.

StepsDimension (Set method)

Set the value indicating the dimension used in step-type curve rendering.

```c
void StepsDimension(const int dimension // dimension )
```

Parameters

- `dimension`
  - [in] Dimension (0 or 1).

Note

- 0 — x (the horizontal line is followed by the vertical one).
- 1 — y (the vertical line is followed by the horizontal one).
**TrendLineCoefficients (Get method)**

Get trend line ratios for writing them into an array.

```cpp
double& TrendLineCoefficients()
```

**Return Value**

Trend line ratios.

**TrendLineCoefficients (Set method)**

Set trend line ratios for writing them into an array.

```cpp
void TrendLineCoefficients(
    double& coefficients[]  // array for writing ratios
)
```

**Parameters**

`coefficients[]`

[out] Array for writing ratios.
**TrendLineColor (Get method)**

Get a color of a trend line for a curve.

```cpp
uint TrendLineColor()
```

**Return Value**

Color of the trend line.

**TrendLineColor (Set method)**

Set a color of a trend line for a curve.

```cpp
void TrendLineColor(
    const uint clr // trend line color
)
```

**Parameters**

- `clr`  
  - [in] Line color
**TrendLineVisible (Get method)**

Get the trend line visibility flag.

```cpp
bool TrendLineVisible()
```

**Return Value**

A value of the flag that specifies if a trend line is visible.

**TrendLineVisible (Set method)**

Set the trend line visibility flag.

```cpp
void TrendLineVisible(
    const bool visible // flag value
)
```

**Parameters**

visible

[in] A value of the trend line visibility flag.

**Example:**

Below is the code of the mentioned trend line and its plotting on the chart:
//+------------------------------------------------------------------+
//|                                             Trend
//|                        Copyright 2016, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#include <Graphics\Graphic.mqh>
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    double x[]={12.0,11.5,11.0,12.0,10.5,10.0,9.0,8.5,10.0,8.5,10.0,8.0,9.5,10.0,15.0};
    double y[]={130.0,165.0,150.0,150.0,140.0,198.0,220.0,215.0,225.0,190.0,170.0,160.0};
//--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"TrendLineGraphic",0,30,30,780,380))
    {
        graphic.Attach(0,"TrendLineGraphic");
    }
//--- create curve
    CCurve *curve=graphic.CurveAdd(x,y, CURVE_POINTS);
//--- sets the curve properties
    curve.TrendLineVisible(true);
    curve.TrendLineColor(ColorToARGB(clrRed));
//--- plot
    graphic.CurvePlotAll();
    graphic.Update();
}
Update

Update the curve coordinates.

The version for working by Y coordinate. Passed array indexes are used as X coordinates here.

```cpp
void Update(
    const double& y[] // Y coordinates
)
```

This version uses X and Y coordinates.

```cpp
void Update(
    const double& x[], // X coordinates
    const double& y[]  // Y coordinates
)
```

The version for working with CPoint2D points.

```cpp
void Update(
    const CPoint2D& points[] // Curve coordinates
)
```

The version for working with a pointer to the CurveFunction function.

```cpp
void Update(
    CurveFunction function, // pointer to the function describing a curve
    const double from,       // initial value of the function argument
    const double to,         // final value of the function argument
    const double step        // argument increment
)
```

Parameters

- `x[]`
  - [in] X coordinates.

- `y[]`
  - [in] Y coordinates.

- `points[]`
  - [in] Curve coordinates.

- `function`
  - [in] A pointer to the function describing a curve

- `from`
  - [in] Initial value of the function argument

- `to`
  - [in] End value of the function argument

- `step`
  - [in] Argument increment
Visible (Get method)

Get the flag defining if a function is visible on the chart.

```cpp
void Visible(
    const bool visible  //
)
```

Return Value

A value of the flag defining a function visibility on the chart.

Visible (Set method)

Set the flag defining if a function is visible on the chart.

```cpp
void Visible(
    const bool visible  // flag value
)
```

Parameters

visible

[in] A value of the flag defining a function visibility on the chart.
## CGraphic

CGraphic is a base class for creating custom charts.

### Description

The CGraphic class provides numerous aspects of working with custom charts. The class stores the main chart elements, sets their parameters and performs plotting. Also, the class stores the curves for the chart and provides various display options.

### Declaration

```cpp
class CGraphic
```

### Title

```cpp
#include <Graphics\Graphic.mqh>
```

### Class methods

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Create

Creates a graphical resource bound to a chart object.

```cpp
bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // sub-window index
    const int x1,    // x1 coordinate
    const int y1,    // y1 coordinate
    const int x2,    // x2 coordinate
    const int y2     // y1 coordinate
)
```

Parameters

- **chart**
  
  [in] Chart ID.

- **name**
  
  [in] Name.

- **subwin**
  
  [in] Sub-window index.

- **x1**
  
  [in] X1 coordinate.

- **y1**
  
  [in] Y1 coordinate.

- **x2**
  
  [in] X2 coordinate.

- **y2**
  
  [in] Y2 coordinate.
Destroy

Removes a chart and destroys a graphical resource.

```c
void Destroy()
```
**Update**

Displays implemented changes.

```c
void Update(
    const bool redraw=true  // flag
)
```

**Parameters**

- `redraw=true`
  - [in] Flag value
**ChartObjectName**

Gets the name of an object bound to a chart.

```plaintext
string ChartObjectName()
```

**Return Value**

Name of an object bound to a chart.
**ResourceName**

Receives the name of a graphical resource.

```cpp
string  ResourceName()
```

**Return Value**

Name of a graphical resource.
**XAxis**

Returns the pointer to the X axis.

```
CAxis *XAxis()
```

**Return Value**

Pointer to the X axis.
YAxis

Returns the pointer to the Y axis.

CAxis *YAxis()

Return Value

Pointer to the Y axis.
**GapSize (Get method)**

Returns the size of indents between the chart elements.

```cpp
int GapSize()
```

**Return Value**

Indent size in pixels.

**GapSize (Set method)**

Sets the size of indents between the chart elements.

```cpp
void GapSize(
    const int size  // indent size
)
```

**Parameters**

`size`

[in] Indent size in pixels.
BackgroundColor (Get method)

Returns the background color.

```cpp
color setBackgroundColor()
```

BackgroundColor (Set method)

Sets the background color.

```cpp
void setBackgroundColor(
    const color clr  // background color
)
```

Parameters

- `clr` ([in] Background color.)
BackgroundMain (Get method)

Returns a chart header

```cpp
string BackgroundMain()
```

BackgroundMain (Set method)

Sets a chart header text.

```cpp
void BackgroundMain(
    const string main       // header text
)
```

Parameters

- `main`
  - `[in]` Chart header text
BackgroundMainSize (Get method)

Returns the header size.

```c
int BackgroundMainSize()
```

Return Value

Header font size.

BackgroundMainSize (Set method)

Sets the header size.

```c
void BackgroundMainSize(
    const int size  // header size
)
```

Parameters

`size`

**BackgroundMainColor (Get method)**

Returns the header color.

```
  clr  BackgroundMainColor()
```

**Return Value**

Header color.

**BackgroundMainColor (Set method)**

Sets the header color.

```
  void  BackgroundMainColor(
      const clr  clr  // header color
  )
```

**Parameters**

- `clr`
  - [in] Header color.
BackgroundSub (Get method)

Returns the sub-header.

```cpp
string BackgroundSub()
```

**Return Value**

Sub-header text.

BackgroundSub (Set method)

Sets the sub-header text.

```cpp
void BackgroundSub (Set method)
{
    const string sub // sub-header text
}
```

**Parameters**

- `sub`
  
  [in] Sub-header text.
BackgroundSubSize (Get method)

Returns the sub-header font size

```cpp
int BackgroundSubSize()
```

BackgroundSubSize (Get method)

Sets the sub-header size

```cpp
void BackgroundSubSize(
    const int size // sub-header font size
)
```

Parameters

- `size`
  
    [in] Sub-header font size
BackgroundSubColor (Get method)

Returns the sub-header color.

```cpp
color BackgroundSubColor()
```

BackgroundSubColor (Set method)

Sets the sub-header color.

```cpp
void BackgroundSubColor(
    const color clr // sub-header color
)
```

Parameters

- `clr`
  - [in] Sub-header color.
**GridLineColor (Get method)**

Returns the grid line color

```cpp
color GridLineColor()
```

**Return Value**

Grid line color.

**GridLineColor (Set method)**

Sets the grid line color.

```cpp
void GridLineColor(
   const color clr   // line color
)
```

**Parameters**

- `clr`
  
GridBackgroundColor (Get method)

Returns the grid background color

```cpp
color GridBackgroundColor()
```

Return Value

Grid background color

GridBackgroundColor (Set method)

Sets the grid background color

```cpp
void GridBackgroundColor(
    const color clr  // grid background color
)
```

Parameters

- `clr`
  - [in] Grid background color
GridCircleRadius (Get method)

Returns radius of dots in the grid nodes.

```cpp
int GridCircleRadius() // Get method
```

Return Value

Dot radius in pixels.

GridCircleRadius (Set method)

Sets the dot radius in the grid nodes.

```cpp
void GridCircleRadius(
    const int r // radius
)
```

Parameters

- `r`
  - `[in]` Dot radius in pixels.
GridCircleColor (Get method)

Returns color of dots in the grid nodes.

```
color GridCircleColor()
```

Return Value

Dot color.

GridCircleColor (Set method)

Sets the dot color in the grid nodes.

```
void GridCircleColor(
    const color clr  // dot color
)
```

Parameters

*clr*

[in] Dot color.
GridHasCircle (Get method)

Returns the flag defining whether the dots in the grid nodes should be displayed.

```cpp
bool GridHasCircle()
```

Return Value

The flag value.

Note

- true — display the dots
- false — do not display the dots

GridHasCircle (Set method)

Sets the flag defining whether the dots in the grid nodes should be displayed.

```cpp
void GridHasCircle(
    const bool has
)
```

Parameters

- `has`
  - [in] Flag value.

Note

- true — display the dots
- false — do not display the dots
GridAxisLineColor (Get method)

Get the value of a real chart axes color.

```c
uint GridAxisLineColor()
```

Return Value

Color of real chart axes.

GridAxisLineColor (Set method)

Set the value of a real chart axes color.

```c
void GridAxisLineColor(
    const uint clr  // chart axes color
)
```

Parameters

clr

**HistoryNameWidth (Get method)**

Returns the maximum allowed length for displaying a curve name.

```cpp
int HistoryNameWidth();
```

**Return Value**

Maximum length in pixels.

**Note**

If the curve name exceeds the maximum allowed length, it is truncated and dots are added to its end.

**HistoryNameWidth (Set method)**

Sets the maximum allowed length for displaying a curve name.

```cpp
void HistoryNameWidth(
    const int width // maximum length
);
```

**Parameters**

- `width`
  

**Note**

If the curve name exceeds the maximum allowed length, it is truncated and dots are added to its end.
HistoryNameSize (Get method)

Returns the font size of the curve name.

```c
int HistoryNameSize()
```

Return Value

Font size of the curve name.

HistoryNameSize (Set method)

Sets the font size of the curve name.

```c
void HistoryNameSize (Set method)
{
    const int size  // name font size
}
```

Parameters

- **size**
  
  [in] Name font size.
HistorySymbolSize (Get method)

Returns a size of a chart's notational convention symbols

```cpp
int HistorySymbolSize()
```

Return Value

Size of notational convention symbols

HistorySymbolSize (Set method)

Sets a size of a chart's notational convention symbols

```cpp
void HistorySymbolSize(
    const int size    // symbol size
)
```

Parameters

- `size`  
  - [in] Size of notational convention symbols.
TextAdd

Adds a text to a chart.

Version for working with X and Y coordinates

```c
void TextAdd(
    const int x,       // X coordinate
    const int y,       // Y coordinate
    const string text, // text
    const uint clr,    // color
    const uint alignment=0 // alignment
)
```

Version for CPoint

```c
void TextAdd(
    const CPoint &point, // point coordinate
    const string text,  // text
    const uint clr,     // color
    const uint alignment=0 // alignment
)
```

Parameters

- `x`  
  [in] X coordinate.

- `y`  
  [in] Y coordinate.

- `&point`  
  [in] Point coordinate.

- `text`  

- `clr`  
  [in] Color.

- `alignment=0`  
LineAdd

Adds a line to a chart.

This version uses X and Y coordinates

```c
void LineAdd(
    const int x1,     // x1 coordinate
    const int y1,     // y1 coordinate
    const int x2,     // x2 coordinate
    const int y2,     // y2 coordinate
    const uint clr,   // color
    const uint style  // style
)
```

Version for CPoint

```c
void LineAdd2(
    const CPoint &point1, // first point coordinate
    const CPoint &point2, // second point coordinate
    const uint clr,       // color
    const uint style      // style
)
```

Parameters

x1
    [in] X1 coordinate.

y1
    [in] Y1 coordinate.

x2
    [in] X2 coordinate.

y2
    [in] Y2 coordinate.

&point1
    [in] First point coordinate.

&point2
    [in] Second point coordinate.

clr
    [in] Color.

style
    [in] Style.
**CurveAdd**

Create and add a new curve to the chart.

This version uses the Y coordinate (a curve color is set automatically)

```cpp
CCurve* CurveAdd{
    const double y[], // Y coordinates
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
}
```

**Note**

Y array indices are used as X coordinates for the curve.

This version uses the X and Y coordinates (a curve color is set automatically)

```cpp
CCurve* CurveAdd{
    const double x[], // X coordinates
    const double y[], // Y coordinates
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
}
```

The version for working with CPoint2D dots (curve color is set automatically)

```cpp
CCurve* CurveAdd{
    const CPoint2D points[], // dot coordinates
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
}
```

Version for working with the pointer to the CurveFunction function (curve color is set automatically)

```cpp
CCurve* CurveAdd{
    CurveFunction function, // pointer to the function
    const double from, // initial value of the argument
    const double to, // final value of the argument
    const double step, // increment by the argument
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
}
```
Version for working by Y coordinate (a curve color is set by a user)

```cpp
CCurve* CurveAdd(
    const double& y[], // Y coordinates
    const uint clr, // curve color
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
)
```

**Note**

Y array indices are used as X coordinates for the curve.

This version uses the X and Y coordinates (a curve color is set by a user)

```cpp
CCurve* CurveAdd(
    const double& x[], // X coordinates
    const double& y[], // Y coordinates
    const uint clr, // curve color
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
)
```

The version for working with CPoint2D dots (curve color is set by a user)

```cpp
CCurve* CurveAdd(
    const CPoint2D& points[], // dot coordinates
    const uint clr, // curve color
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
)
```

Version for working with the pointer to the CurveFunction function (curve color is set by a user)

```cpp
CCurve* CurveAdd(
    CurveFunction function, // pointer to the function
    const double from, // initial value of the argument
    const double to, // final value of the argument
    const double step, // increment by the argument
    const uint clr, // curve color
    ENUM_CURVE_TYPE type, // curve type
    const string name=NULL // curve name
)
```
Parameters

\$x[]\$
  [in] X coordinate.

\$y[]\$
  [in] Y coordinate.

\$points[]\$
  [in] Coordinates of dots.

\$function\$
  [in] Pointer to the function.

\$from\$
  [in] Initial value of the argument.

\$to\$
  [in] Final value of the argument.

\$step\$
  [in] Increment by the argument.

\$type\$
  [in] Curve type.

\$name=NULL\$
  [in] Curve name.

\$clr\$
  [in] Curve color.

Return Value

Pointer to the created curve.
CurvePlot

Displays the previously created curve with a specified index.

```cpp
bool CurvePlot(const int index) // index
```

Parameters

**index**

[in] Curve index

Return Value

true - successful, otherwise - false.
CurvePlotAll

Displays all curves previously added to a chart.

```csharp
bool CurvePlotAll()
```

Return Value

- `true` - successful, otherwise - `false`. 
CurveGetByIndex

Gets the curve by a specified index.

```cpp
CCurve* CurveGetByIndex(
    const int index  // curve index
)
```

**Parameters**

- `index`
  
  [in] Curve index.

**Return Value**

Pointer to the curve with a specified index.
CurveGetByName

Gets a curve by a specified name.

CCurve* CurveGetByName(
    const string name       // curve name
)

Parameters

name
    [in] Curve name.

Return Value

Pointer to the first found curve having a specified name.
CurveRemoveByIndex

Remove a curve by a specified index.

```cpp
bool CurveRemoveByIndex{
const int index  // curve index
}
```

**Parameters**

index

[in] Index of the curve to be removed.

**Return Value**

true — successful, otherwise — false.
CurveRemoveByName

Remove a curve by a specified name.

```cpp
bool CurveRemoveByName(const string name) // curve name
```

**Parameters**

- **name**
  
  [in] Name of the curve to be removed.

**Return Value**

- true — successful, otherwise — false.
CurvesTotal

Get the number of curves for the given chart.

```cpp
int CurvesTotal()
```

Return Value

- Number of curves.

Note

All curves on the current chart are considered regardless of drawing and visibility style.
**MarksToAxisAdd**

Add a scale mark (ticks) to the specified chart axis.

```cpp
bool MarksToAxisAdd(
    const double &marks[],       // tick coordinates
    const int mark_size,          // tick size
    ENUM_MARK_POSITION position,  // tick location
    const int dimension=0         // dimension
)
```

**Parameters**

- `&marks[]`
  [in] Tick coordinates
- `mark_size`
  [in] Tick size
- `position`
  [in] Tick location
- `dimension=0`
  [in] 0 — adding to X axis,
        1 — adding to Y axis

**Return Value**

- `true` - successful, otherwise `false`.  

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**MajorMarkSize (Get method)**

Returns the size of the scale's ticks on the coordinate axes.

```cpp
int MajorMarkSize()
```

**MajorMarkSize (Set method)**

Returns the size of the scale's ticks on the coordinate axes.

```cpp
void MajorMarkSize(
    const int size // tick size
)
```

**Parameters**

- `size`
  
**FontSet**

Sets the current font parameters.

```cpp
bool FontSet(
    const string name,   // name
    const int size,  // size
    const uint flags=0, // flags
    const uint angle=0  // angle
)
```

**Parameters**

- `name`  
  [in] Name.
- `size`  
  [in] Size.
- `flags=0`  
- `angle=0`  

**Return Value**

- `true` - successful, otherwise - `false`. 
FontGet

Gets the current font parameters.

```c
void FontGet(
    string &name,    // name
    int &size,      // size
    uint &flags,    // flags
    uint &angle    // angle
)
```

**Parameters**

- `&name`
  - [out] Name.
- `&size`
  - [out] Size.
- `&flags`
  - [out] Flags.
- `&angle`
  - [out] Angle.
Attach

The version for getting a graphical resource from the OBJ_BITMAP_LABEL object and binding it to the CGraphic class instance:

```cpp
bool Attach(
    const long chart_id, // chart ID
    const string objname  // graphical object name
);
```

The version for creating a graphical resource for the OBJ_BITMAP_LABEL object and binding it to the CGraphic class instance:

```cpp
bool Attach(
    const long chart_id, // chart ID
    const string objname, // graphical object name
    const int width,     // image width
    const int height      // image height
);
```

**Parameters**

- **chart_id**
  
  [in] Chart ID.

- **objname**
  
  [in] Name of the graphical object.

- **width**
  
  [in] Image width in the resource.

- **height**
  
  [in] Image height in the resource.

**Return Value**

- true — successful, false — failed to bind the object.
CalculateMaxMinValues

Calculate (re-calculate) minimum and maximum chart values on both axes.

```cpp
void CalculateMaxMinValues()
```
**Height**

Get a chart height in pixels.

```
int Height()
```

**Return Value**

Chart height in pixels.
**IndentDown (Get method)**

Get a chart indent from the lower border.

```c
int IndentDown()
```

**Return Value**

Indent size in pixels.

**IndentDown (Set method)**

Set a chart indent from the lower border.

```c
void IndentDown(
    const int down       // indent size
)
```

**Parameters**

`down`

- [in] Indent size in pixels.
**IndentLeft (Get method)**

Get a chart indent from the left border.

```cpp
int IndentLeft()
```

**Return Value**

Indent size in pixels.

**IndentLeft (Set method)**

Set a chart indent from the left border.

```cpp
void IndentLeft(
    const int left  // indent size
)
```

**Parameters**

- `left`
  - [in] Indent size in pixels.
**IndentRight (Get method)**

Get a chart indent from the right border.

```
int IndentRight()
```

**Return Value**

Indent size in pixels.

**IndentRight (Set method)**

Set a chart indent from the right border.

```
void IndentRight(const int right // indent size)
```

**Parameters**

`right`

[in] Indent size in pixels.
IndentUp (Get method)

Get a chart indent from the upper border.

```cpp
int IndentUp()
```

**Return Value**

Indent size in pixels.

IndentUp (Set method)

Set a chart indent from the upper border.

```cpp
void IndentUp(
    const int up  // indent size
)
```

**Parameters**

`up`

[in] Indent value in pixels.
Redraw

Redraw the chart.

```cpp
bool Redraw(
    const bool rescale=false  // flag value
)
```

Parameters

`rescale=false`

[in] The flag indicating if a chart should be re-scaled.

Return Value

true - successful, otherwise - false.
**ResetParameters**

Reset the chart redrawing parameters.

```cpp
void ResetParameters()
```
ScaleX

Scale the value by X axis.

```cpp
virtual int ScaleX(
    double x     // value by X axis
)
```

Parameters

- `x`
  - [in] Real value by X axis.

Return Value

- A value in pixels.

Note

- Scale a real value to pixels for displaying on the chart.
**ScaleY**

Scale the value by Y axis.

```cpp
virtual int ScaleY(
    double y // value by Y axis
)
```

**Parameters**

`y`

[in] Real value by Y axis.

**Return Value**

A value in pixels.

**Note**

Scale a real value to pixels for displaying on the chart.
**SetDefaultParameters**

Set the chart parameters to default values.

```cpp
void SetDefaultParameters()
```
Width

Get the chart width in pixels.

```cpp
int Width()
```

Return Value

Chart width in pixels.
Technical Indicators and Timeseries

This section contains the technical details of the technical indicator and timeseries classes and description of the corresponding components of the standard MQL5 library.

The use of the technical indicator and timeseries classes will save time in developing applications (scripts, Expert Advisors).

The MQL5 Standard Library (in terms of technical indicators and timeseries) is located in the working directory of the terminal in the Include\Indicators folder.

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## Base and Auxiliary Technical Indicator and Timeseries Classes

This section contains the technical details of base and auxiliary technical indicator and timeseries classes and description of the corresponding components of the Standard MQL5 library.

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Methods inherited from class CArrayObj

- `FreeMode`, `FreeMode`, ` createElement`, ` Reserve`, ` Resize`, ` Shutdown`, ` Add`, ` AddArray`, ` Insert`, ` InsertArray`, ` AssignArray`, ` At`, ` Update`, ` Shift`, ` Detach`, ` Delete`, ` DeleteRange`, ` Clear`, ` CompareArray`, ` InsertSort`, ` Search`, ` SearchGreat`, ` SearchLess`, ` SearchGreatOrEqual`, ` SearchLessOrEqual`, ` SearchFirst`, ` SearchLast`

Methods inherited from class CArray

- `Step`, ` Step`, ` Total`, ` Available`, ` Max`, ` IsSorted`, ` SortMode`, ` Clear`, ` Sort`

Methods inherited from class CObject

- ` Prev`, ` Prev`, ` Next`, ` Next`, ` Save`, ` Load`, ` Type`, ` Compare`
**CSpreadBuffer**

CSpreadBuffer is a class for simplified access to spreads of the bars in the history.

**Description**

The CSpreadBuffer class provides a simplified access to spreads of the bars in the history.

**Declaration**

```cpp
class CSpreadBuffer: public CArrayInt
```

**Title**

```cpp
#include <Indicators\TimeSeries.mqh>
```

**Inheritance hierarchy**

- **CObject**
- **CArray**
  - **CArrayInt**
    - **CSpreadBuffer**

**Class Methods by Groups**

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**Methods inherited from class CObject**

- Prev, Prev, Next, Next, **Compare**

**Methods inherited from class CArray**

- **Step**, **Step**, **Total**, **Available**, **Max**, **IsSorted**, **SortMode**, **Clear**, **Sort**

**Methods inherited from class CArrayInt**

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess,
SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear
Size
Sets buffer size.

```cpp
void Size(
    const int size // size
)
```

Parameters
size
SetSymbolPeriod

Sets symbol and period.

```c
void SetSymbolPeriod(
    const string    symbol,  // symbol
    const ENUM_TIMEFRAMES period  // period
)
```

Parameters

`symbol`


`period`

At

Gets the buffer element.

```c
int At(
    const int index // index
) const
```

**Parameters**

- `index`
  - [in] Index of buffer element.

**Return Value**

Buffer element with the specified index.
Refresh

Updates the buffer.

virtual bool Refresh()

Return Value

ture - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) element of the buffer.

```
virtual bool RefreshCurrent()
```

Return Value

- true - successful, false - cannot update the buffer.
CTimeBuffer

CTimeBuffer is a class for simplified access to opening times of the bars in the history.

Description

The CTimeBuffer class provides a simplified access to opening times of the bars in the history.

Declaration

```cpp
class CTimeBuffer: public CArrayLong
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

```
CObject
    CArray
        CArrayLong
            CTimeBuffer
```

Class Methods by Groups

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Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CArray

```
Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
```

Methods inherited from class CArrayLong

```
Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, At, operator, Minimum, Maximum, Update, Shift, Delete
```
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess,
SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear
Size

Sets buffer size.

```c
void Size(
    const int size  // size
)
```

**Parameters**

- `size`  
**SetSymbolPeriod**

Sets symbol and period.

```cpp
void SetSymbolPeriod(
    const string symbol,  // symbol
    const ENUM_TIMEFRAMES period  // period
)
```

**Parameters**

`symbol`


`period`

At

Gets the buffer element.

```c
long At(
    const int index   // index
) const
```

**Parameters**

- `index`
  - [in] Index of buffer element.

**Return Value**

Buffer element with the specified index.
Refresh

Updates the buffer.

virtual bool Refresh() 

Return Value

true - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

**Return Value**

- true - successful, false - cannot update the buffer.
CTickVolumeBuffer

CTickVolumeBuffer is a class for simplified access to tick volumes of bars in the history.

Description

The CTickVolumeBuffer class provides a simplified access to tick volumes of bars in the history.

Declaration

```cpp
class CTickVolumeBuffer: public CArrayLong
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayLong
      - CTickVolumeBuffer

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayLong

- Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, At, operator, Minimum, Maximum, Update, Shift, Delete
Methods inherited from class CObject

Prev, Prev, Next, Next, **Compare**

DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear
Size

Sets buffer size.

```cpp
void Size(
    const int size   // size
)
```

**Parameters**

`size`

SetSymbolPeriod

Sets symbol and period.

```cpp
void SetSymbolPeriod(
    const string symbol, // symbol
    const ENUM_TIMEFRAMES period // period
)
```

Parameters

**symbol**


**period**

At

Gets the buffer element.

```c
long At(
    const int index  // index
) const
```

**Parameters**

*index*

[in] Index of buffer element.

**Return Value**

Buffer element with the specified index.
Refresh

Updates the buffer.

```cpp
virtual bool Refresh()
```

**Return Value**

- true - successful, false - cannot update the buffer.
**RefreshCurrent**

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

**Return Value**

- true - successful, false - cannot update the buffer.
CRealVolumeBuffer

CRealVolumeBuffer is a class for simplified access to real volumes of bars in the history.

Description

CTickVolumeBuffer class provides a simplified access to real volumes of bars in the history.

Declaration

```cpp
class CRealVolumeBuffer: public CArrayLong
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
- CArray
  - CArrayLong
    - CRealVolumeBuffer

Class Methods by Groups

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Methods inherited from class CObject

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Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayLong

- Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, At, operator, Minimum, Maximum, Update, Shift, Delete
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, 
SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear
Size

Sets buffer size.

```c
void Size(
    const int size  // size
)
```

**Parameters**

`size`

SetSymbolPeriod

Sets symbol and period.

```cpp
void SetSymbolPeriod(
    const string symbol,  // symbol
    const ENUM_TIMEFRAMES period  // period
)
```

Parameters

symbol


period

At

Gets the buffer element.

```c
long At(
    const int  index       // index
) const
```

Parameters

index

[in] Index of buffer element.

Return Value

Buffer element with the specified index.
**Refresh**

Updates the buffer.

```
virtual bool Refresh()
```

**Return Value**

- true - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

Return Value

- true - successful, false - cannot update the buffer.
CDoubleBuffer

CDoubleBuffer is a base class for simplified access to data buffers of double type.

Description

The CDoubleBuffer class provides a simplified access to the data of the buffer of double type.

Declaration

```cpp
class CDoubleBuffer: public CArrayDouble
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- **CObject**
- **CArray**
  - **CArrayDouble**
  - CDoubleBuffer

Direct descendants

- **CCloseBuffer**, **CHighBuffer**, **CIndicatorBuffer**, **CLowBuffer**, **COpenBuffer**

Class Methods by Groups

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Methods inherited from class **CObject**

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class **CArray**

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class **CArrayDouble**
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Delta, Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, At, operator, Minimum, Maximum, Update, Shift, Delete, DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear
Size

Sets buffer size.

```c
void Size(
    const int size  // size
);
```

Parameters

- `size`  
SetSymbolPeriod

Sets symbol and period.

```cpp
void SetSymbolPeriod(
    const string symbol, // symbol
    const ENUM_TIMEFRAMES period // period
)
```

Parameters

symbol


period

At

Gets the buffer element.

```c
double At(
    const int index  // index
) const
```

Parameters

`index`

[in] Index of buffer element.

Return Value

Buffer element with the specified index.
Refresh

Updates the buffer.

```cpp
virtual bool Refresh();
```

**Return Value**

- true - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

**Return Value**

- true - successful, false - cannot update the buffer.
**COpenBuffer**

COpenBuffer is a class for simplified access to open prices of bars in the history.

**Description**

COpenBuffer class provides a simplified access to open prices of bars in the history.

**Declaration**

```cpp
class COpenBuffer: public CDoubleBuffer
```

**Title**

```cpp
#include <Indicators\TimeSeries.mqh>
```

**Inheritance hierarchy**

- CObject
  - CArray
    - CArrayDouble
      - CDoubleBuffer
        - COpenBuffer

**Class Methods by Groups**

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- **Methods inherited from class CObject**
  - Prev, Prev, Next, Next, **Compare**

- **Methods inherited from class CArray**
  - Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

- **Methods inherited from class CArrayDouble**
  - Delta, Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, At, operator, Minimum, Maximum, Update, Shift, Delete, DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear

- **Methods inherited from class CDoubleBuffer**
  - Size, At, SetSymbolPeriod
**Refresh**

Updates the buffer.

```cpp
virtual bool Refresh()
```

**Return Value**

- true - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

Return Value

- true - successful, false - cannot update the buffer.
**CHighBuffer**

CHighBuffer is a class for simplified access to high prices of bars in the history.

**Description**

CHighBuffer class provides a simplified access to high prices of bars in the history.

**Declaration**

```cpp
class CHighBuffer: public CDoubleBuffer
```

**Title**

```cpp
#include <Indicators\TimeSeries.mqh>
```

**Inheritance hierarchy**

- CObject
  - CArray
    - CArrayDouble
      - CDoubleBuffer
        - CHighBuffer

**Class Methods by Groups**

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<tr>
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</table>

**Methods inherited from class CObject**
- Prev, Prev, Next, Next, Compare

**Methods inherited from class CArray**
- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

**Methods inherited from class CArrayDouble**
- Delta, Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, At, operator, Minimum, Maximum, Update, Shift, Delete, DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreaterEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear

**Methods inherited from class CDoubleBuffer**
- Size, At, SetSymbolPeriod
Refresh

Updates the buffer.

```cpp
virtual bool Refresh()
```

Return Value

- true - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

Return Value

- true - successful, false - cannot update the buffer.
CLowBuffer

CLowBuffer is a class for simplified access to low prices of bars in the history.

Description

The CLowBuffer class provides a simplified access to low prices of bars in the history.

Declaration

```
class CLowBuffer: public CDoubleBuffer
```

Title

```
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

```
CObject
   CArray
      CArrayDouble
         CDoubleBuffer
            CLowBuffer
```

Class Methods by Groups

<table>
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Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CArray

```
Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
```

Methods inherited from class CArrayDouble

```
Delta, Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, Add, operator, Minimum, Maximum, Update, Shift, Delete, DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear
```

Methods inherited from class CDoubleBuffer

```
Size, At, SetSymbolPeriod
```
Refresh

Updates the buffer.

```cpp
virtual bool Refresh();
```

Return Value

true - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

Return Value

- `true` - successful, `false` - cannot update the buffer.
CCloseBuffer

CCloseBuffer is a class for simplified access to close prices of bars in the history.

Description

CCloseBuffer class provides a simplified access to close prices of bars in the history.

Declaration

```cpp
class CCloseBuffer : public CDoubleBuffer
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayDouble
      - CDoubleBuffer
        - CCloseBuffer

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayDouble

- Delta, Type, Save, Load, Reserve, Resize, Shutdown, Add, AddArray, AddArray, Insert, InsertArray, InsertArray, AssignArray, AssignArray, At, operator, Minimum, Maximum, Update, Shift, Delete, DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear

Methods inherited from class CDoubleBuffer

- Size, At, SetSymbolPeriod
Refresh

Updates the buffer.

```cpp
virtual bool Refresh()
```

Return Value

- true - successful, false - cannot update the buffer.
**RefreshCurrent**

Updates the current (zeroth) element of the buffer.

```cpp
virtual bool RefreshCurrent()
```

**Return Value**

- true - successful, false - cannot update the buffer.
CIndicatorBuffer

CIndicatorBuffer is a class for simplified access to the data of the indicator's buffer.

Description

CIndicatorBuffer class provides the simplified access to the data buffer of technical indicator.

Declaration

```cpp
class CIndicatorBuffer : public CDoubleBuffer
```

Title

```cpp
#include <Indicators\Indicator.mqh>
```

Inheritance hierarchy

- CObject
- CArray
  - CArrayDouble
    - CDoubleBuffer
      - CIndicatorBuffer

Class Methods by Groups

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Data Access

- **At** Gets buffer's element

Data Update

- **Refresh** Updates the buffer
- **RefreshCurrent** Updates only the current value

Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class CArray

- **Step**, **Step**, **Total**, **Available**, **Max**, **IsSorted**, **SortMode**, **Clear**, **Sort**

Methods inherited from class CArrayDouble

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Shift, Delete, DeleteRange, CompareArray, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast, SearchLinear

Methods inherited from class CDoubleBuffer

Size, At, SetSymbolPeriod
### Offset

Gets offset of the buffer.

```c
int Offset() const
```

**Return Value**

Buffer offset.

### Offset

Sets offset of the buffer.

```c
void Offset(
    const int offset  // offset
);
```

**Parameters**

- `offset`
Name

Gets the name of the buffer.

```cpp
string Name() const
```

Return Value

Name of the buffer.

Name

Sets the name of the buffer.

```cpp
void Name(
    const string name // name
}
```

Parameters

name

[in] New name of the buffer.
At

Gets buffer element.

```cpp
double At(
    int  index  // index
) const
```

Parameters

index

[in] Index of buffer element.

Return Value

Buffer element with the specified index.
Refresh

Updates the whole buffer.

```cpp
bool Refresh(
    const int handle,   // indicator handle
    const int num       // buffer number
)
```

Parameters

- **handle**
  - [in] Handle of the indicator.

- **num**
  - [in] Buffer index of the indicator.

Return Value

- true - successful, false - cannot update the buffer.
RefreshCurrent

Updates the current (zeroth) buffer element.

```cpp
bool RefreshCurrent(
    const int handle,  // handle of the indicator
    const int num      // buffer number
);
```

Parameters
handle
- [in] Handle of the indicator.

num
- [in] Indicator buffer number.

Return Value
true - successful, false - cannot update the buffer.
CSeries

CSeries is a base class for an access to the timeseries data of the Standard Library.

Description

CSeries class provides the simplified access to all the MQL5 API general functions related to working with the series data for all its descendants (timeseries and indicator classes).

Declaration

```
class CSeries: public CArrayObj
```

Title

```
#include <Indicators\Series.mqh>
```

Inheritance hierarchy

- CObject
- CArray
  - CArrayObj
  - CSeries

Direct descendants

- CIndicator, CiRealVolume, CiSpread, CiTickVolume, CiTime, CPriceSeries

Class Methods by Groups

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### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

### Methods inherited from class CArray

- **Step**, **Step**, **Total**, **Available**, **Max**, **IsSorted**, **SortMode**, **Clear**, **Sort**

### Methods inherited from class CArrayObj

- **FreeMode**, **FreeMode**, **Type**, **Save**, **Load**, **CreateElement**, **Reserve**, **Resize**, **Shutdown**, **Add**, **AddArray**, **Insert**, **InsertArray**, **AssignArray**, **At**, **Update**, **Shift**, **Detach**, **Delete**, **DeleteRange**, **Clear**, **CompareArray**, **InsertSort**, **Search**, **SearchGreat**, **SearchLess**, **SearchGreatOrEqual**, **SearchLessOrEqual**, **SearchFirst**, **SearchLast**
Name

Gets the name of timeseries or indicator.

```cpp
string Name() const
```

Return Value

The name of timeseries or indicator.
BuffersTotal

Gets the number of buffers of timeseries or indicator.

```cpp
int BuffersTotal() const
```

Return Value

The number of buffers of timeseries or indicator.

Note

The timeseries has only one buffer.
Timeframe

Gets the timeframe flag of timeseries or indicator.

```c
int Timeframe() const
```

Return Value

The timeframe flag of timeseries or indicator.

Note

It is generated as the object visibility flags.
Symbol

Gets the symbol of timeseries or indicator.

```
string Symbol() const
```

Return Value

The symbol of timeseries or indicator.
Period

Gets the period of timeseries or indicator.

```
ENUM_TIMEFRAMES  Period() const
```

Return Value

The period (value of `ENUM_TIMEFRAMES` enumeration) of timeseries or indicator.
RefreshCurrent

Sets a flag to constantly update the current values of timeseries or indicator.

```csharp
string RefreshCurrent(
    const bool flag       // value
)
```

Parameters

*flag*

Return Value

None.
BufferSize

Returns the amount of data available in timeseries buffer or indicator buffer.

```c
int BufferSize() const
```

Return Value

Amount of data available in timeseries buffer or indicator buffer.
BufferResize

Sets buffer size of timeseries or indicator.

```cpp
virtual bool BufferResize(
    const int size // size
)
```

**Parameters**

`size`
- [in] New size of the buffers.

**Return Value**

`true` - successful, otherwise - `false`.

**Note**

All the timeseries or indicator buffers have the same `size`. 
Refresh

Updates the data of timeseries or indicator.

```c
virtual void Refresh(
    const int flags // flags
)
```

Parameters

`flags`

[in] Timeframes to update (flag).
PeriodDescription

Gets the string representation of the specified `ENUM_TIMEFRAMES` enumeration.

```cpp
string PeriodDescription(
    const int val=0     // value
)
```

**Parameters**

`val=0`

[in] Value to convert.

**Return Value**

The string representation of the specified `ENUM_TIMEFRAMES` enumeration.

**Note**

If the value is not specified or equal to zero, the timeframe of timeseries or indicator is transformed into a string.
CPriceSeries

CPriceSeries is a base class for access to the price data.

Description

CPriceSeries class provides the simplified access to MQL5 API general functions for working with price data to all its descendants.

Declaration

```cpp
class CPriceSeries: public CSeries
```

Title

```
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CPriceSeries

Direct descendants

- CiClose, CiHigh, CiLow, CiOpen

Class Methods by Groups

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<tr>
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Methods inherited from class CObject
   Prev, Prev, Next, Next, Compare

Methods inherited from class CArray
   Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
   FreeMode, FreeMode, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add,
   AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
   CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
   SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries
   Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
**BufferResize**

Sets the series buffer size.

```cpp
virtual void BufferResize(
    const int size   // size
)
```

**Parameters**

`size`


**Return Value**

true - successful, otherwise - false.
**GetData**

Gets the specified series buffer element.

```cpp
double GetData(
    const int index  // index
) const
```

**Parameters**

- **index**
  - [in] Index of a buffer element.

**Return Value**

The series buffer element, or `EMPTY_VALUE`. 
Refresh

Updates the timeseries data

```cpp
virtual void Refresh(
    const int flags=OBJ_ALL_PERIODS   // flags
)
```

Parameters

- `flags=OBJ_ALL_PERIODS`
  - `[in]` Timeframe flags.
MinIndex

Gets the index of minimal value in the specified range.

```cpp
virtual int MinIndex{
    const int start, // size
    const int count  // number
} const
```

Parameters

**start**

[in] Search range initial index.

**count**

[in] Search range size (number of elements).

Return Value

The index of minimal value of a series buffer in the specified range, or -1.
MinValue

Gets the minimal value in the specified range.

```cpp
virtual double MinValue(
    const int start,  // size
    const int count,  // number
    int& index        // reference
) const
```

**Parameters**

- **start**
  - [in] Search range initial index.

- **count**
  - [in] Search range size (number of elements).

- **index**
  - [out] Reference to the variable for placing the found element's index value.

**Return Value**

The minimal value of the series buffer in the specified range, or `EMPTY_VALUE`.

**Note**

The index of the found element is stored by index reference.
MaxIndex

Gets the index of maximal value in the specified range.

```cpp
virtual int MaxIndex(
    const int start, // index
    const int count   // number
) const
```

**Parameters**

- `start`  
  
  `[in]` Search range initial index.

- `count`  
  
  `[in]` Search range size (number of elements).

**Return Value**

The index of the maximal value of the series buffer in the specified range, or -1.
**MaxValue**

Gets the maximal value in the specified range.

```cpp
virtual double MaxValue(
    const int start,  // size
    const int count,  // amount
    int& index         // reference
) const
```

**Parameters**

- `start`  
  
  [in] Search range initial index.

- `count`  
  
  [in] Search range size (number of elements).

- `index`  
  
  [out] Reference to the variable for placing the found element's index value.

**Return Value**

The maximal value of a series buffer in the specified range, or `EMPTY_VALUE`.

**Note**

The index of the found element is stored by index reference.
CIndicator

CIndicator is a base class for technical indicator classes of the MQL5 standard library.

Description

The CIndicator class provides the simplified access for all of its descendants to general MQL5 API technical indicator functions.

Declaration

```cpp
class CIndicator: public CSeries
```

Title

```cpp
#include <Indicators\Indicator.mqh>
```

Inheritance hierarchy

- CObject
  - CActive
    - CActiveObj
      - CSeries
        - CIndicator

Direct descendants

- CiAC, CiAD, CiADX, CiADXWilder, CiAlligator, CiAMA, CiAO, CiATR, CiBands, CiBearsPower, CiBullsPower, CiBWMFI, CiCCI, CiChaikin, CiCustom, CiDEMA, CiDeMarker, CiEnvelopes, CiForce, CiFractals, CiFrAMA, CiGator, CiIchimoku, CiMA, CiMACD, CiMFI, CiMomentum, CiOBV, CiOsMA, CiRSI, CiRVI, CiSAR, CiStdDev, CiStochastic, CiTEMA, CiTriX, CiVDDyA, CiVolumes, CiWPR

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Attributes

Finding Min/Max Values

**Minimum**
- Gets the index of minimal value in a specified range.

**MinValue**
- Gets the minimal value in a specified range.

**Maximum**
- Gets the index of maximal value in a specified range.

**MaxValue**
- Gets the maximal value in a specified range.

Conversion of Enumerations

**MethodDescription**
- Converts `ENUM_MA_METHOD` into a string

**PriceDescription**
- Converts `ENUM_APPLIED_PRICE` into a string

**VolumeDescription**
- Converts `ENUM_APPLIED_VOLUME` into a string

Working with chart

**AddToChart**
- Adds an indicator to the chart

**DeleteFromChart**
- Deletes an indicator from the chart

Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class CArray

- Step, Step, Total, **Available**, Max, IsSorted, **SortMode**, Clear, Sort

Methods inherited from class CArrayObj

- **FreeMode**, **FreeMode**, **Type**, Save, Load, **createElement**, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, **Search**, **SearchGreat**, **SearchLess**, **SearchGreatOrEqual**, **SearchLessOrEqual**, **SearchFirst**, **SearchLast**

Methods inherited from class CSeries

- **Name**, **BuffersTotal**, **BufferSize**, **Timeframe**, Symbol, Period, **PeriodDescription**, **RefreshCurrent**
Handle

Gets the indicator's handle.

```cpp
int Handle() const
```

Return Value

Handle of the indicator.
Status

Gets the status of the indicator.

```cpp
string Status() const
```

Return Value

The status of indicator creation.
**FullRelease**

Sets a flag to release the handle.

```cpp
void FullRelease(
    const bool flag=true // flag
)
```

**Parameters**

*flag*

Create

Creates the indicator of the specified type with the specified parameters.

```cpp
bool Create(
    const string symbol,   // symbol
    const ENUM_TIMEFRAMES period, // period
    const ENUM_INDICATOR type,    // type
    const int num_params,   // number of parameters
    const MqlParam& params[],  // array of parameters
)
```

**Parameters**

- `symbol`
  - [in] Indicator symbol.

- `period`

- `type`
  - [in] Indicator type ([ENUM_INDICATOR] enumeration).

- `num_params`
  - [in] Number of indicator's parameters.

- `params`
  - [in] Reference to the parameters array for the indicator.

**Return Value**

- `true` - successful, `false` - cannot create the indicator.
BufferResize

Sets the sizes of the indicator buffers.

```cpp
virtual bool BufferResize(const int size);  // size
```

**Parameters**

- `size`:
  

**Return Value**

- `true` - successful, otherwise `false`.

**Note**

All the indicator buffers have the same size.
BarsCalculated

Returns the amount of calculated data for the indicator.

```c
int BarsCalculated() const;
```

Return Value

Returns the amount of calculated data in the indicator buffer, or -1 in the case of error (data is not calculated yet).
**GetData**

Gets the specified element of the specified buffer of the indicator. `Refresh()` should be called for working with recent data before using the method.

```cpp
double GetData(
    const int buffer_num,   // buffer number
    const int index         // index
) const
```

**Parameters**

- **buffer_num**
  - [in] Indicator buffer number.

- **index**
  - [in] Indicator buffer element index.

**Return Value**

- `value` - success, `EMPTY_VALUE` - cannot receive the data.

**GetData**

Gets the data from the indicator's buffer by starting position and number.

```cpp
int GetData(
    const int start_pos,   // position
    const int count,       // number
    const int buffer_num,  // buffer number
    double& buffer{}       // array
) const
```

**Parameters**

- **start_pos**
  - [in] Starting position of the indicator buffer.

- **count**
  - [in] Number of indicator buffer elements.

- **buffer_num**
  - [in] Number of the indicator buffer.

- **buffer**
  - [in] Reference to the array for storing data.

**Return Value**

- Number of the indicator values received from the specified indicator buffer - success, otherwise -1.

**GetData**

Gets the data from the indicator buffer by start time and number.
```cpp
int GetData(
    const datetime start_time,  // starting time
    const int count,            // amount
    const int buffer_num,       // buffer number
    double& buffer[]            // array
) const

Parameters

start_time
  [in] Indicator buffer element starting time.

count
  [in] Number of indicator buffer elements.

buffer_num
  [in] Number of the indicator buffer.

buffer
  [in] Reference to the array for storing data.

Return Value

Number of the indicator values received from the specified buffer, otherwise -1.

GetData

Gets the data from the indicator buffer by start and end time.

```cpp
int GetData(
    const datetime start_time,  // start time
    const datetime stop_time,   // end time
    const int buffer_num,       // number of buffer
    double& buffer[]            // array
) const

Parameters

start_time
  [in] Indicator buffer initial element time.

stop_time
  [in] Indicator buffer end element time.

buffer_num
  [in] Number of the indicator buffer.

buffer
  [in] Reference to the array for storing data.

Return Value

Number of the indicator values received from the specified buffer - success, otherwise -1.
Refresh

Updates the indicator data. It is recommended calling the method before using `GetData()`.

```cpp
virtual void Refresh{
    int flags=OBJ_ALL_PERIODS     // flags
}
```

Parameters

`flags=OBJ_ALL_PERIODS`

Minimum

Minimum

Returns the index of minimal element of the specified buffer in a specified range.

```c
int Minimum(
    const int buffer_num,  // buffer number
    const int start,      // starting index
    const int count       // number
) const
```

Parameters

- `buffer_num` [in] Buffer number to search the value in.
- `start` [in] Search range initial index.
- `count` [in] Search range size (number of elements).

Return Value

Index of the minimal element of the specified buffer in a specified range.
**MinValue**

Returns the value of minimal element of the specified buffer in a specified range.

```cpp
double MinValue(
    const int buffer_num,  // buffer number
    const int start,       // starting index
    const int count,       // number
    int& index             // reference
) const
```

**Parameters**

- **buffer_num**
  - [in] Buffer number to search the value in.

- **start**
  - [in] Search range initial index.

- **count**
  - [in] Search range size (number of elements).

- **index**
  - [out] Reference to the variable for storing the found element index value.

**Return Value**

The value of the minimal element of the specified buffer in a specified range.

**Note**

The index of the found element is stored by index reference.
**Maximum**

Returns the index of maximal element of the specified buffer in a specified range.

```c
int Maximum(
    const int buffer_num,  // buffer number
    const int start,       // starting index
    const int count        // number
)
```

**Parameters**

- `buffer_num`
  - [in] Buffer number to search the value in.

- `start`
  - [in] Search range initial index.

- `count`
  - [in] Search range size (number of elements).

**Return Value**

Index of the maximal element of the specified buffer in a specified range.
MaxValue

Returns the value of maximal element of the specified buffer in a specified range.

```cpp
double MaxValue(
    const int buffer_num,  // buffer number
    const int start,       // starting index
    const int count,       // number
    int& index             // reference
) const
```

**Parameters**

**buffer_num**

[in] Buffer number to search the value in.

**start**

[in] Search range initial index.

**count**

[in] Search range size (number of elements).

**index**

[out] Reference to the variable for storing the found element index value.

**Return Value**

The value of the maximal element of the specified buffer in a specified range.

**Note**

The index of maximal buffer element is stored by index reference.
MethodDescription

Converts `ENUM_MA_METHOD` enumeration value to a string.

```cpp
string MethodDescription(const int val // value ) const
```

**Parameters**

- `val`  
  
  [in] Conversion value.

**Return Value**

The string corresponding to `ENUM_MA_METHOD` enumeration value.
PriceDescription

Converts `ENUM_APPLIED_PRICE` enumeration value to a string.

```cpp
string PriceDescription(const int val) const
```

**Parameters**

`val`

[in] Conversion value.

**Return Value**

The string corresponding to `ENUM_APPLIED_PRICE` enumeration value.
VolumeDescription

Converts `ENUM_APPLIED_VOLUME` enumeration value to a string.

```cpp
string VolumeDescription(  
    const int val // value  
) const
```

**Parameters**

`val`

[in] Conversion value.

**Return Value**

The string corresponding to `ENUM_APPLIED_VOLUME` enumeration value.
**AddToChart**

Adds the indicator to the chart.

```cpp
bool AddToChart(
    const long chart,  // chart ID
    const int subwin   // subwindow index
)
```

**Parameters**

- `chart`  
  [in] Chart ID.

- `subwin`  
  [in] Chart subwindow index.

**Return Value**

- `true` - successful, `false` - cannot add the indicator to the chart.
DeleteFromChart

Deletes the indicator from the chart.

```cpp
bool DeleteFromChart(  
    const long chart, // chart ID  
    const int subwin   // subwindow index
)
```

**Parameters**

- `chart`
  - `[in]` Chart ID.
- `subwin`
  - `[in]` Chart subwindow index.

**Return Value**

- true - successful, false - cannot remove the indicator from the chart.
### CIndicators

The CIndicators is a class for collecting instances of timeseries and technical indicators classes.

#### Description

CIndicators class provides creation of the technical indicators class instances, their storage and management (data synchronization, handle and memory management).

#### Declaration

```cpp
class CIndicators: public CArrayObj
```

#### Title

```cpp
#include <Indicators\Indicators.mqh>
```

#### Class Methods by Groups

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Create

Creates the indicator of the specified type with the specified parameters.

```c
CIndicator* Create(
    const string symbol,       // symbol name
    const ENUM_TIMEFRAMES period,  // period
    const ENUM_INDICATOR type,    // type
    const int count,            // number of parameters
    const MqlParam& params       // parameters array
)
```

Parameters

- **symbol**
  - [in] Indicator symbol name.

- **period**
  - [in] Indicator timeframe (ENUM_TIMEFRAMES enumeration value).

- **type**
  - [in] Indicator type (ENUM_INDICATOR enumeration value).

- **count**
  - [in] Number of parameters for the indicator.

- **params**
  - [in] Reference to the parameters array for the indicator.

Return Value

Reference to the created indicator - successful, NULL - cannot create the indicator.
Refresh

Updates data for all timeseries and technical indicators in the collection.

```cpp
int Refresh()
```

Return Value

Updated timeframe flags (formed as object visibility flags).
Timeseries classes

This group of chapters contains technical details of timeseries classes of the MQL5 Standard Library and descriptions of all its key components.

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CiSpread

CiSpread is a class designed for access to spreads of the bars in the history.

Description

CiSpread class provides an access to spread historical data.

Declaration

```cpp
class CiSpread: public CSeries
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CiSpread

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
Create

Creates a timeseries with the specified parameters for access to the spreads history.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period  // period
)
```

Parameters

- **symbol**
  - [in] Timeseries symbol.
- **period**
  - [in] Timeseries timeframe ([ENUM_TIMEFRAMES](#) enumeration value).

Return Value

- true - successful, false - cannot create the timeseries.
BufferResize

Sets size of the buffer series.

```c
virtual void BufferResize(
    int size  // size
)
```

Parameters

- `size`
**GetData**

Gets the specified element of timeseries buffer.

```c
int GetData(
    int index // index
) const
```

**Parameters**

*index*

- [in] Index of the buffer element.

**Return Value**

The timeseries buffer element, or 0.

**GetData**

Gets the element of timeseries by starting position and number of elements.

```c
int GetData(
    int start_pos, // position
    int count, // number
    int& buffer // array
) const
```

**Parameters**

*start_pos*

- [in] Starting position of a timeseries buffer.

*count*

- [in] Number of timeseries buffer elements.

*buffer*

- [in] Reference to the array for storing the data.

**Return Value**

- >=0 - successful, -1 - cannot receive the data.

**GetData**

Gets data from a timeseries buffer by initial time and number.

```c
int GetData(
    datetime start_time, // starting time
    int count, // number
    int& buffer // array
) const
```

**Parameters**

*start_time*
**GetData**

Gets the data from a timeseries buffer by start and stop times.

```c
int GetData(
    datetime start_time,  // starting time
    datetime stop_time,   // stop time
    int& buffer,          // array
) const
```

**Parameters**

- **start_time**
  - [in] Starting time of a timeseries buffer element.

- **stop_time**
  - [in] Stop time of a timeseries buffer element.

- **buffer**
  - [in] Reference to the array for storing data.

**Return Value**

- \( \geq 0 \) - successful, -1 - cannot receive the data.
Refresh

Updates the data of timeseries.

```cpp
virtual void Refresh(
    int flags // flags
)
```

**Parameters**

*flags*

[In] Timeframe flags.
CiTime

CiTime is a class designed for access to open times of the bars in the history.

Description

CiTime class provides an access to open times of the bars in the history.

Declaration

```cpp
class CiTime: public CSeries
```

Title

```
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CiTime

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
Create

Creates a timeseries with the specified parameters for access to the opening times of the bars in the history.

```csharp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period  // period
)
```

Parameters

- **symbol**
  - [in] Timeseries symbol.

- **period**
  - [in] Timeseries timeframe ([`ENUM_TIMEFRAMES`](#) enumeration value).

Return Value

- true - successful, false - cannot create timeseries.
BufferResize

Sets series buffer sizes.

```cpp
virtual void BufferResize(
    int size       // size
)
```

**Parameters**

- `size`
**GetData**

Gets the specified element of a timeseries buffer.

```c
datetime GetData(  
    int index    // index  
) const
```

**Parameters**

*index*

[in] Index of the buffer element.

**Return Value**

The timeseries buffer element, or 0.

**GetData**

Gets the data from a timeseries buffer by starting position and number.

```c
int GetData(  
    int start_pos,    // position  
    int count,        // number  
    long& buffer      // array  
) const
```

**Parameters**

*start_pos*

[in] Starting position of timeseries.

*count*

[in] Number of timeseries buffer elements.

*buffer*

[in] Reference to the array for storing data.

**Return Value**

>=0 - successful, -1 - cannot receive data.

**GetData**

Gets the data from timeseries buffer by starting time and number.

```c
int GetData(  
    datetime start_time,  // starting time  
    int count,            // number  
    long& buffer          // array  
) const
```

**Parameters**

*start_time*
**GetData**

Gets the data from a timeseries buffer by starting and stop times.

```c
int GetData(
    datetime start_time,  // starting time
    datetime stop_time,   // stop time
    long& buffer          // array
    ) const
```

**Parameters**

- `start_time`:

- `stop_time`:

- `buffer`:
  [in] Reference to the array for storing data

**Return Value**

>=0 - successful, -1 - cannot receive data.
Refresh

Updates the data of timeseries.

```cpp
virtual void Refresh(
    int flags  // flags
)
```

Parameters

- **flags**
  - `[in]` Timeframe flags.
CiTickVolume

CiTickVolume is a class designed for access to tick volumes of the bars in the history.

Description

CiTickVolume class provides an access to tick volumes of the bars in the history.

Declaration

```cpp
class CiTickVolume: public CSeries
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CiTickVolume

Class Methods by Groups

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Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
Create

Creates a timeseries with the specified parameters for access to the tick volumes of the bars in the history.

```cpp
bool Create(
    string symbol,    // symbol
    ENUM_TIMEFRAMES period   // period
)
```

Parameters

symbol

period

Return Value

true - successful, false - cannot create a timeseries.
**BufferResize**

Sets size of the series buffer.

```cpp
virtual void BufferResize(
    int size  // size
)
```

**Parameters**

- `size`
GetData

Gets the specified timeseries buffer element.

```c
long GetData(
    int index       // index
) const
```

**Parameters**

- `index`
  - [in] Index of the buffer element.

**Return Value**

The timeseries buffer element, or 0.

GetData

Gets the data from the timeseries buffer by starting position and number.

```c
int GetData(
    int start_pos,   // position
    int count,        // number
    long& buffer      // array
) const
```

**Parameters**

- `start_pos`
  - [in] Starting position of a timeseries buffer.
- `count`
  - [in] Number of timeseries buffer elements.
- `buffer`
  - [in] Reference to the array for storing the data.

**Return Value**

  >=0 - successful, -1 - cannot receive data.

GetData

Gets the data from a timeseries buffer by starting time and number.

```c
int GetData(
    datetime start_time, // starting time
    int count,           // number
    long& buffer         // array
) const
```

**Parameters**

- `start_time`
**GetData**

Gets the data from a timeseries buffer by starting and stop times.

```c
int GetData(
    datetime start_time,    // starting time
    datetime stop_time,     // stop time
    long& buffer             // array
) const
```

**Parameters**

- **start_time**
  - [in] Time of the timeseries buffer initial element.

- **stop_time**
  - [in] Time of the timeseries buffer end element.

- **buffer**
  - [in] Reference to the array for storing data

**Return Value**

- $\geq 0$ - successful, -1 - cannot receive data.
Refresh

Updates the data of timeseries.

```cpp
virtual void Refresh(
    int flags   // flags
)
```

**Parameters**

flags

CiRealVolume

CiRealVolume is a class designed for access to real volumes of the bars in the history.

Description

CiRealVolume class provides an access to real volumes of the bars in the history.

Declaration

```cpp
class CiRealVolume: public CSeries
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
- CArray
  - CArrayObj
    - CSeries
      - CiRealVolume

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Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Type, Save, Load, createElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast
Methods inherited from class CObject
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Methods inherited from class CSeries
   Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
Create

Creates a timeseries with the specified parameters for access to the real volumes of the bars in the history.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period  // period
)
```

Parameters

- **symbol**
  - [in] Timeseries symbol.

- **period**

Return Value

- true - successful, false - cannot create a timeseries.
BufferResize

Sets a series buffer size.

```cpp
virtual void BufferResize(
    int size,     // size
)
```

### Parameters

- **size**
GetData

Gets the specified series buffer element.

```c
datetime GetData(
    int  index  // index
) const
```

Parameters

`index`
- [in] Buffer element index.

Return Value

Series buffer element, or 0.

GetData

Gets the data from timeseries buffer by starting position and number.

```c
int GetData(
    int  start_pos,  // position
    int  count,       // number
    long& buffer      // array
) const
```

Parameters

`start_pos`
- [in] Starting position of timeseries buffer.

`count`
- [in] Number of timeseries buffer elements.

`buffer`
- [in] Reference to the data storage array.

Return Value

`>=0` - successful, `-1` - cannot receive data.

GetData

Gets the data from timeseries buffer by starting time and number.

```c
int GetData(
    datetime start_time,  // starting time
    int  count,           // number
    long& buffer          // array
) const
```

Parameters

`start_time`
- [in] Starting time.

\( \text{count} \)
[in] Number of timeseries buffer elements.

\( \text{buffer} \)
[in] Reference to the data storage array.

**Return Value**

\( \geq 0 \) - successful, \(-1\) - cannot receive data.

### GetData

Gets the element of timeseries by starting and stop times.

```c
int GetData(
    datetime start_time, // starting time
    datetime stop_time, // stop time
    long& buffer        // target array
) const
```

**Parameters**

\( \text{start\_time} \)
[in] Starting time.

\( \text{stop\_time} \)
[in] Stop time.

\( \text{buffer} \)
[in] Reference to the target array for data

**Return Value**

\( \geq 0 \) if successful, \(-1\) in the case of error.
Refresh

Updates the data of timeseries.

```cpp
virtual void Refresh(
    int flags  // flags
)
```

Parameters

- `flags`
  
CiOpen

CiOpen is a class designed for access to open prices of the bars in the history.

Description

CiOpen class provides an access to open prices of the bars in the history.

Declaration

```cpp
class CiOpen: public CPriceSeries
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
- CArray
- CArrayObj
- CSeries
- CPriceSeries
- CiOpen

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

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Methods inherited from class CObject
   Prev, Prev, Next, Next, Compare

Methods inherited from class CPriceSeries
   BufferResize, MinIndex, MinValue, MaxIndex, MaxValue, GetData, Refresh
Create

Creates a timeseries with the specified parameters for access to the open prices of the bars in the history.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period  // period
)
```

**Parameters**

- `symbol`
  - [in] Timeseries symbol.

- `period`

**Return Value**

- true - successful, false - cannot create a timeseries.
**GetData**

Gets the element of timeseries by starting position and number.

```c
int GetData(
    int start_pos, // starting position
    int count,     // number
    double& buffer // array
) const
```

**Parameters**

- `start_pos`  
  [in] Starting position of timeseries buffer.

- `count`  
  [in] Number of timeseries buffer elements.

- `buffer`  
  [in] Reference to the data storage array.

**Return Value**

- >=0 · successful, -1 · cannot receive data.

**GetData**

Gets data from the timeseries buffer by starting time and number.

```c
int GetData(
    datetime start_time, // starting time
    int count,           // number
    double& buffer       // array
) const
```

**Parameters**

- `start_time`  

- `count`  
  [in] Number of timeseries buffer elements.

- `buffer`  
  [in] Reference to the data storage array.

**Return Value**

- >=0 · successful, -1 · cannot receive data.
int GetData(
    datetime start_time, // starting time
    datetime stop_time, // stop time
    double& buffer // array
) const

Parameters

start_time

stop_time

buffer
    [in] Reference to the data storage array.

Return Value

>=0 - successful, -1 - cannot receive data.
CiHigh

CiHigh is a class designed for access to high prices of the bars in the history.

Description

CiHigh class provides an access to high prices of the bars in the history.

Declaration

```cpp
class CiHigh : public CPriceSeries
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CPriceSeries
          CiHigh
```

Class Methods by Groups

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Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
Methods inherited from class CObject
   Prev, Prev, Next, Next, Compare

Methods inherited from class CPriceSeries
   BufferResize, MinIndex, MinValue, MaxIndex, MaxValue, GetData, Refresh
Create

Creates a timeseries with the specified parameters for access to the high prices of the bars in the history.

```cpp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period // period
)
```

Parameters

symbol


period


Return Value

true - successful, false - cannot create a timeseries.
**GetData**

Gets data from the timeseries buffer by starting position and number.

```c
int GetData(
    int start_pos,  // position
    int count,      // number
    double* buffer  // array
) const
```

**Parameters**

- **start_pos**
  
  [in] Starting position of a timeseries buffer.

- **count**
  
  [in] Number of timeseries buffer elements.

- **buffer**
  
  [in] Reference to the data storage array.

**Return Value**

- `>=0` - successful, `-1` - cannot receive data.

**GetData**

Gets data from the timeseries buffer by starting time and number.

```c
int GetData(
    datetime start_time,  // starting time
    int count,            // number
    double* buffer        // array
) const
```

**Parameters**

- **start_time**
  

- **count**
  
  [in] Number of timeseries buffer elements.

- **buffer**
  
  [in] Reference to the data storage array.

**Return Value**

- `>=0` - successful, `-1` - cannot receive data.

**GetData**

Gets data from the timeseries buffer by starting and stop times.
```c
int GetData(
    datetime start_time, // starting time
    datetime stop_time,   // stop time
    double& buffer        // array
) const
```

**Parameters**

**start_time**


**stop_time**


**buffer**

[in] Reference to the data storage array.

**Return Value**

`>=0` - successful, `-1` - cannot receive data.
CiLow

CiLow is a class designed for access to low prices of the bars in the history.

Description

CiLow class provides an access to low prices of the bars in the history.

Declaration

```cpp
class CiLow: public CPriceSeries
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CPriceSeries
          - CiLow

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
Methods inherited from class CObject
  Prev, Prev, Next, Next, Compare

Methods inherited from class CPriceSeries
  BufferResize, MinIndex, MinValue, MaxIndex, MaxValue, GetData, Refresh
Create

Creates a timeseries with the specified parameters for access to the low prices of the bars in the history.

```csharp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period  // period
)
```

Parameters

symbol


period


Return Value

true - successful, false - cannot create the timeseries.
GetData

Gets the element of timeseries by starting position and number of elements.

```c
int GetData(
    int start_pos,    // position
    int count,        // number
    double *buffer    // array
) const
```

**Parameters**

- `start_pos`  
  [in] Starting position of a timeseries buffer.

- `count`  
  [in] Number of timeseries buffer elements.

- `buffer`  
  [in] Reference to the data storage array.

**Return Value**

- `>=0` - successful, 
- `1` - cannot receive data.

GetData

Gets the data from a timeseries buffer by starting time and number.

```c
int GetData(
    datetime start_time, // starting time
    int count,           // number
    double *buffer       // array
) const
```

**Parameters**

- `start_time`  

- `count`  
  [in] Number of timeseries buffer elements.

- `buffer`  
  [in] Reference to the data storage array.

**Return Value**

- `>=0` - successful, 
- `1` - cannot receive data.

GetData

Gets data from the timeseries buffer by starting and stop times.
```c
int GetData(
    datetime start_time, // starting time
    datetime stop_time,  // stop time
    double& buffer       // array
) const
```

**Parameters**

- **start_time**
- **stop_time**
- **buffer**
  - [in] Reference to the data storage array

**Return Value**

- \( \geq 0 \) - successful, \( -1 \) - cannot receive data.
CiClose

CiClose is a class designed for access to close prices of the bars in the history.

Description

CiClose class provides an access to close prices of the bars in the history.

Declaration

```cpp
class CiClose: public CPriceSeries
```

Title

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

-CObject
  -CArray
    -CArrayObj
      -CSeries
        -CPriceSeries
          -CiClose

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Type, Save, Load, createElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

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Methods inherited from class CObject
  Prev, Prev, Next, Next, Compare

Methods inherited from class CPriceSeries
  BufferResize, MinIndex, MinValue, MaxIndex, MaxValue, GetData, Refresh
Create

Creates a timeseries with the specified parameters for access to the closing prices of the bars in the history.

```cpp
bool Create(
    string symbol,     // symbol
    ENUM_TIMEFRAMES period // period
)
```

Parameters

- **symbol**
  

- **period**
  

Return Value

- true - successful, false - cannot create the timeseries.
**GetData**

Gets data from a timeseries buffer by starting position and number.

```c
int GetData(
    int start_pos,   // position
    int count,       // number
    double* buffer,  // array
) const
```

**Parameters**

- `start_pos`  
  [in] Starting position of a timeseries buffer.

- `count`  
  [in] Number of timeseries buffer elements.

- `buffer`  
  [in] Reference to the data storage array.

**Return Value**

- `>=0` - successful, `-1` - cannot receive data.

---

**GetData**

Gets data from a timeseries buffer by starting time and number.

```c
int GetData(
    datetime start_time,  // starting time
    int count,             // number
    double* buffer,        // array
) const
```

**Parameters**

- `start_time`  

- `count`  
  [in] Number of a timeseries buffer element.

- `buffer`  
  [in] Reference to the data storage array.

**Return Value**

- `>=0` - successful, `-1` - cannot receive data.

---

**GetData**

Gets data from a timeseries buffer by starting and stop times.
int GetData(
    datetime start_time,  // starting time
    datetime stop_time,   // stop time
    double& buffer        // array
) const

Parameters

start_time

stop_time

buffer
    [in] Reference to the data storage array.

Return Value

>=0 - successful, -1 - cannot receive data.
Main and Auxiliary Classes of Technical Indicators and Timeseries

This group of chapters contains technical details of the main and auxiliary classes of technical indicators and timeseries, as well as descriptions of the appropriate components of the MQL5 Standard Library.

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CiADX

CiADX is a class intended for using the Average Directional Index technical indicator.

Description

CiADX class provides the creation, configuration, and access to the data of the Average Directional Index indicator.

Declaration

class CiADX: public CIndicator

Title

#include <Indicators\Trend.mqh>

Inheritance hierarchy

CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiADX

Class Methods by Groups

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Methods inherited from class CObject

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Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, createElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use \texttt{Refresh()} and \texttt{GetData()} to update and get the indicator values.

\begin{verbatim}
bool Create(
    string symbol,    // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period      // averaging period
)
\end{verbatim}

\textbf{Parameters}

- \textit{symbol}
  

- \textit{period}
  
  [in] Timeframe (\texttt{ENUM\_TIMEFRAMES} enumeration value).

- \textit{ma\_period}
  

\textbf{Return Value}

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element of the main line by the specified index.

```c
double Main(  
    int index  // index
)
```

Parameters

`index`

[in] Main line buffer element index.

Return Value

Main line buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Plus

Returns the buffer element of the +DI line by the specified index.

```c
double Plus(
    int index  // index
)
```

Parameters

`index`

[in] +DI line buffer element index.

Return Value

The buffer element of the +DI line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Minus

Returns the buffer element of the -DI line by the specified index.

```c
double Minus(int index) // index
```

Parameters

- `index` - [in] -DI line buffer element index.

Return Value

The buffer element of the -DI line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
default int Type() const
```

Return Value

Indicator type (IND_ADX for CiADX).
CiADXWilder

CiADXWilder is a class intended for using the technical indicator Average Directional Index by Welles Wilder.

Description

CiADXWilder class provides the creation, configuration, and access to the data of the Average Directional Index by Welles Wilder.

Declaration

```csharp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiADXWilder
```

Class Methods by Groups

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<td><code>Plus</code></td>
<td>Returns the buffer data of the +DI line</td>
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<td><code>Minus</code></td>
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Input/output

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Methods inherited from class CArray
Methods inherited from class CObject
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Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries
Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator
Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```c
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period        // averaging period
)
```

Parameters

**symbol**
- [in] Symbol.

**period**

**ma_period**

Return Value

true - successful, false - cannot create the indicator.
Main

Returns the buffer element of the main line by the specified index.

```cpp
double Main(
    int index // index
)
```

**Parameters**

- `index` [in] Main line buffer element index.

**Return Value**

- Main line buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Plus

Returns the buffer element of the +DI line by the specified index.

```cpp
double Plus(
    int index // index
)
```

**Parameters**

- `index`
  - [in] +DI line buffer element index.

**Return Value**

The buffer element of the +DI line by the specified index, or `EMPTY_VALUE` if there is no correct data.
**Minus**

Returns the buffer element of the -DI line by the specified index.

```c
double Minus(
    int index  // index
)
```

**Parameters**

- `index`
  
  [in]  -DI line buffer element index.

**Return Value**

The buffer element of the -DI line by the specified index, or **EMPTY_VALUE** if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_ADXW for CiADXWilder).
CiBands

CiBands is a class intended for using the Bollinger Bands® technical indicator.

Description

CiBands class provides the creation, configuration, and access to the data of the Bollinger Bands indicator.

Declaration

```cpp
class CiBands: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CActive
    - CSeries
      - CIndicator
        - CiBands

Class Methods by Groups

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<td>Returns the deviation</td>
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Data Access

- Base
  - Returns the buffer element of the base line
- Upper
  - Returns the buffer element of the upper line
- Lower
  - Returns the buffer element of the lower line

Input/output

- virtual Type
  - Virtual identification method
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
MaShift

Returns the horizontal shift.

```cpp
int MaShift() const
```

Return Value

Returns the horizontal shift value, defined at the indicator creation.
Deviation

Returns the deviation.

```cpp
double Deviation() const
```

Return Value

Returns the deviation, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period,       // averaging period
    int ma_shift,        // shift
    double deviation,   // deviation
    int applied          // applied price, handle
)
```

Parameters

- **symbol**
  

- **period**
  

- **ma_period**
  

- **ma_shift**
  
  [in] Horizontal shift of the indicator.

- **deviation**
  
  [in] Deviation.

- **applied**
  
  [in] Price type or handle to apply.

Return Value

- true - successful, false - cannot create the indicator.
Base

Returns the buffer element of the base line by the specified index.

```cpp
double Base(
    int index     // index
)
```

**Parameters**

`index`

- [in] Base line buffer element index.

**Return Value**

The buffer element of the base line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Upper

Returns the buffer element of the upper line by the specified index.

```c
double Upper(
    int index  // index
)
```

Parameters

- `index` [in] Upper line buffer element index.

Return Value

The buffer element of the upper line of the specified index, or `EMPTY_VALUE` if there is no correct data.
Lower

Returns the buffer element of the lower line by the specified index.

```c
double Lower(
    int index // index
)
```

**Parameters**

- **index**
  - [in] Lower line buffer element index.

**Return Value**

The buffer element of the lower line by the specified index, or **EMPTY_VALUE** if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_BANDS for CiBands).
CiEnvelopes

CiEnvelopes is a class intended for using the Envelopes technical indicator.

Description

CiEnvelopes class provides the creation, configuration, and access to the data of the Envelopes indicator.

Declaration

```cpp
class CiEnvelopes: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiEnvelopes

Class Methods by Groups

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<td>MaShift</td>
<td>Returns the horizontal shift</td>
</tr>
<tr>
<td>MaMethod</td>
<td>Returns the averaging method</td>
</tr>
<tr>
<td>Deviation</td>
<td>Returns the deviation</td>
</tr>
<tr>
<td>Applied</td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Create</td>
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</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>Upper</td>
<td>Returns the buffer data of the upper line</td>
</tr>
<tr>
<td>Lower</td>
<td>Returns the buffer data of the lower line</td>
</tr>
<tr>
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Methods inherited from class CObject
    Prev, Prev, Next, Next, Compare

Methods inherited from class CArray
    Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
    FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
    Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
    CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
    SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries
    Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator
    Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
    GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
    DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
**MaPeriod**

Returns the averaging period.

```cpp
int MaPeriod() const
```

**Return Value**

Returns the averaging period, defined at the indicator creation.
MaShift

Returns the horizontal shift of the indicator.

```c
int MaShift() const
```

Return Value

Returns the horizontal shift value, defined at the indicator creation.
MaMethod

Returns the averaging method.

\[
\text{enum} \ MA\ _\text{METHOD} \ MaMethod() \ const
\]

Return Value

Returns the averaging method, defined at the indicator creation (\text{ENUM\_MA\_METHOD} enumeration value).
Deviation

Returns the value of deviation.

    double Deviation() const

Return Value

    Returns the value of deviation, defined at the indicator creation.
**Applied**

Returns the price type or handle to apply.

```
int Applied() const
```

**Return Value**

*Price type or handle to apply, defined at the indicator creation.*
Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```cpp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int ma_shift, // shift
    ENUM_MA_METHOD ma_method, // averaging method
    int applied, // price type, handle
    double deviation // deviation
)
```

**Parameters**

- `symbol`
  - [in] Symbol.

- `period`

- `ma_period`

- `ma_shift`
  - [in] Price axis shift.

- `ma_method`

- `applied`
  - [in] Object (price type or handle) to apply.

- `deviation`
  - [in] Deviation.

**Return Value**

- true - successful, false - cannot create the indicator.
Upper

Returns the buffer element of the upper line by the specified index.

```c
double Upper(
    int index   // index
)
```

**Parameters**

`index`

[in] Upper line buffer element index.

**Return Value**

The buffer element of the upper line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Lower

Returns the buffer element of the lower line by the specified index.

```cpp
double Lower(
    int index  // index
)
```

**Parameters**

- `index`
  - `[in]` Lower line buffer element index.

**Return Value**

The buffer element of the lower line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```c
virtual int Type() const
```

Return Value

Indicator type (`IND_ENVELOPES` for CiEnvelopes).
CiIchimoku

CiIchimoku is a class intended for using the Ichimoku Kinko Hyo technical indicator.

Description

CiIchimoku class provides the creation, setup, and access to the data of the Ichimoku Kinko Hyo indicator.

Declaration

```cpp
class CiIchimoku: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiIchimoku

Class Methods by Groups

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<tr>
<th>Attributes</th>
<th>Description</th>
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</thead>
<tbody>
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<td>Returns the TenkanSen period</td>
</tr>
<tr>
<td>KijunSenPeriod</td>
<td>Returns the KijunSen period</td>
</tr>
<tr>
<td>SenkouSpanBPeriod</td>
<td>Returns the SenkouSpanB period</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
</tbody>
</table>

Data Access

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TenkanSen</td>
<td>Returns the buffer element of the TenkanSen line</td>
</tr>
<tr>
<td>KijunSen</td>
<td>Returns the buffer element of the KijunSen line</td>
</tr>
<tr>
<td>SenkouSpanA</td>
<td>Returns the buffer element of the SenkouSpanA line</td>
</tr>
<tr>
<td>SenkouSpanB</td>
<td>Returns the buffer element of the SenkouSpanB line</td>
</tr>
</tbody>
</table>
### Attributes

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChinkouSpan</td>
<td>Returns the buffer element of the ChikouSpan line</td>
</tr>
<tr>
<td>Input/output</td>
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</tr>
<tr>
<td>virtual Type</td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

#### Methods inherited from class CObject

- Prev, Prev, Next, Next, `Compare`

#### Methods inherited from class CArray

- `Step`, `Step`, `Total`, `Available`, `Max`, `IsSorted`, `SortMode`, `Clear`, `Sort`

#### Methods inherited from class CArrayObj

- `FreeMode`, `FreeMode`, `Save`, `Load`, `createElement`, `Reserve`, `Resize`, `Shutdown`, `Add`, `AddArray`, `Insert`, `InsertArray`, `AssignArray`, `At`, `Update`, `Shift`, `Detach`, `Delete`, `DeleteRange`, `Clear`, `CompareArray`, `InsertSort`, `Search`, `SearchGreat`, `SearchLess`, `SearchGreaterOrEqual`, `SearchLessOrEqual`, `SearchFirst`, `SearchLast`

#### Methods inherited from class CSeries

- `Name`, `BuffersTotal`, `BufferSize`, `Timeframe`, `Symbol`, `Period`, `PeriodDescription`, `RefreshCurrent`

#### Methods inherited from class CIndicator

- `Handle`, `Status`, `FullRelease`, `Redrawer`, `Create`, `BufferResize`, `BarsCalculated`, `GetData`, `GetData`, `GetData`, `GetData`, `Minimum`, `MinValue`, `Maximum`, `MaxValue`, `Refresh`, `AddToChart`, `DeleteFromChart`, `MethodDescription`, `PriceDescription`, `VolumeDescription`
TenkanSenPeriod

Returns the TenkanSen period.

```c
int TenkanSenPeriod() const
```

Return Value

Returns the TenkanSen period, defined at the indicator creation.
KijunSenPeriod

Returns the KijunSen period.

```cpp
int KijunSenPeriod() const
```

Return Value

Returns the KijunSen period, defined at the indicator creation.
SenkouSpanBPeriod

Returns the SenkouSpanB period.

```cpp
int SenkouSpanBPeriod() const
```

Return Value

Returns the SenkouSpanB period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```csharp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int tenkan_sen, // period of TenkanSen
    int kijun_sen, // period of KijunSen
    int senkou_span_b // period of SenkouSpanB
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **tenkan_sen**
  - [in] Period of TenkanSen.

- **kijun_sen**

- **senkou_span_b**
  - [in] Period of SenkouSpanB.

Return Value

- true - successful, false - cannot create the indicator.
TenkanSen

Returns the buffer element of the TenkanSen line by the specified index.

double TenkanSen(
    int index  // index
)

Parameters

index

Return Value

The buffer element of the TenkanSen line by the specified index, or EMPTY_VALUE if there is no correct data.
KijunSen

Returns the buffer element of the KijunSen line by the specified index.

```c
double KijunSen(
    int    index   // index
)
```

**Parameters**

`index`

**Return Value**

The buffer element of the KijunSen line of the specified index, or `EMPTY_VALUE` if there is no correct data.
**SenkouSpanA**

Returns the buffer element of the SenkouSpanA line by the specified index.

```c
double SenkouSpanA(
    int index  // index
)
```

**Parameters**

`index`
- `[in]` SenkouSpanA line buffer element index.

**Return Value**

The buffer element of the SenkouSpanA line of the specified index, or `EMPTY_VALUE` if there is no correct data.
**SenkouSpanB**

Returns the buffer element of the SenkouSpanB line by the specified index.

```c
double SenkouSpanB(
    int index     // index
)
```

**Parameters**

- **index**
  - [in] SenkouSpanB line buffer element index.

**Return Value**

The buffer element of the SenkouSpanB line of the specified index, or **EMPTY_VALUE** if there is no correct data.
**ChinkouSpan**

Returns the buffer element of the ChinkouSpan line by the specified index.

```c
double ChinkouSpan(
    int index       // index
)
```

**Parameters**

- **index**
  - [in] ChinkouSpan line buffer element index.

**Return Value**

The buffer element of the ChinkouSpan line of the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```
virtual int Type() const
```

Return Value

Indicator type (IND_ICHIMOKU for Ichimoku).
CiMA

CiMA is a class intended for using the Moving Average technical indicator.

Description

CiMA class provides the creation, setup, and access to the data of the Moving Average indicator.

Declaration

```cpp
class CiMA: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- `CObject`
- `CArray`
- `CArrayObj`
- `CSeries`
- `CIndicator`
- `CiMA`

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MaPeriod</code></td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td><code>MaShift</code></td>
<td>Returns the horizontal shift</td>
</tr>
<tr>
<td><code>MaMethod</code></td>
<td>Returns the averaging method</td>
</tr>
<tr>
<td><code>Applied</code></td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td><code>Create</code></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><code>Data Access</code></td>
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</tr>
<tr>
<td><code>Main</code></td>
<td>Returns the buffer data</td>
</tr>
<tr>
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<td></td>
</tr>
<tr>
<td><code>virtual Type</code></td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class `CObject`

- `Prev`, `Prev`, `Next`, `Next`, `Compare`

Methods inherited from class `CArray`
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, createElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```
    int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
**MaShift**

Returns the horizontal shift of the indicator.

```cpp
int MaShift() const
```

**Return Value**

Returns the horizontal shift value, defined at the indicator creation.
MaMethod

Returns the averaging method.

| ENUM_MA_METHOD | MaMethod() | const |

Return Value

Returns the averaging method (value of ENUM_MA_METHOD enumeration), defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
### Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```c++
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int ma_shift, // shift
    ENUM_MA_METHOD ma_method, // averaging method
    int applied // price type, handle
)
```

**Parameters**

- **symbol**
  

- **period**
  

- **ma_period**
  

- **ma_shift**
  
  [in] Horizontal shift.

- **ma_method**
  

- **applied**
  
  [in] Price type or handle to apply.

**Return Value**

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

`index`


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_MA for CiMA).
CiSAR

CiSAR is a class intended for using the Parabolic Stop And Reverse System technical indicator.

Description

CiSAR class provides the creation, setup, and access to the data of the Parabolic Stop And Reverse System indicator.

Declaration

```cpp
class CiSAR: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiSAR

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
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<td>SarStep</td>
<td>Returns the step of price increment</td>
</tr>
<tr>
<td>Maximum</td>
<td>Returns the maximum value of the step</td>
</tr>
<tr>
<td>Create Methods</td>
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</tr>
<tr>
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</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
**SarStep**

Returns the step of price increment.

```cpp
double SarStep() const
```

**Return Value**

The step of price increment, defined at the indicator creation.
**Maximum**

Returns the maximum value of the step.

```cpp
double Maximum() const
```

**Return Value**

The maximum value of the step, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    double step, // step
    double maximum // coefficient
)
```

Parameters

- **symbol**
  - [in] Symbol.
- **period**
- **step**
  - [in] Step for the velocity increasing.
- **maximum**
  - [in] Price following coefficient.

Return Value

- true - successful, false - cannot change the indicator.
**Main**

Returns the buffer element by the specified index.

```
double Main(
    int index     // index
)
```

**Parameters**

- `index`  
  - [in] Buffer element index.

**Return Value**

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_SAR for CiSAR).
CiStdDev

CiStdDev is a class intended for using the Standard Deviation technical indicator.

Description

CiStdDev class provides the creation, setup, and access to the data of the Standard Deviation indicator.

Declaration

```cpp
class CiStdDev: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
    - CSeries
      - CIndicator
        - CiStdDev

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
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</thead>
<tbody>
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<td>MaPeriod</td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td>MaShift</td>
<td>Returns the horizontal shift</td>
</tr>
<tr>
<td>MaMethod</td>
<td>Returns the averaging method</td>
</tr>
<tr>
<td>Applied</td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
<td>Returns the buffer data</td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray
Methods inherited from class CObject
   Prev, Prev, Next, Next, Compare
   Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
   FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
   Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
   CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
   SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries
   Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator
   Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
   GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
   DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
**MaShift**

Returns the horizontal shift of the indicator.

```c
int MaShift() const
```

**Return Value**

Returns the horizontal shift value, defined at the indicator creation.
**MaMethod**

Returns the averaging method.

| ENUM_MA_METHOD | MaMethod() const |

**Return Value**

Returns the averaging method (value of `ENUM_MA_METHOD` enumeration), defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```c
int Applied() const
```

Return Value

*Price type or handle to apply, defined at the indicator creation.*
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,   // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period,  // averaging period
    int ma_shift,   // shift
    ENUM_MA_METHOD ma_method, // averaging method
    int applied     // price type, handle
)
```

Parameters

symbol


period


ma_period


ma_shift

[in] Horizontal shift.

ma_method


applied

[in] Price type or handle to apply.

Return Value

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

- `index`  
  - [in] Buffer element index.

Return Value

- Buffer element by the specified index if successful, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (`IND_STDDEV` for CStdDev).
**CiDEMA**

CiDEMA is a class intended for using the Double Exponential Moving Average technical indicator.

**Description**

CiDEMA class provides the creation, setup, and access to the data of the Double Exponential Moving Average indicator.

**Declaration**

```cpp
class CiDEMA: public CIndicator
```

**Title**

```cpp
#include <Indicators\Trend.mqh>
```

**Inheritance hierarchy**

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiDEMA

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MaPeriod</strong></td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td><strong>IndShift</strong></td>
<td>Returns the horizontal shift</td>
</tr>
<tr>
<td><strong>Applied</strong></td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td><strong>Create</strong></td>
<td>Creates the indicator</td>
</tr>
</tbody>
</table>

**Data Access**

<table>
<thead>
<tr>
<th>Input/output</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Main</strong></td>
<td>Returns the buffer data</td>
</tr>
</tbody>
</table>

**virtual** **Type** | Virtual identification method |

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, **Compare**

**Methods inherited from class CArray**

- **Step**, **Step**, **Total**, **Available**, **Max**, **IsSorted**, **SortMode**, **Clear**, **Sort**
Methods inherited from class CObject
- Prev, Prev, Next, Next, Compare

Methods inherited from class CArrayObj
- FreeMode, FreeMode, Save, Load, createElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries
- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator
- Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
IndShift

Returns the horizontal shift of the indicator.

```cpp
int IndShift() const
```

Return Value

Returns the horizontal shift value, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```cpp
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```c
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period,       // averaging period
    int ind_shift,       // shift
    int applied          // price type, handle
)
```

**Parameters**

`string` 

`period` 

`int ma_period` 

`int ind_shift` 
[in] Horizontal shift.

`int applied` 
[in] Price type or handle to apply.

**Return Value**

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index   // index
)
```

**Parameters**

`index`


**Return Value**

Buffer element of the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_DEMA for CiDEMA).
CiTEMA

CiTEMA is a class intended for using the Triple Exponential Moving Average technical indicator.

Description

CiTEMA class provides the creation, setup, and access to the data of the Triple Exponential Moving Average indicator.

Declaration

```cpp
class CiTEMA: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
- CArray
- CArrayObj
- CSeries
- CIndicator
- CiTEMA

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaPeriod</td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td>IndShift</td>
<td>Returns the horizontal shift</td>
</tr>
<tr>
<td>Applied</td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, `Compare`

Methods inherited from class CArray

- `Step`, `Step`, `Total`, `Available`, `Max`, `IsSorted`, `SortMode`, `Clear`, `Sort`
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
**IndShift**

Returns the horizontal shift of the indicator.

```c
int IndShift() const
```

**Return Value**

Returns the horizontal shift value, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```c
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```c
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int ma_shift, // shift
    int applied // price type, handle
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **ma_period**

- **ma_shift**
  - [in] Horizontal shift.

- **applied**
  - [in] Price type or handle to apply.

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```cpp
double Main(
    int index  // index
)
```

Parameters

`index`


Return Value

Buffer element of the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```
virtual int Type() const
```

Return Value

Indicator type (IND_TEMA for CiTEMA).
CiFrAMA

CiFrAMA is a class intended for using the Fractal Adaptive Moving Average technical indicator.

Description

CiFrAMA class provides the creation, setup, and access to the data of the Fractal Adaptive Moving Average indicator.

Declaration

```cpp
class CiFrAMA: public CIndicator
```

Title

```
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiFrAMA

Class Methods by Groups

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<tr>
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<tr>
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<td>Virtual identification method</td>
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</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
**MaPeriod**

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
IndShift

Returns the horizontal shift of the indicator.

```c
int IndShift() const
```

Return Value

Returns the horizontal shift value, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```c
int Applied() const
```

**Return Value**

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,   // period
    int ma_period,   // averaging period
    int ma_shift,   // shift
    int applied     // price type, handle
)
```

**Parameters**

- `symbol`  

- `period`  

- `ma_period`  

- `ma_shift`  
  [in] Horizontal shift.

- `applied`  
  [in] Price type or handle to apply.

**Return Value**

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index    // index
)
```

Parameters

- **index**
  - [in] Buffer element index.

Return Value

- Buffer element of the specified index if successful, or `EMPTY_VALUE` if there is no correct data.
**Type**

Virtual identification method.

```cpp
virtual int Type() const
```

**Return Value**

Indicator type (`IND_FRAMA` for CiFrAMA).
CiAMA

CiAMA is a class intended for using the Adaptive Moving Average technical indicator.

Description

CiAMA class provides the creation, setup, and access to the data of the Adaptive Moving Average indicator.

Declaration

```cpp
class CiAMA: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiAMA

Class Methods by Groups

<table>
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<td><code>MaPeriod</code></td>
<td>Returns the averaging period</td>
</tr>
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<td><code>FastEmaPeriod</code></td>
<td>Returns the averaging period for the fast EMA</td>
</tr>
<tr>
<td><code>SlowEmaPeriod</code></td>
<td>Returns the averaging period for the slow EMA</td>
</tr>
<tr>
<td><code>IndShift</code></td>
<td>Returns the horizontal shift</td>
</tr>
<tr>
<td><code>Applied</code></td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td><code>Create</code></td>
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<tr>
<td><code>Create</code></td>
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</tr>
<tr>
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<tr>
<td><code>virtual Type</code></td>
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</tbody>
</table>
Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

- Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

**Return Value**

Returns the averaging period, defined at the indicator creation.
FastEmaPeriod

Returns the averaging period for the fast EMA.

```cpp
int FastEmaPeriod() const
```

**Return Value**

Returns the averaging period for the fast EMA, defined at the indicator creation.
SlowEmaPeriod

Returns the averaging period for the slow EMA.

```cpp
int SlowEmaPeriod() const
```

Return Value

Returns the averaging period for the slow EMA, defined at the indicator creation.
### IndShift

Returns the horizontal shift of the indicator.

```cpp
int IndShift() const
```

**Return Value**

Returns the horizontal shift value, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```c
int Applied() const
```

Return Value

*Price type or handle to apply, defined at the indicator creation.*
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int fast_ema_period, // fast EMA period
    int slow_ema_period, // slow EMA period
    int ind_shift, // shift
    int applied // price type, handle
)
```

Parameters

- **string**
  - [in] Symbol.

- **period**

- **ma_period**

- **fast_ema_period**

- **slow_ema_period**
  - [in] Slow EMA averaging period.

- **ind_shift**
  - [in] Horizontal shift.

- **applied**
  - [in] Price type or handle to apply.

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

index


Return Value

Buffer element of the specified index, or `EMPTY_VALUE` if there is no correct data.
**Type**

Virtual identification method.

```cpp
virtual int Type() const
```

**Return Value**

Indicator type (`IND_AMA` for CIAMA).
CiVIDyA

CiVIDyA is a class intended for using the Variable Index Dynamic Average technical indicator.

Description

CiVIDyA class provides the creation, setup, and access to the data of the Variable Index Dynamic Average indicator.

Declaration

```cpp
class CiVIDyA: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiVIDyA

Class Methods by Groups

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<th>Description</th>
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</tr>
<tr>
<td>EmaPeriod</td>
<td>Returns the averaging period</td>
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<td>IndShift</td>
<td>Returns the horizontal shift</td>
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Create Methods

- Create
  - Creates the indicator

Data Access Methods

- Main
  - Returns the buffer element

- Input/output

- virtual Type
  - Virtual identification method

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray
Methods inherited from class CObject
- Prev, Prev, Next, Next, Compare
- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries
- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator
- Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
CmoPeriod

Closes the chart bound to the class instance.

```cpp
int CmoPeriod() const
```
**EmaPeriod**

Returns the chart symbol.

```cpp
int EmaPeriod() const
```

**Return Value**

Returns a chart symbol bound to a class instance. "" - no bound chart.
**IndShift**

Returns the horizontal shift of the indicator.

```cpp
int IndShift() const
```

**Return Value**

Returns the horizontal shift value, defined at the indicator creation.
**Applied**

Returns the price type or handle to apply.

```
int Applied() const
```

**Return Value**

- Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int cmo_period, // momentum period
    int ema_period, // averaging period
    int ind_shift, // shift
    int applied // price type, handle
)
```

Parameters

symbol

period

cmo_period

ema_period

ind_shift
  [in] Horizontal shift.

applied
  [in] Price type or handle to apply.

Return Value

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

`index`


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```
virtual int Type() const
```

Return Value

Indicator type (IND_VIDYA for CiVIDya).
Oscillator Classes

This group of chapters contains the technical details of Oscillators classes, as well as descriptions of the appropriate components of the MQL5 Standard Library.

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</table>
CiATR

CiATR is a class intended for using the Average True Range technical indicator.

Description

CiATR class provides the creation, setup, and access to the data of the Average True Range indicator.

Declaration

```cpp
class CiATR: public CIndicator
```

Title

```cpp
#include <Indicators\Oscilators.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiATR

Class Methods by Groups

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<td>Create</td>
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</tr>
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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,

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Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```c
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period        // averaging period
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **ma_period**

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index    // index
)
```

Parameters

`index`
- [in] Buffer element index.

Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_ATR for CiATR).
CiBearsPower

CiBearsPower is a class intended for using the Bears Power technical indicator.

Description

CiBearsPower class provides the creation, setup, and access to the data of the Bears Power indicator.

Declaration

```cpp
class CiBearsPower: public CIndicator
```

Title

```cpp
#include <Indicators/Oscilators.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiBearsPower

Class Methods by Groups

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</tr>
<tr>
<td>Create</td>
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</tr>
<tr>
<td>Main</td>
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<tr>
<td>virtual Type</td>
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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear
Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**
- CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

- Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period  // averaging period
)
```

Parameters

- `symbol`
  - [in] Symbol.

- `period`

- `ma_period`

Return Value

- true - successful, false - cannot create the indicator.
# Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

## Parameters

- `index`
  - [in] Buffer element index.

## Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_BEARS for CiBearsPower).
CiBullsPower

CiBullsPower is a class intended for using the Bulls Power technical indicator.

Description

CiBullsPower class provides the creation, setup, and access to the data of the Bulls Power indicator.

Declaration

```cpp
class CiBullsPower: public CIndicator
```

Title

```cpp
#include <Indicators/Oscillators.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiBullsPower
```

Class Methods by Groups

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<thead>
<tr>
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<tbody>
<tr>
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</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer element</td>
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<tr>
<td>Input/output</td>
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<tr>
<td>virtual Type</td>
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Methods inherited from class CObject

`Prev, Prev, Next, Next, Compare`

Methods inherited from class CArray

`Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort`

Methods inherited from class CArrayObj

`FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear`
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period  // averaging period
)
```

**Parameters**

- **symbol**
  - [in] Symbol.

- **period**

- **ma_period**

**Return Value**

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int  index    // index
)
```

Parameters

`index`

- [in] Buffer element index.

Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (**IND_BULLS** for CiBullsPower).
CiCCI

CiCCI is a class intended for using the Commodity Channel Index technical indicator.

Description

CiCCI class provides the creation, setup, and access to the data of the Commodity Channel Index indicator.

Declaration

class CiCCI: public CIndicator

Title

#include <Indicators\Oscilators.mqh>

Inheritance hierarchy

CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiCCI

Class Methods by Groups

<table>
<thead>
<tr>
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<tbody>
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<tr>
<td>Applied</td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
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</tr>
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<td>Virtual identification method</td>
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</table>

Methods inherited from class CObject

  Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

  Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
**MaPeriod**

Returns the averaging period.

```c
int MaPeriod() const
```

**Return Value**

Returns the averaging period, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

\[
\text{int} \quad \text{Applied}() \quad \text{const}
\]

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period,  // averaging period
    int applied  // price type, handle
)
```

**Parameters**

- `symbol`
  

- `period`
  

- `ma_period`
  

- `applied`
  
  [in] Price type or handle to apply.

**Return Value**

- `true` - successful, `false` - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

- `index`
  

Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (\texttt{IND\_CCI} for CiCCI).
CiChai

CiChai is a class intended for using the Chaikin Oscillator technical indicator.

Description

CiChai is a class intended for using the Chaikin Oscillator technical indicator.

Declaration

```cpp
class CiChaikin: public CIndicator
```

Title

```
#include <Indicators\Oscillators.mqh>
```

Inheritance hierarchy

- **CObject**
- **CArray**
- **CArrayObj**
- **CSeries**
- **CIndicator**
- **CiChaikin**

Class Methods by Groups

<table>
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<tr>
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<th>Description</th>
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<td>Returns the averaging period for the fast MA</td>
</tr>
<tr>
<td><code>SlowMaPeriod</code></td>
<td>Returns the averaging period for the slow MA</td>
</tr>
<tr>
<td><code>MaMethod</code></td>
<td>Returns the averaging method</td>
</tr>
<tr>
<td><code>Applied</code></td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td><code>Create</code></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><code>Main</code></td>
<td>Returns the buffer data</td>
</tr>
<tr>
<td><code>virtual Type</code></td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class **CObject**

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class **CArray**
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
# FastMaPeriod

Returns the averaging period for the fast EMA.

```
int FastMaPeriod() const
```

## Return Value

Returns the averaging period for the fast EMA, defined at the indicator creation.
SlowMaPeriod

Returns the averaging period for the slow EMA.

```
int SlowMaPeriod() const
```

Return Value

Returns the averaging period for the slow EMA, defined at the indicator creation.
### MaMethod

Returns the averaging method.

| ENUM_MA_METHOD | MaMethod() const |

**Return Value**

Returns the averaging method, defined at the indicator creation (`ENUM_MA_METHOD` enumeration value).
Applied

Returns the object (volume type) to apply.

| ENUM_APPLIED_VOLUME | Applied() const |

Return Value

Object (volume type) to apply, defined at the indicator creation (ENUM_APPLIED_VOLUME enumeration value).
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```csharp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int fast_ma_period, // fast EMA period
    int slow_ma_period, // slow EMA period
    ENUM_MA_METHOD ma_method, // averaging method
    ENUM_APPLIED_VOLUME applied // volume type
)
```

Parameters

**symbol**


**period**


**fast_ma_period**

[in] Period for fast EMA.

**slow_ma_period**

[in] Period for slow EMA.

**ma_method**


**applied**

[in] Object (volume type) to apply (ENUM_APPLIED_VOLUME enumeration value).

Return Value

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```cpp
double Main(
    int index   // index
)
```

Parameters

index


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_CHAIKIN for CiChaikin).
**CiDeMarker**

CiDeMarker is a class intended for using the DeMarker technical indicator.

**Description**

CiDeMarker class provides the creation, setup, and access to the data of the DeMarker indicator.

**Declaration**

```cpp
class CiDeMarker: public CIndicator
```

**Title**

```cpp
#include <Indicators\Oscilators.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - **CArray**
    - **CArrayObj**
      - **CSeries**
        - **CIndicator**
          - CiDeMarker

**Class Methods by Groups**

<table>
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<tr>
<th>Attributes</th>
<th>Description</th>
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<tbody>
<tr>
<td><strong>MaPeriod</strong></td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
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</tr>
<tr>
<td>virtual <strong>Type</strong></td>
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</tr>
</tbody>
</table>

Methods inherited from class **CObject**

- Prev, Prev, Next, Next, [Compare](#)

Methods inherited from class **CArray**

- **Step**, **Step**, **Total**, **Available**, **Max**, **IsSorted**, **SortMode**, **Clear**, **Sort**

Methods inherited from class **CArrayObj**

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period  // averaging period
)
```

**Parameters**

- `symbol`
  

- `period`
  

- `ma_period`
  

**Return Value**

- `true` - successful, `false` - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

- **index**
  - [in] Buffer element index.

Return Value

- Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (`IND_DEMARKER` for CiDeMarker).
CiForce

CiForce is a class intended for using the Force Index technical indicator.

Description

CiForce class provides the creation, setup, and access to the data of the Force Index indicator.

Declaration

class CiForce: public CIndicator

Title

#include <Indicators\Oscilators.mqh>

Inheritance hierarchy

CObject
    CArray
        CArrayObj
            CSeries
                CIndicator
                    CiForce

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
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<tbody>
<tr>
<td>MaPeriod</td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td>MaMethod</td>
<td>Returns the averaging method</td>
</tr>
<tr>
<td>Applied</td>
<td>Returns the object (volume type) to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>Data Access</td>
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</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
<tr>
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<tr>
<td>virtual Type</td>
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</table>

Methods inherited from class CObject

    Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

    Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
MaMethod

Returns the averaging method.

| ENUM_MA_METHOD | MaMethod() | const |

Return Value

Returns the averaging method, defined at the indicator creation.
Applied

Returns the object (volume type) to apply.

| ENUM_APPLIED_VOLUME | Applied() const |

Return Value

Object (volume type) to apply, defined at the indicator creation (ENUM_APPLIED_VOLUME enumeration value).
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period,       // averaging period
    ENUM_MA_METHOD ma_method,  // averaging method
    ENUM_APPLIED_VOLUME applied  // volume type
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **ma_period**

- **ma_method**

- **applied**
  - [in] Object (volume type) to apply (ENUM_APPLIED_VOLUME enumeration value).

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

`index`


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
**Type**

Virtual identification method.

```cpp
virtual int Type() const
```

**Return Value**

Indicator type (`IND_FORCE` for CiForce).
CiMACD

CiMACD is a class intended for using the Moving Averages Convergence-Divergence technical indicator.

Description

CiMACD class provides the creation, setup, and access to the data of the Moving Averages Convergence-Divergence indicator.

Declaration

```cpp
class CiMACD: public CIndicator
```

Title

```cpp
#include <Indicators\Oscilators.mqh>
```

Inheritance hierarchy

```
CObject
    CArray
        CArrayObj
            CSeries
                CIndicator
                    CiMACD
```

Class Methods by Groups

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<thead>
<tr>
<th>Attributes</th>
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<tbody>
<tr>
<td>FastEmaPeriod</td>
<td>Returns the averaging period of the fast EMA</td>
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<tr>
<td>SlowEmaPeriod</td>
<td>Returns the averaging period of the slow EMA</td>
</tr>
<tr>
<td>SignalPeriod</td>
<td>Returns the averaging period of the signal line</td>
</tr>
<tr>
<td>Applied</td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data of the main line</td>
</tr>
<tr>
<td>Signal</td>
<td>Returns the buffer data of the signal line</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Type</td>
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</table>
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
FastEmaPeriod

Returns the averaging period for the fast EMA.

```cpp
int FastEmaPeriod() const
```

Return Value

Returns the averaging period for the fast EMA, defined at the indicator creation.
SlowEmaPeriod

Returns the averaging period for the slow EMA.

```cpp
int SlowEmaPeriod() const
```

Return Value

Returns the averaging period for the slow EMA, defined at the indicator creation.
**SignalPeriod**

Returns the averaging period for the signal line.

```cpp
int SignalPeriod() const
```

**Return Value**

Returns the averaging period for the signal line, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```c
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period, // period
    int fast_ema_period,  // fast EMA period
    int slow_ema_period,  // slow EMA period
    int signal_period,    // signal period
    int applied           // price type, handle
)
```

Parameters

- **symbol**
  - [in] Symbol.
- **period**
- **fast_ema_period**
- **slow_ema_period**
  - [in] Slow EMA averaging period.
- **signal_period**
  - [in] Signal line averaging period.
- **applied**
  - [in] Price type or handle to apply.

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the main line buffer element by the specified index.

```cpp
double Main(
    int index  // index
)
```

Parameters

- `index`
  - [in] Buffer element index.

Return Value

- Main line buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Signal

Returns the buffer element of the signal line by the specified index.

```c
double Signal(
    int index  // index
)
```

**Parameters**

- `index`  
  - [in] Buffer element index.

**Return Value**

The buffer element of the signal line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (INDMACD for CiMACD).
CiMomentum

CiMomentum is a class intended for using the Momentum technical indicator.

Description

CiMomentum class provides the creation, setup, and access to the data of the Momentum indicator.

Declaration

```cpp
class CiMomentum: public CIndicator
```

Title

```cpp
#include <Indicators/Oscilators.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiMomentum
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
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<tbody>
<tr>
<td><strong>MaPeriod</strong></td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td><strong>Applied</strong></td>
<td>Returns the object (volume type) to apply</td>
</tr>
<tr>
<td><strong>Create</strong></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><strong>Main</strong></td>
<td>Returns the buffer element</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
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</tr>
<tr>
<td><strong>virtual Type</strong></td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CArray

```
Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
```

Methods inherited from class CArrayObj
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```c
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period,   // averaging period
    int applied      // price type, handle
)
```

Parameters

- `symbol`
  - [in] Symbol.
- `period`
- `ma_period`
- `applied`
  - [in] Price type or handle to apply.

Return Value

- `true` - successful, `false` - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```cpp
double Main(int index) // index
```

Parameters

- **index**
  - [in] Buffer element index.

Return Value

- Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
**Type**

Virtual identification method.

```
virtual int Type() const
```

**Return Value**

Indicator type (`IND_MOMENTUM` for `CiMomentum`).
CiOsMA

CiOsMA is a class intended for using the Moving Average of Oscillator (MACD histogram) technical indicator.

Description

CiOsMA class provides the creation, setup, and access to the data of the Moving Average of Oscillator (MACD histogram) indicator.

Declaration

```cpp
class CiOsMA: public CIndicator
```

Title

```cpp
#include <Indicators\Oscilators.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiOsMA
```

Class Methods by Groups

<table>
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<tr>
<th>Attributes</th>
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<tbody>
<tr>
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<td>Returns the averaging period of the fast EMA</td>
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<tr>
<td>SlowEmaPeriod</td>
<td>Returns the averaging period of the slow EMA</td>
</tr>
<tr>
<td>SignalPeriod</td>
<td>Returns the averaging period of the signal line</td>
</tr>
<tr>
<td>Applied</td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer element</td>
</tr>
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</tr>
<tr>
<td>virtual Type</td>
<td>Virtual identification method</td>
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</table>
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreaterOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
FastEmaPeriod

Returns the averaging period for the fast EMA.

```cpp
int FastEmaPeriod() const
```

Return Value

Returns the averaging period for the fast EMA, defined at the indicator creation.
**SlowEmaPeriod**

Returns the averaging period for the slow EMA.

```cpp
int SlowEmaPeriod() const
```

**Return Value**

Returns the averaging period for the slow EMA, defined at the indicator creation.
SignalPeriod

Returns the averaging period for the signal line.

```
int SignalPeriod() const
```

Return Value

Returns the averaging period for the signal line, defined at the indicator creation.
**Applied**

Returns the price type or handle to apply.

```c
int Applied() const
```

**Return Value**

*Price type or handle to apply, defined at the indicator creation.*
Create

Creates the indicator with specified parameters. Use \textit{Refresh()} and \textit{GetData()} to update and get the indicator values.

\begin{verbatim}
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int fast_ema_period, // fast EMA period
    int slow_ema_period, // slow EMA period
    int signal_period, // signal line period
    int applied // price type, handle
)
\end{verbatim}

\textbf{Parameters}

\textit{symbol}  

\textit{period}  
[in] Timeframe (\texttt{ENUM\_TIMEFRAMES} enumeration value).

\textit{fast\_ema\_period}  

\textit{slow\_ema\_period}  
[in] Slow EMA averaging period.

\textit{signal\_period}  
[in] Signal line averaging period.

\textit{applied}  
[in] Price type or handle to apply.

\textbf{Return Value}

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

double Main(
    int index     // index
)

Parameters

index

Return Value

Buffer element by the specified index, or EMPTY_VALUE if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_OSMA for CiOsMA).
CiRSI

CiRSI is a class intended for using the Relative Strength Index technical indicator.

Description

CiRSI class provides the creation, setup, and access to the data of the Relative Strength Index indicator.

Declaration

```cpp
class CiRSI: public CIndicator
```

Title

```cpp
#include <Indicators\Oscilators.mqh>
```

Inheritance hierarchy

- **CObject**
- **CArray**
  - **CArrayObj**
  - **CSeries**
    - **CIndicator**
      - **CiRSI**

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MaPeriod</strong></td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td><strong>Applied</strong></td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td><strong>Create</strong></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><strong>Main</strong></td>
<td>Returns the buffer element</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
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</tr>
<tr>
<td>virtual <strong>Type</strong></td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class **CObject**

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class **CArray**

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class **CArrayObj**
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
**Applied**

Returns the price type or handle to apply.

```c
int Applied() const
```

**Return Value**

Price type or handle to apply, defined at the indicator creation.
# Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period,  // averaging period
    int applied  // price type, handle
)
```

## Parameters

- **symbol**  

- **period**  
  [in] Timeframe ([ENUM_TIMEFRAMES](#) enumeration value).

- **ma_period**  

- **applied**  
  [in] Price type or handle to apply.

## Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters


Return Value

- Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_RSI for CiRSI).
CiRVI

CiRVI is a class intended for using the Relative Vigor Index technical indicator.

Description

CiRVI class provides the creation, setup, and access to the data of the Relative Vigor Index indicator.

Declaration

```
class CiRVI: public CIndicator
```

Title

```
#include <Indicators\Oscillators.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
    - CSeries
      - CIndicator
        - CiRVI

Class Methods by Groups

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<td>Create</td>
<td>Creates the indicator</td>
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<td>Main</td>
<td>Returns the buffer data of the main line</td>
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<tr>
<td>Signal</td>
<td>Returns the buffer data of the signal line</td>
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<tr>
<td>Input/output</td>
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<tr>
<td>virtual Type</td>
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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
Methods inherited from class CObject

Prev, Prev, Next, Next, **Compare**

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```cpp
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period  // averaging period
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **ma_period**

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the main line buffer element by the specified index.

```cpp
double Main(
    int index  // index
)
```

Parameters

index


Return Value

Main line buffer element by the specified index, or EMPTY_VALUE if there is no correct data.
Signal

Returns the buffer element of the signal line by the specified index.

```c
double Signal(
    int index  // index
)
```

**Parameters**

- `index`  

**Return Value**

The buffer element of the signal line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_RVI for CiRVI).
CiStochastic

CiStochastic is a class intended for using the Stochastic Oscillator technical indicator.

Description

CiStochastic class provides the creation, setup, and access to the data of the Stochastic Oscillator indicator.

Declaration

```cpp
class CiStochastic: public CIndicator
```

Title

```cpp
#include <Indicators\Oscillators.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
    - CSeries
      - CIndicator
      - CiStochastic

Class Methods by Groups

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<td>Returns the averaging period for the %K line</td>
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<td>Dperiod</td>
<td>Returns the averaging period for the %D line</td>
</tr>
<tr>
<td>Slowing</td>
<td>Returns the slowing period</td>
</tr>
<tr>
<td>MaMethod</td>
<td>Returns the averaging method</td>
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<tr>
<td>PriceField</td>
<td>Price type (Low/High or Close/Close) to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
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</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data of the main line</td>
</tr>
<tr>
<td>Signal</td>
<td>Returns the buffer data of the signal line</td>
</tr>
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<tr>
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</table>
Methods inherited from class CObject
  Prev, Prev, Next, Next, Compare

Methods inherited from class CArray
  Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
  FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
  Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
  CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
  SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries
  Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator
  Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
  GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
  DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
Kperiod

Returns the averaging period for the %K line.

```cpp
int Kperiod() const
```

Return Value

Returns the averaging period for the %K line, defined at the indicator creation.
**Dperiod**

Returns the averaging period for the %D line.

```c
int Dperiod() const
```

**Return Value**

Returns the averaging period for the %D line, defined at the indicator creation.
### Slowing

Returns the period of slowing.

```cpp
int Slowing() const
```

**Return Value**

Returns the period of slowing, defined at the indicator creation.
**MaMethod**

Returns the averaging method.

| ENUM_MA_METHOD | MaMethod() const |

**Return Value**

Returns the averaging method, defined at the indicator creation (`ENUM_MA_METHOD` enumeration value).
PriceField

Returns the object (Low/High or Close/Close) to apply.

```cpp
ENUM_STO_PRICE PriceField() const
```

Return Value

The object (Low/High or Close/Close) to apply, defined at the indicator creation (`ENUM_STO_PRICE` enumeration value).
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```c
bool Create(
    string     symbol,     // symbol
    ENUM_TIMEFRAMES period, // period
    int        Kperiod,    // %K period
    int        Dperiod,    // %D period
    int        slowing,    // slowing period
    ENUM_MA_METHOD ma_method, // averaging method
    ENUM_STO_PRICE price_field // application
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **Kperiod**
  - [in] Averaging period of %K indicator.

- **Dperiod**
  - [in] Averaging period of %D indicator.

- **slowing**
  - [in] Slowing period.

- **ma_method**

- **price_field**
  - [in] Object (Low/High or Close/Close) to apply (ENUM_STO_PRICE enumeration value).

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the main line buffer element by the specified index.

```c
double Main(
    int index   // index
)
```

**Parameters**

*index*


**Return Value**

Main line buffer element by the specified index, or **EMPTY_VALUE** if there is no correct data.
Signal

Returns the buffer element of the signal line by the specified index.

```c
double Signal(
    int index    // index
)
```

Parameters

- `index`
  - [in] Buffer element index.

Return Value

The buffer element of the signal line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
class Type {
public:
    virtual int Type() const;
};
```

Return Value

Indicator type (IND_STOCHASTIC for CiStochastic).
CiTriX

CiTriX is a class intended for using the Triple Exponential Moving Averages Oscillator technical indicator.

Description

CiTriX class provides the creation, setup, and access to the data of the Triple Exponential Moving Averages Oscillator indicator.

Declaration

```cpp
class CiTriX: public CIndicator
```

Title

```cpp
#include <Indicators\Oscilators.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiTriX
```

Class Methods by Groups

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<tr>
<td>Applied</td>
<td>Returns the price type or handle to apply</td>
</tr>
<tr>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
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<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
<tr>
<td>Input/output</td>
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Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CArray

```
Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
```
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
**MaPeriod**

Returns the averaging period.

```cpp
int MaPeriod() const
```

**Return Value**

Returns the averaging period, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```c
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() andGetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol, // symbol
    ENUM_TIMEFRAMES period, // period
    int ma_period, // averaging period
    int applied // price type, handle
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**
  - [in] Timeframe (**ENUM_TIMEFRAMES** enumeration value).

- **ma_period**

- **applied**
  - [in] Price type of handle to apply.

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (`IND_TRIX` for CiTriX).
CiWPR

CiWPR is a class intended for using the Williams' Percent Range technical indicator.

Description

CiWPR class provides the creation, setup, and access to the data of the Williams' Percent Range indicator.

Declaration

```cpp
class CiWPR: public CIndicator
```

Title

```cpp
#include <Indicators\Oscilators.mqh>
```

Inheritance hierarchy

CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiWPR

Class Methods by Groups

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</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
<tr>
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Methods inherited from class CObject

  Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

  Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
CalcPeriod

Returns the period for calculation.

```cpp
int CalcPeriod() const
```

Return Value

Returns the period for calculation, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,     // symbol
    ENUM_TIMEFRAMES period,     // period
    int calc_period     // calculation period
)
```

Parameters

symbol


period


calc_period

[in] Period for calculation.

Return Value

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

**index**
- [in] Buffer element index.

Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_WPR for CIWPR).
Volume Indicators

This group of chapters contains technical details of Volume indicator classes and descriptions of all the appropriate key components of the MQL5 Standard Library.

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<td>CiVolumes</td>
<td>Volumes</td>
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</tbody>
</table>
CiAD

CiAD is a class intended for using the Accumulation/Distribution technical indicator.

Description

CiAD class provides the creation, setup, and access to the data of the Accumulation/Distribution indicator.

Declaration

```cpp
class CiAD: public CIndicator
```

Title

```cpp
#include <Indicators\Volumes.mqh>
```

Inheritance hierarchy

```
CObject
    CArray
        CArrayObj
            CSeries
                CIndicator
                    CiAD
```

Class Methods by Groups

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<tr>
<td>Create</td>
<td></td>
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<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
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Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CArray

```
Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
```

Methods inherited from class CArrayObj
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
**Applied**

Returns the volume type to apply.

| ENUM_APPLIED_VOLUME | Applied() const |

**Return Value**

Volume type to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    ENUM_APPLIED_VOLUME applied  // volume type
)
```

Parameters

symbol


period


applied

[in] Volume type to apply (ENUM_APPLIED_VOLUME enumeration value).

Return Value

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

index


Return Value

Buffer element by the specified index, or EMPTY_VALUE if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_AD for CiAD).
CiMFI

CiMFI is a class intended for using the Money Flow Index technical indicator.

Description

CiMFI class provides the creation, setup, and access to the data of the Money Flow Index indicator.

Declaration

```cpp
class CiMFI: public CIndicator
```

Title

```cpp
#include <Indicators\Volumes.mqh>
```

Inheritance hierarchy

- CObject
- CArray
- CArrayObj
- CSeries
- CIndicator
- CiMFI

Class Methods by Groups

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</tr>
<tr>
<td>Applied</td>
<td>Returns the volume type to apply</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray,
Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
MaPeriod

Returns the averaging period.

```c
int MaPeriod() const
```

Return Value

Returns the averaging period, defined at the indicator creation.
Applied

Returns the volume type to apply.

```
ENUM_APPLIED_VOLUME  Applied() const
```

Return Value

Volume type to apply, defined at the indicator creation (ENUM_APPLIED_VOLUME enumeration value).
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```c
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period,  // averaging period
    ENUM_APPLIED_VOLUME applied  // volume type
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **ma_period**

- **applied**
  - [in] Volume type to apply (ENUM_APPLIED_VOLUME enumeration value).

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```cpp
double Main(
    int index  // index
)
```

Parameters

index


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
**Type**

Virtual identification method.

```cpp
virtual int Type() const
```

**Return Value**

Indicator type (IND_MFI for CiMFI).
CiOBV

CiOBV is a class intended for using the On Balance Volume technical indicator.

Description

CiOBV class provides the creation, setup, and access to the data of the On Balance Volume indicator.

Declaration

```cpp
class CiOBV: public CIndicator
```

Title

```cpp
#include <Indicators\Volumes.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiOBV
```

Class Methods by Groups

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<tr>
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<td>Returns the volume type to apply</td>
</tr>
<tr>
<td><strong>Create</strong></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><strong>Main</strong></td>
<td>Returns the buffer data</td>
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Methods inherited from class CObject

```
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CArray

```
Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort
```

Methods inherited from class CArrayObj

```
FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear
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Methods inherited from class CObject

Pre, Prev, Next, Next, Compare

CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
**Applied**

Returns the volume type to apply.

| ENUM_APPLIED_VOLUME | Applied() const |

**Return Value**

Volume type to apply, defined at the indicator creation (ENUM_APPLIED_VOLUME enumeration value).
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    ENUM_APPLIED_VOLUME applied  // volume type
)
```

**Parameters**

*symbol*


*period*


*applied*

[in] Volume type to apply (ENUM_APPLIED_VOLUME enumeration value).

**Return Value**

true - successful, false - cannot create the indicator.
# Main

Returns the buffer element by the specified index.

```c
double Main(
    int index      // index
)
```

## Parameters

- `index`
  - [in] Buffer element index.

## Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_OBV for CiOBV).
CiVolumes

CiVolumes is a class intended for using the Volumes technical indicator.

Description

CiVolumes class provides the creation, setup, and access to the data of the Volumes indicator.

Declaration

```cpp
class CiVolumes: public CIndicator
```

Title

```cpp
#include <Indicators\Volumes.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiVolumes

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual,
SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData,
GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart,
DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
Applied

Returns the volume type to apply.

```cpp
enum Applied() const
```

Return Value

Volume type to apply, defined at the indicator creation (ENUM_APPLIED_VOLUME enumeration value).
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```c
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    ENUM_APPLIED_VOLUME applied  // volume type
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **applied**
  - [in] Volume type to apply (ENUM_APPLIED_VOLUME enumeration value).

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

index


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_VOLUMES for CiVolumes).
Bill Williams Indicators

This group of chapters contains technical details of Bill Williams indicator classes and descriptions of all the appropriate components of the MQL5 Standard Library.

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CiAC

CiAC is a class intended for using the Accelerator Oscillator technical indicator.

Description

CiAC class provides the creation, setup, and access to the data of the Accelerator Oscillator indicator.

Declaration

```cpp
class CiAC: public CIndicator
```

Title

```cpp
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiAC

Class Methods by Groups

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Data Access

| **Main**         | Returns the buffer data |

Input/output

| virtual **Type** | Virtual identification method |

Methods inherited from class CObject

- Prev, Prev, Next, Next, **Compare**

Methods inherited from class CArray

- **Step**, **Step**, **Total**, **Available**, **Max**, **IsSorted**, **SortMode**, **Clear**, **Sort**

Methods inherited from class CArrayObj

Methods inherited from class CObject
- Prev, Prev, Next, Next, Compare

Methods inherited from class CSeries
- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator
- Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```c
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period  // period
)
```

Parameters

- `symbol`  
  

- `period`  
  

Return Value

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index  // index
)
```

Parameters

- **index**
  - [in] Buffer element index.

Return Value

- Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (`IND_Ac` for CiAC).
CiAlligator

CiAlligator is a class intended for using the Alligator technical indicator.

Description

CiAlligator class provides the creation, setup, and access to the data of the Alligator indicator.

Declaration

```
class CiAlligator: public CIndicator
```

Title

```
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiAlligator
```

Class Methods by Groups

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<td>Returns the averaging period for the Teeth line</td>
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<tr>
<td>TeethShift</td>
<td>Returns the horizontal shift of the Teeth line</td>
</tr>
<tr>
<td>LipsPeriod</td>
<td>Returns the averaging period for the Lips line</td>
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<tr>
<td>LipsShift</td>
<td>Returns the horizontal shift of the Lips line</td>
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<tr>
<td>MaMethod</td>
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Attributes

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Methods inherited from class `CObject`:
- Prev, Prev, Next, Next, `Compare`

Methods inherited from class `CArray`:
- `Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort`

Methods inherited from class `CArrayObj`:
- `FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast`

Methods inherited from class `CSeries`:
- `Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent`

Methods inherited from class `CIndicator`:
- `Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription`
JawPeriod

Returns the averaging period for the Jaw line.

```cpp
int JawPeriod() const
```

Return Value

Returns the averaging period for the Jaw line, defined at the indicator creation.
**JawShift**

Returns the horizontal shift of the Jaws line.

```c
int JawShift() const
```

**Return Value**

Horizontal shift of the Jaws line, defined at the indicator creation.
TeethPeriod

Returns the averaging period for the Teeth line.

```c
int TeethPeriod() const
```

Return Value

Returns the averaging period for the Teeth line, defined at the indicator creation.
TeethShift

Returns the horizontal shift of the Teeth line.

```
int TeethShift() const
```

Return Value

Horizontal shift of the Teeth line, defined at the indicator creation.
LipsPeriod

Returns the averaging period for the Lips line.

```cpp
int LipsPeriod() const
```

Return Value

Returns the averaging period for the Lips line, defined at the indicator creation.
LipsShift

Returns the horizontal shift of the Lips line.

```
int LipsShift() const
```

Return Value

Horizontal shift of the Lips line, defined at the indicator creation.
**MaMethod**

Returns the averaging method.

```cpp
enum MaMethod

R
```

**Return Value**

Returns the averaging method, defined at the indicator creation.
Applied

Returns the price type or handle to apply.

```cpp
int Applied() const
```

Return Value

Price type or handle to apply, defined at the indicator creation.
Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```csharp
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period,    // period
    int jaw_period,       // jaws period
    int jaw_shift,        // jaws shift
    int teeth_period,     // teeth period
    int teeth_shift,      // teeth shift
    int lips_period,      // lips period
    int lips_shift,       // lips shift
    ENUM_MA_METHOD ma_method,    // averaging method
    int applied          // price type, handle
)
```

**Parameters**

- **symbol**
  - `[in]` Symbol.

- **period**

- **jaw_period**

- **jaw_shift**

- **teeth_period**

- **teeth_shift**

- **lips_period**
  - `[in]` Lips averaging period.

- **lips_shift**
  - `[in]` Lips horizontal shift.

- **ma_method**

- **applied**
  - `[in]` Price type, handle to apply.

**Return Value**

- `true` - successful, `false` - cannot create the indicator.
Jaw

Returns the buffer element of the Jaws line by the specified index.

```cpp
double Jaw(
    int index // index
)
```

**Parameters**

`index`

[In] Jaws line buffer element index.

**Return Value**

The buffer element of the Jaws line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Teeth

Returns the buffer element of the Teeth line by the specified index.

```c
double Teeth(
    int index  // index
)
```

Parameters

- `index`  

Return Value

The buffer element of the Teeth line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Lips

Returns the buffer element of the Lips line by the specified index.

```c
double Lips(
    int index    // index
)
```

**Parameters**

- `index`  
  [in] Lips line buffer element index.

**Return Value**

The buffer element of the Lips line by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_ALLIGATOR for CiAlligator).
CiAO

CiAO is a class intended for using the Awesome Oscillator technical indicator.

Description

CiAO class provides the creation, setup, and access to the data of the Awesome Oscillator indicator.

Declaration

```
class CiAO: public CIndicator
```

Title

```
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
    CSeries
      CIndicator
      CiAO
```

Class Methods by Groups

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Create

Create

Data Access

Main

Input/output

virtual Type

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```c++
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period  // period
)
```

**Parameters**

- **symbol**
  - `[in]` Symbol.
- **period**

**Return Value**

- true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index // index
)
```

Parameters

`index`


Return Value

Buffer element of the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_AO for CiAO).
CiFractals is a class intended for using the Fractals technical indicator.

Description

CiFractals class provides the creation, setup, and access to the data of the Fractals indicator.

Declaration

class CiFractals: public CIndicator

Title

#include <Indicators\BillWilliams.mqh>

Inheritance hierarchy

CObject
    CArray
    CArrayObj
    CSeries
        CIndicator
            CiFractals

Class Methods by Groups

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Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period  // period
)
```

Parameters

- **symbol**
  

- **period**
  

Return Value

- true - successful, false - cannot create the indicator.
Upper

Returns the element of the upper buffer by the specified index.

```cpp
double Upper(
    int index // index
)
```

**Parameters**

*index*

[in] Upper buffer element index.

**Return Value**

The element of the upper buffer by the specified index, or `EMPTY_VALUE` if there is no correct data.
Lower

Returns the element of the lower buffer by the specified index.

```
double Lower(int index) // index
```

**Parameters**

`index`

[in] Lower buffer element index.

**Return Value**

The element of the lower buffer by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_FRACTALS for CiFractals).
CiGator

CiGator is a class intended for using the Gator Oscillator technical indicator.

Description

CiGator class provides the creation, setup, and access to the data of the Gator Oscillator indicator.

Declaration

```cpp
class CiGator: public CIndicator
```

Title

```cpp
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
  - CiGator

Class Methods by Groups

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<td>JawShift</td>
<td>Returns the horizontal shift of the Jaws line</td>
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<tr>
<td>TeethPeriod</td>
<td>Returns the averaging period for the Teeth line</td>
</tr>
<tr>
<td>TeethShift</td>
<td>Returns the horizontal shift of the Teeth line</td>
</tr>
<tr>
<td>LipsPeriod</td>
<td>Returns the averaging period for the Lips line</td>
</tr>
<tr>
<td>LipsShift</td>
<td>Returns the horizontal shift of the Lips line</td>
</tr>
<tr>
<td>MaMethod</td>
<td>Returns the averaging method</td>
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<td>Upper</td>
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<td>Lower</td>
<td>Returns the data of the lower buffer</td>
</tr>
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</table>
Attributes

| Input/output | virtual Type | Virtual identification method |

Methods inherited from class CObject

Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
JawPeriod

Returns the averaging period for the Jaws line.

```
int JawPeriod() const
```

**Return Value**

Returns the averaging period for the Jaws line, defined at the indicator creation.
**JawShift**

Returns the horizontal shift of the Jaws line.

```cpp
int JawShift() const
```

**Return Value**

Horizontal shift of the Jaws line, defined at the indicator creation.
**TeethPeriod**

Returns the averaging period for the Teeth line.

```cpp
int TeethPeriod() const
```

**Return Value**

Returns the averaging period for the Teeth line, defined at the indicator creation.
TeethShift

Returns the horizontal shift of the Teeth line.

```
int TeethShift() const
```

Return Value

Horizontal shift of the Teeth line, defined at the indicator creation.
LipsPeriod

Returns the averaging period for the Lips line.

```cpp
int LipsPeriod() const
```

Return Value

Returns the averaging period for the Lips line, defined at the indicator creation.
LipsShift

Returns the horizontal shift of the Lips line.

```cpp
int LipsShift() const
```

Return Value

Horizontal shift of the Lips line, defined at the indicator creation.
**MaMethod**

Returns the averaging method.

| ENUM_MA_METHOD | MaMethod() const |

**Return Value**

Returns the averaging method, defined at the indicator creation.
**Applied**

Returns the price type or handle to apply.

```
int Applied() const
```

**Return Value**

Price type or handle to apply, defined at the indicator creation.
# Create

Creates the indicator with specified parameters. Use `Refresh()` and `GetData()` to update and get the indicator values.

```csharp
bool Create(
    string symbol,       // symbol
    ENUM_TIMEFRAMES period,    // period
    int jaw_period,        // jaws period
    int jaw_shift,         // jaws shift
    int teeth_period,      // teeth period
    int teeth_shift,       // teeth shift
    int lips_period,       // lips period
    int lips_shift,        // lips shift
    ENUM_MA_METHOD ma_method, // averaging method
    int applied            // price type, handle
)
```

## Parameters

- **symbol**: [in] Symbol.
- **period**: [in] Timeframe (ENUM_TIMEFRAMES enumeration value).
- **jaw_period**: [in] Jaws averaging period.
- **teeth_period**: [in] Teeth averaging period.
- **lips_period**: [in] Lips averaging period.
- **lips_shift**: [in] Lips horizontal shift.
- **applied**: [in] Price type or handle to apply.

## Return Value

- `true` - successful, `false` - cannot create the indicator.
Upper

Returns the element of the upper buffer by the specified index.

```c
double Upper(
    int index // index
)
```

**Parameters**

- `index`
  - [in] Upper buffer element index.

**Return Value**

The upper buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Lower

Returns the element of the lower buffer by the specified index.

```c
double Upper(
    int  index  // index
)
```

**Parameters**

- `index`  
  [in] Lower buffer element index.

**Return Value**

The element of the lower buffer by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (IND_GATOR for CiGator).
CiBWMFI

CiBWMFI is a class intended for using the Market Facilitation Index by Bill Williams technical indicator.

Description

CiBWMFI class provides the creation, setup, and access to the data of the Market Facilitation Index by Bill Williams indicator.

Declaration

```cpp
class CiBWMFI: public CIndicator
```

Title

```cpp
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiBWMFI
```

Class Methods by Groups

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<tr>
<td>Create</td>
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<tr>
<td>Main</td>
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<td>virtual Type</td>
<td>Virtual identification method</td>
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Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreat, SearchLess, SearchGreatOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent

Methods inherited from class CIndicator

- Handle, Status, FullRelease, Redrawer, Create, BufferResize, BarsCalculated, GetData, GetData, GetData, GetData, Minimum, MinValue, Maximum, MaxValue, Refresh, AddToChart, DeleteFromChart, MethodDescription, PriceDescription, VolumeDescription
Applied

Returns the volume type to apply.

| ENUM_APPLICATION_VOLUME | Applied() const |

Return Value

Volume type to apply, defined at the indicator creation (ENUM_APPLICATION_VOLUME enumeration value).
Create

Creates the indicator with specified parameters. Use Refresh() and GetData() to update and get the indicator values.

```cpp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    ENUM_APPLIED_VOLUME applied  // volume type
)
```

Parameters

- **symbol**
  - [in] Symbol.

- **period**

- **applied**
  - [in] Volume type to apply (ENUM_APPLIED_VOLUME enumeration value).

Return Value

true - successful, false - cannot create the indicator.
Main

Returns the buffer element by the specified index.

```c
double Main(
    int index // index
)
```

Parameters

`index`


Return Value

Buffer element by the specified index, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (**IND_BWMFI** for CiBWMFI).
**CiCustom**

CiCustom is a class intended for using the custom technical indicators.

**Description**

CiCustom class provides the creation, setup, and access to the data of a custom indicator.

**Declaration**

```cpp
class CiCustom: public CIndicator
```

**Title**

```cpp
#include <Indicators\Custom.mqh>
```

**Class Methods by Groups**

<table>
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<td>Sets the number of buffers</td>
</tr>
<tr>
<td>NumParams</td>
<td>Gets the number of parameters used when creating an indicator</td>
</tr>
<tr>
<td>ParamType</td>
<td>Gets the type of the specified parameter</td>
</tr>
<tr>
<td>ParamLong</td>
<td>Gets the value of the specified parameter of integer type</td>
</tr>
<tr>
<td>ParamDouble</td>
<td>Gets the value of the specified parameter of double type</td>
</tr>
<tr>
<td>ParamString</td>
<td>Gets the value of the specified parameter of string type</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>
**NumBuffers**

Sets the number of buffers.

```cpp
bool NumBuffers();
```

**Return Value**

true - successful, false - cannot set the necessary number of buffers.
NumParams

Gets the number of parameters used when creating an indicator.

```cpp
int NumParams() const
```

Return Value

Number of parameters, used in creation of the indicator.
**ParamType**

Gets a type of the parameter.

```cpp
ENUM_DATATYPE ParamType(
    int  index  // index
) const
```

**Parameters**

index

[in] Parameter index.

**Return Value**

Returns the data type of the specified parameter, used in indicator creation.

**Note**

If parameter index is invalid, it returns `WRONG_VALUE`.

ParamLong

Gets the value of specified parameter of long type.

```cpp
long ParamLong(
    int  index  // index
) const
```

**Parameters**

- **index**
  - [in] Parameter index.

**Return Value**

The value of specified parameter of long type, used in creation of the indicator.

**Note**

If the parameter index is invalid or the parameter is not of long type, it returns 0.
ParamDouble

Gets the value of specified parameter of double type.

```c
double ParamDouble(
    int index // index
) const
```

Parameters

`index`

[in] Parameter index.

Return Value

The value of specified parameter of double type, used in creation of the indicator.

Note

If the parameter index is invalid or the parameter type is not of double type, it returns `EMPTY_VALUE`.
ParamString

Gets the value of specified parameter of string type.

```
string ParamString
{
    int index  // index
}
```

Parameters

```
index
    [in] Parameter index.
```

Return Value

The value of specified string parameter, used in creation of the indicator.

Note

If the number is invalid or the parameter is not of string type, it returns an empty string.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type (`IND_CUSTOM` for CiCustom).
Trade Classes

This section contains technical details of working with trade classes and description of the relevant components of the MQL5 standard library.

Using trade classes will save time when creating custom programs (Expert Advisors).

MQL5 Standard Library (in terms of trade classes) is placed in the terminal working directory, in the Include\Trade folder.

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<tr>
<td>CTrade</td>
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</tr>
<tr>
<td>CTerminalInfo</td>
<td>Class for getting the properties of the terminal environment</td>
</tr>
</tbody>
</table>
CAccountInfo

CAccountInfo is a class for easy access to the currently opened trade account properties.

Description

CAccountInfo class provides easy access to the currently opened trade account properties.

Declaration

```cpp
class CAccountInfo : public CObject
```

Title

```cpp
#include <Trade\AccountInfo.mqh>
```

Inheritance hierarchy

- CObject
  - CAccountInfo

Class methods by groups

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<tr>
<th>Access to integer type properties</th>
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<tbody>
<tr>
<td>Login</td>
<td>Gets the account number</td>
</tr>
<tr>
<td>TradeMode</td>
<td>Gets the trade mode</td>
</tr>
<tr>
<td>TradeModeDescription</td>
<td>Gets the trade mode as a string</td>
</tr>
<tr>
<td>Leverage</td>
<td>Gets the amount of given leverage</td>
</tr>
<tr>
<td>StopoutMode</td>
<td>Gets the mode of stop out setting</td>
</tr>
<tr>
<td>StopoutModeDescription</td>
<td>Gets the mode of stop out setting as a string</td>
</tr>
<tr>
<td>TradeAllowed</td>
<td>Gets the flag of trade allowance</td>
</tr>
<tr>
<td>TradeExpert</td>
<td>Gets the flag of automated trade allowance</td>
</tr>
<tr>
<td>LimitOrders</td>
<td>Gets the maximal number of allowed pending orders</td>
</tr>
<tr>
<td>MarginMode</td>
<td>Gets margin calculation mode</td>
</tr>
<tr>
<td>MarginModeDescription</td>
<td>Gets margin calculation mode as a string</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Access to double type properties</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Balance</td>
<td>Gets the balance of account</td>
</tr>
<tr>
<td>Credit</td>
<td>Gets the amount of given credit</td>
</tr>
<tr>
<td>Profit</td>
<td>Gets the amount of current profit on account</td>
</tr>
<tr>
<td>Equity</td>
<td>Gets the amount of current equity on account</td>
</tr>
</tbody>
</table>
### Access to integer type properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Margin</td>
<td>Gets the amount of reserved margin</td>
</tr>
<tr>
<td>FreeMargin</td>
<td>Gets the amount of free margin</td>
</tr>
<tr>
<td>MarginLevel</td>
<td>Gets the level of margin</td>
</tr>
<tr>
<td>MarginCall</td>
<td>Gets the level of margin for deposit</td>
</tr>
<tr>
<td>MarginStopOut</td>
<td>Gets the level of margin for Stop Out</td>
</tr>
</tbody>
</table>

### Access to text properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Gets the client name</td>
</tr>
<tr>
<td>Server</td>
<td>Gets the trade server name</td>
</tr>
<tr>
<td>Currency</td>
<td>Gets the deposit currency name</td>
</tr>
<tr>
<td>Company</td>
<td>Gets the company name that serves an account</td>
</tr>
</tbody>
</table>

### Access to MQL5 API functions

<table>
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<tr>
<th>Function</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>InfoInteger</td>
<td>Gets the value of specified integer type property</td>
</tr>
<tr>
<td>InfoDouble</td>
<td>Gets the value of specified double type property</td>
</tr>
<tr>
<td>InfoString</td>
<td>Gets the value of specified string type property</td>
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</table>

### Additional methods

<table>
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<th>Function</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>OrderProfitCheck</td>
<td>Gets the evaluated profit based on the parameters passed</td>
</tr>
<tr>
<td>MarginCheck</td>
<td>Gets the amount of margin required to execute trade operation</td>
</tr>
<tr>
<td>FreeMarginCheck</td>
<td>Gets the amount of free margin left after execution of trade operation</td>
</tr>
<tr>
<td>MaxLotCheck</td>
<td>Gets the maximal possible volume of trade operation</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare
Login

Gets the account number.

```cpp
long Login() const
```

Return Value

Account number.
TradeMode

Gets the trade mode.

```c
  ENUM_ACCOUNT_TRADE_MODE  TradeMode() const
```

Return Value

Trade mode from the `ENUM_ACCOUNT_TRADE_MODE` enumeration.
TradeModeDescription

Gets the trade mode as a string.

```cpp
string TradeModeDescription() const
```

Return Value

Trade mode as a string.
Leverage

Gets the amount of given leverage.

```cpp
long Leverage() const
```

Return Value

*Amount of given leverage.*
StopoutMode

Gets the mode of the Stop Out level specification.

` ENUM_ACCOUNT_STOPOUT_MODE StopoutMode() const`

**Return Value**

The stop out setting mode from the `ENUM_ACCOUNT_STOPOUT_MODE` enumeration.
**StopoutModeDescription**

Gets the mode of the Stop Out level specification as a string.

```cpp
string StopoutModeDescription() const
```

**Return Value**

The stop out setting mode as a string.
**MarginMode**

Gets the margin calculation mode.

```cpp
const ENUM_ACCOUNT_MARGIN_MODE MarginMode()
```

**Return Value**

The margin calculation mode from the `ENUM_ACCOUNT_MARGIN_MODE` enumeration.
MarginModeDescription

Gets the margin calculation mode as a string.

```cpp
string MarginModeDescription() const
```

Return Value

Margin calculation mode as a string.
TradeAllowed

Gets the flag of trade allowance.

```cpp
bool TradeAllowed() const
```

Return Value

Flag of trade allowance.
TradeExpert

Gets the flag of automated trade allowance.

```
bool TradeExpert() const
```

Return Value

Flag of automated trade allowance.
LimitOrders

Gets the maximal number of allowed pending orders

```c
int LimitOrders() const
```

Return Value

The maximal number of allowed pending orders.

Note

0 - no limits.
Balance

Gets the balance of account.

```c
double Balance() const
```

Return Value

The balance of account (in deposit currency).
Credit

Gets the amount of given credit.

```cpp
double Credit() const
```

Return Value

Amount of given credit (in deposit currency).
Profit

Gets the amount of current profit on account.

```cpp
double Profit() const
```

Return Value

Amount of current profit on account (in deposit currency).
Equity

Gets the amount of current equity on account.

```cpp
double Equity() const
```

**Return Value**

*Amount of current equity on account (in deposit currency).*
**Margin**

Gets the amount of reserved margin.

```cpp
double Margin() const
```

**Return Value**

*Amount of reserved margin (in deposit currency).*
FreeMargin

Gets the amount of free margin.

```cpp
double FreeMargin() const
```

Return Value

Amount of free margin (in deposit currency).
**MarginLevel**

Gets the level of margin.

```cpp
double MarginLevel() const
```

**Return Value**

Level of margin.
MarginCall

Gets the level of margin for a deposit.

double MarginCall() const

Return Value

Level of margin for a deposit.
**MarginStopOut**

Gets the level of margin for Stop Out.

```cpp
double MarginStopOut() const
```

**Return Value**

Level of margin for Stop Out.
Name

Gets the client name.

```cpp
string Name() const
```

Return Value

Client name.
Server

Gets the trade server name.

```
string Server() const
```

Return Value

Trade server name.
Currency

Gets the deposit currency name.

```cpp
string Currency() const
```

Return Value

Deposit currency name.
Company

Gets the company name, that serves an account.

```c++
string Company() const
```

Return Value

Company name that serves an account.
InfoInteger

Gets the value of specified integer type property.

```c
long InfoInteger(
    ENUM_ACCOUNT_INFO_INTEGER prop_id  // property ID
) const
```

Parameters

- `prop_id`  
  [in] Identifier of the property. The value can be one of the values of `ENUM_ACCOUNT_INFO_INTEGER` enumeration.

Return Value

- Value of `long` type.
InfoDouble

Gets the value of specified double type property.

```cpp
double InfoDouble(
    ENUM_ACCOUNT_INFO_DOUBLE prop_id // property ID
) const
```

Parameters

- `prop_id`
  - [in] Identifier of the property. The value can be one of the values of `ENUM_ACCOUNT_INFO_DOUBLE` enumeration.

Return Value

- Value of `double` type.
**InfoString**

Gets the value of specified string type property.

```c
string InfoString(
    ENUM_ACCOUNT_INFO_STRING prop_id  // property ID
) const
```

**Parameters**

- `prop_id`

  [in] Identifier of the property. The value can be one of the values of `ENUM_ACCOUNT_INFO_STRING` enumeration.

**Return Value**

Value of `string` type.
OrderProfitCheck

The function calculates the profit for the current account, based on the parameters passed. The function is used for pre-evaluation of the result of a trade operation. The value is returned in the account currency.

double OrderProfitCheck(
    const string symbol,  // symbol
    ENUM_ORDER_TYPE trade_operation,  // order type (ORDER_TYPE_BUY or ORDER_TYPE_SELL)
    double volume,  // volume
    double price_open,  // position open price
    double price_close   // position close price
) const

Parameters
symbol
    [in] Symbol for trade operation.
trade_operation
    [in] Type of trade operation from ENUM_ORDER_TYPE enumeration.
volume
    [in] Volume of trade operation.
price_open
price_close

Return Value

If successful, it returns amount of profit or EMPTY_VALUE in the case of error.
MarginCheck

Gets the amount of margin, required for trade operation.

```c
double MarginCheck(
    const string symbol,   // symbol
    ENUM_ORDER_TYPE trade_operation, // order type {ORDER_TYPEBUY or ORDER_TYI
    double volume,        // volume
    double price          // price
) const
```

**Parameters**

*symbol*

[in] Symbol for trade operation.

*trade_operation*

[in] Type of trade operation from `ENUM_ORDER_TYPE` enumeration.

*volume*

[in] Volume of trade operation.

*price*

[in] Price of trade operation.

**Return Value**

Amount of margin required for trade operation.
**FreeMarginCheck**

Gets the amount of free margin left after trade operation.

```cpp
double FreeMarginCheck(
    const string symbol,  // symbol
    ENUM_ORDER_TYPE trade_operation, // order type (ORDER_TYPE_BUY or ORDER_TYPE_SELL)
    double volume,        // volume
    double price          // price
) const
```

**Parameters**

- **symbol**
  - [in] Symbol for trade operation.

- **trade_operation**
  - [in] Type of trade operation from `ENUM_ORDER_TYPE` enumeration.

- **volume**
  - [in] Volume of trade operation.

- **price**
  - [in] Price of trade operation.

**Return Value**

Amount of free margin left after trade operation.
MaxLotCheck

Gets the maximum possible volume of trade operation.

```
double MaxLotCheck(
    const string symbol,          // symbol
    ENUM_ORDER_TYPE trade_operation,  // order type (ORDER_TYPE_BUY or ORDER_TYPE_SELL)
    double price,                 // price
    double percent=100           // percent of available margin (default is 100)
) const
```

Parameters

- `symbol`  
  [in] Symbol for trade operation.

- `trade_operation`  
  [in] Type of trade operation from ENUM_ORDER_TYPE enumeration.

- `price`  
  [in] Price of trade operation.

- `percent=100`  
  [in] Percent of available margin (in %) to be used for trade operation.

Return Value

Maximum possible volume of trade operation.
CSymbolInfo

CSymbolInfo is a class for easy access to the symbol properties.

Description

CSymbolInfo class provides access to the symbol properties.

Declaration

```cpp
class CSymbolInfo : public CObject
```

Title

```cpp
#include <Trade\SymbolInfo.mqh>
```

Inheritance hierarchy

- CObject
- CSymbolInfo

Class methods by groups

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<th>Controlling</th>
<th>Description</th>
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</thead>
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<td>Refresh</td>
<td>Refreshes the symbol data</td>
</tr>
<tr>
<td>RefreshRates</td>
<td>Refreshes the symbol quotes</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Gets/sets symbol name</td>
</tr>
<tr>
<td>Select</td>
<td>Gets/sets the &quot;Market Watch&quot; symbol flag</td>
</tr>
<tr>
<td>IsSynchronized</td>
<td>Checks the symbol synchronization with server</td>
</tr>
<tr>
<td>Volumes</td>
<td></td>
</tr>
<tr>
<td>Volume</td>
<td>Gets the volume of last deal</td>
</tr>
<tr>
<td>VolumeHigh</td>
<td>Gets the maximal volume for a day</td>
</tr>
<tr>
<td>VolumeLow</td>
<td>Gets the minimal volume for a day</td>
</tr>
<tr>
<td>Miscellaneous</td>
<td></td>
</tr>
<tr>
<td>Time</td>
<td>Gets the time of last quote</td>
</tr>
<tr>
<td>Spread</td>
<td>Gets the amount of spread (in points)</td>
</tr>
<tr>
<td>SpreadFloat</td>
<td>Gets the flag of floating spread</td>
</tr>
<tr>
<td>TicksBookDepth</td>
<td>Gets the depth of ticks saving</td>
</tr>
<tr>
<td>Levels</td>
<td></td>
</tr>
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</table>
### Controlling

<table>
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<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>StopLevel</strong></td>
<td>Gets the minimal indent for orders (in points)</td>
</tr>
<tr>
<td><strong>FreezeLevel</strong></td>
<td>Gets the distance of freezing trade operations (in points)</td>
</tr>
</tbody>
</table>

### Bid prices

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Bid</strong></td>
<td>Gets the current Bid price</td>
</tr>
<tr>
<td><strong>BidHigh</strong></td>
<td>Gets the maximal Bid price for a day</td>
</tr>
<tr>
<td><strong>BidLow</strong></td>
<td>Gets the minimal Bid price for a day</td>
</tr>
</tbody>
</table>

### Ask prices

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ask</strong></td>
<td>Gets the current Ask price</td>
</tr>
<tr>
<td><strong>AskHigh</strong></td>
<td>Gets the maximal Ask price for a day</td>
</tr>
<tr>
<td><strong>AskLow</strong></td>
<td>Gets the minimal Ask price for a day</td>
</tr>
</tbody>
</table>

### Prices

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Last</strong></td>
<td>Gets the current Last price</td>
</tr>
<tr>
<td><strong>LastHigh</strong></td>
<td>Gets the maximal Last price for a day</td>
</tr>
<tr>
<td><strong>LastLow</strong></td>
<td>Gets the minimal Last price for a day</td>
</tr>
</tbody>
</table>

### Trade modes

<table>
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<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
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<tr>
<td><strong>TradeCalcMode</strong></td>
<td>Gets the mode of contract cost calculation</td>
</tr>
<tr>
<td><strong>TradeCalcModeDescription</strong></td>
<td>Gets the mode of contract cost calculation as a string</td>
</tr>
<tr>
<td><strong>TradeMode</strong></td>
<td>Gets the type of order execution</td>
</tr>
<tr>
<td><strong>TradeModeDescription</strong></td>
<td>Gets the type of order execution as a string</td>
</tr>
<tr>
<td><strong>TradeExecution</strong></td>
<td>Gets the trade execution mode</td>
</tr>
<tr>
<td><strong>TradeExecutionDescription</strong></td>
<td>Gets the execution mode as a string</td>
</tr>
</tbody>
</table>

### Swaps

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SwapMode</strong></td>
<td>Gets the swap calculation mode</td>
</tr>
<tr>
<td><strong>SwapModeDescription</strong></td>
<td>Gets the swap calculation mode as a string</td>
</tr>
<tr>
<td><strong>SwapRollover3days</strong></td>
<td>Gets the day of triple swap charge</td>
</tr>
<tr>
<td><strong>SwapRollover3daysDescription</strong></td>
<td>Gets the day of triple swap charge as a string</td>
</tr>
</tbody>
</table>

### Margins and flags

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MarginInitial</strong></td>
<td>Gets the value of initial margin</td>
</tr>
<tr>
<td><strong>MarginMaintenance</strong></td>
<td>Gets the value of maintenance margin</td>
</tr>
</tbody>
</table>
### Controlling

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MarginLong</code></td>
<td>Gets the rate of margin charging for long positions</td>
</tr>
<tr>
<td><code>MarginShort</code></td>
<td>Gets the rate of margin charging for short positions</td>
</tr>
<tr>
<td><code>MarginLimit</code></td>
<td>Gets the rate of margin charging for Limit orders</td>
</tr>
<tr>
<td><code>MarginStop</code></td>
<td>Gets the rate of margin charging for Stop orders</td>
</tr>
<tr>
<td><code>MarginStopLimit</code></td>
<td>Gets the rate of margin charging for StopLimit orders</td>
</tr>
<tr>
<td><code>TradeTimeFlags</code></td>
<td>Gets the flags of allowed expiration modes</td>
</tr>
<tr>
<td><code>TradeFillFlags</code></td>
<td>Gets the flags of allowed filling modes</td>
</tr>
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</table>

### Quantization

<table>
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<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Digits</code></td>
<td>Gets the number of digits after period</td>
</tr>
<tr>
<td><code>Point</code></td>
<td>Gets the value of one point</td>
</tr>
<tr>
<td><code>TickValue</code></td>
<td>Gets the tick value (minimal change of price)</td>
</tr>
<tr>
<td><code>TickValueProfit</code></td>
<td>Gets the calculated tick price for a profitable position</td>
</tr>
<tr>
<td><code>TickValueLoss</code></td>
<td>Gets the calculated tick price for a losing position</td>
</tr>
<tr>
<td><code>TickSize</code></td>
<td>Gets the minimal change of price</td>
</tr>
</tbody>
</table>

### Contracts sizes

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ContractSize</code></td>
<td>Gets the amount of trade contract</td>
</tr>
<tr>
<td><code>LotsMin</code></td>
<td>Gets the minimal volume to close a deal</td>
</tr>
<tr>
<td><code>LotsMax</code></td>
<td>Gets the maximal volume to close a deal</td>
</tr>
<tr>
<td><code>LotsStep</code></td>
<td>Gets the minimal step of volume change to close a deal</td>
</tr>
<tr>
<td><code>LotsLimit</code></td>
<td>Gets the maximal allowed volume of opened position and pending orders (direction insensitive) for one symbol</td>
</tr>
</tbody>
</table>

### Swaps sizes

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SwapLong</code></td>
<td>Gets the value of long position swap</td>
</tr>
<tr>
<td><code>SwapShort</code></td>
<td>Gets the value of short position swap</td>
</tr>
</tbody>
</table>
### Controlling

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CurrencyBase</code></td>
<td>Gets the name of symbol base currency</td>
</tr>
<tr>
<td><code>CurrencyProfit</code></td>
<td>Gets the profit currency name</td>
</tr>
<tr>
<td><code>CurrencyMargin</code></td>
<td>Gets the margin currency name</td>
</tr>
<tr>
<td><code>Bank</code></td>
<td>Gets the name of current quote source</td>
</tr>
<tr>
<td><code>Description</code></td>
<td>Gets the string description of symbol</td>
</tr>
<tr>
<td><code>Path</code></td>
<td>Gets the path in symbols tree</td>
</tr>
</tbody>
</table>

### Symbol properties

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SessionDeals</code></td>
<td>Gets the number of deals in the current session</td>
</tr>
<tr>
<td><code>SessionBuyOrders</code></td>
<td>Gets the number of Buy orders at the moment</td>
</tr>
<tr>
<td><code>SessionSellOrders</code></td>
<td>Gets the number of Sell orders at the moment</td>
</tr>
<tr>
<td><code>SessionTurnover</code></td>
<td>Gets the summary of turnover of the current session</td>
</tr>
<tr>
<td><code>SessionInterest</code></td>
<td>Gets the summary of open interest of the current session</td>
</tr>
<tr>
<td><code>SessionBuyOrdersVolume</code></td>
<td>Gets the current volume of Buy orders</td>
</tr>
<tr>
<td><code>SessionSellOrdersVolume</code></td>
<td>Gets the current volume of Sell orders</td>
</tr>
<tr>
<td><code>SessionOpen</code></td>
<td>Gets the open price of the current session</td>
</tr>
<tr>
<td><code>SessionClose</code></td>
<td>Gets the close price of the current session</td>
</tr>
<tr>
<td><code>SessionAW</code></td>
<td>Gets the average weighted price of the current session</td>
</tr>
<tr>
<td><code>SessionPriceSettlement</code></td>
<td>Gets the settlement price of the current session</td>
</tr>
<tr>
<td><code>SessionPriceLimitMin</code></td>
<td>Gets the minimal price of the current session</td>
</tr>
<tr>
<td><code>SessionPriceLimitMax</code></td>
<td>Gets the maximal price of the current session</td>
</tr>
</tbody>
</table>

### Access to MQL5 API functions

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>InfoInteger</code></td>
<td>Gets the value of specified integer type property</td>
</tr>
<tr>
<td><code>InfoDouble</code></td>
<td>Gets the value of specified double type property</td>
</tr>
<tr>
<td><code>InfoString</code></td>
<td>Gets the value of specified string type property</td>
</tr>
</tbody>
</table>

### Service functions

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>NormalizePrice</code></td>
<td>Returns the value of price, normalized using the symbol properties</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject
Refresh

Refreshes the symbol data.

```c
void Refresh()
```

Return Value

None.

Note

The symbol should be selected by `Name` method.
RefreshRates

Refreshes the symbol quotes data.

```cpp
bool RefreshRates()
```

Return Value

true - success, false - unable to refresh quotes.

Note

The symbol should be selected by Name method.
Name

Gets symbol name.

```cpp
string Name() const
```

Return Value

Symbol name.

Name

Sets symbol name.

```cpp
bool Name(string name)
```

Return Value

None.
Select

Gets the “Market Watch” symbol flag.

```cpp
bool Select() const
```

Return Value

“Market Watch” symbol flag.

Select

Sets the “Market Watch” symbol flag.

```cpp
bool Select()
```

Return Value

true - success, false - unable to change flag.

Note

The symbol should be selected by Name method.
IsSynchronized

Checks the symbol synchronization with server.

```cpp
bool IsSynchronized() const
```

Return Value

true - if the symbol is synchronized with server, false - if not.

Note

The symbol should be selected by `Name` method.
**Volume**

Gets the volume of last deal.

```c
long Volume() const
```

**Return Value**

Volume of last deal.

**Note**

The symbol should be selected by `Name` method.
**VolumeHigh**

Gets the maximal volume of the day.

```c
long VolumeHigh() const
```

**Return Value**

Maximal volume of the day.

**Note**

The symbol should be selected by `Name` method.
VolumeLow

Gets the minimal volume of the day.

```cpp
long VolumeLow() const
```

**Return Value**

Minimal volume of the day.

**Note**

The symbol should be selected by `Name` method.
Time

Gets the time of last quote.

```cpp
datetime Time() const
```

Return Value

Time of last quote.

Note

The symbol should be selected by `Name` method.
Spread

Gets the amount of spread (in points).

```c
int Spread() const
```

Return Value

Gets the amount of spread (in points).

Note

The symbol should be selected by `Name` method.
**SpreadFloat**

Gets the flag of floating spread.

```c
bool SpreadFloat() const
```

**Return Value**

Flag of floating spread.

**Note**

The symbol should be selected by `Name` method.
TicksBookDepth

Gets the depth of ticks saving.

```cpp
int TicksBookDepth() const
```

Return Value

- Depth of ticks saving.

Note

The symbol should be selected by `Name` method.
**StopsLevel**

Gets the minimal stop level for orders (in points).

```c
int StopsLevel() const
```

**Return Value**

*Minimal stop level for orders (in points).*

**Note**

The symbol should be selected by `Name` method.
FreezeLevel

Gets the freeze level (in points).

```
int FreezeLevel() const
```

**Return Value**

Distance of freeze level (in points).

**Note**

The symbol should be selected by `Name` method.
Bid

Gets the current Bid price.

```cpp
double Bid() const
```

Return Value

- Current Bid price.

Note

The symbol should be selected by `Name` method.
BidHigh

Gets the maximal Bid price of the day.

```plaintext
double BidHigh() const
```

Return Value

Maximal Bid price of the day.

Note

The symbol should be selected by Name method.
**BidLow**

Gets the minimal Bid price of the day.

```c
double BidLow() const
```

**Return Value**

Minimal Bid price of the day.

**Note**

The symbol should be selected by `Name` method.
**Ask**

Gets the current Ask price.

```cpp
double Ask() const
```

**Return Value**

Current Ask price.

**Note**

The symbol should be selected by `Name` method.
AskHigh

Gets the maximal Ask price for a day.

```cpp
double AskHigh() const
```

Return Value

Maximal Ask price of the day.

Note

The symbol should be selected by Name method.
AskLow

Gets the minimal Ask price for a day.

```cpp
double AskLow() const
```

**Return Value**

*Minimal Ask price of the day.*

**Note**

The symbol should be selected by `Name` method.
Last

Gets the current Last price.

```cpp
double Last() const
```

Return Value

Current Last price.
**LastHigh**

Gets the maximal Last price of the day.

```cpp
    double LastHigh() const
```

**Return Value**

Maximal Last price of the day.

**Note**

The symbol should be selected by `Name` method.
LastLow

Gets the minimal Last price of the day.

```
  double LastLow() const
```

**Return Value**

Minimal Last price of the day.

**Note**

The symbol should be selected by `Name` method.
TradeCalcMode

Gets the mode of contract cost calculation.

```
ENUM_SYMBOL_CALC_MODE TradeCalcMode() const
```

Return Value

Mode of contract cost calculation from `ENUM_SYMBOL_CALC_MODE` enumeration.

Note

The symbol should be selected by `Name` method.
**TradeCalcModeDescription**

Gets the mode of contract cost calculation as a string.

```cpp
string TradeCalcModeDescription() const
```

**Return Value**

Mode of contract cost calculation as a string.

**Note**

The symbol should be selected by `Name` method.
TradeMode

Gets the order execution type.

```cpp
const ENUM_SYMBOL_TRADE_MODE TradeMode();
```

Return Value

Order execution type from `ENUM_SYMBOL_TRADE_MODE` enumeration.

Note

The symbol should be selected by `Name` method.
**TradeModeDescription**

Gets the trade mode as a string.

```cpp
string TradeModeDescription() const
```

**Return Value**

Trade mode as a string.

**Note**

The symbol should be selected by `Name` method.
**TradeExecution**

Gets the trade execution mode.

```
ENUM_SYMBOL_TRADE_EXECUTION  TradeExecution() const
```

**Return Value**

Trade execution mode from `ENUM_SYMBOL_TRADE_EXECUTION` enumeration.

**Note**

The symbol should be selected by `Name` method.
TradeExecutionDescription

Gets the description of trade execution mode as a string.

```
string TradeExecutionDescription() const
```

Return Value

Trade execution mode as a string.

Note

The symbol should be selected by Name method.
SwapMode

Gets the swap calculation mode.

```c
const ENUM_SYMBOL_SWAP_MODE SwapMode() const
```

Return Value

Swap calculation mode from `ENUM_SYMBOL_SWAP_MODE` enumeration.

Note

The symbol should be selected by `Name` method.
**SwapModeDescription**

Gets the swap mode description as a string.

```cpp
string SwapModeDescription() const
```

**Return Value**

Swap mode description as a string.

**Note**

The symbol should be selected by Name method.
SwapRollover3days

Gets the swap rollover day.

```
ENUM_DAY_OF_WEEK SwapRollover3days() const
```

Return Value

Swap rollover day from `ENUM_DAY_OF_WEEK` enumeration.

Note

The symbol should be selected by `Name` method.
**SwapRollover3daysDescription**

Gets the swap rollover day as a string.

```cpp
string SwapRollover3daysDescription() const
```

**Return Value**

Swap rollover day as a string.

**Note**

The symbol should be selected by `Name` method.
**MarginInitial**

Gets the value of initial margin.

```cpp
double MarginInitial()
```

**Return Value**

Value of initial margin.

**Note**

It returns the amount of margin (in margin currency of instrument) that is charged from one lot. Used to check client's equity, when they enter the market.

The symbol should be selected by `Name` method.
**MarginMaintenance**

Gets the value of maintenance margin.

```c
double MarginMaintenance()
```

**Return Value**

Value of maintenance margin.

**Note**

It returns the amount of margin (in margin currency of instrument) that is charged from one lot. Used to check client's equity, when the account state is changed. If the maintenance margin is equal to 0, then the initial margin is used.

The symbol should be selected by Name method.
MarginLong

Gets the rate of margin charging on long positions.

```cpp
double MarginLong() const
```

Return Value

Rate of margin charging on long positions.

Note

The symbol should be selected by Name method.
MarginShort

Gets the rate of margin charging on short positions.

```cpp
double MarginShort() const
```

Return Value

Rate of margin charging on short positions.

Note

The symbol should be selected by Name method.
**MarginLimit**

Gets the rate of margin charging on Limit orders.

```cpp
double MarginLimit() const
```

**Return Value**

Rate of margin charging on Limit orders.

**Note**

The symbol should be selected by `Name` method.
**MarginStop**

Gets the rate of margin charging on Stop orders.

```cpp
double MarginStop() const
```

**Return Value**

Rate of margin charging on Stop orders.

**Note**

The symbol should be selected by `Name` method.
MarginStopLimit

Gets the rate of margin charging on Stop Limit orders.

```cpp
double MarginStopLimit() const
```

Return Value

Rate of margin charging on Stop Limit orders.

Note

The symbol should be selected by Name method.
TradeTimeFlags

Gets the flags of allowed expiration modes.

```c
int TradeTimeFlags() const
```

Return Value

Flags of allowed expiration modes.

Note

The symbol should be selected by `Name` method.
TradeFillFlags

Gets the flags of allowed filling modes.

```c
int TradeFillFlags() const
```

Return Value

Flags of allowed filling modes.

Note

The symbol should be selected by Name method.
**Digits**

*Gets the number of digits after period.*

```c
int Digits() const
```

**Return Value**

The number of digits after period.

**Note**

The symbol should be selected by `Name` method.
Point

Gets the value of one point.

```cpp
double Point() const
```

Return Value

Value of one point.

Note

The symbol should be selected by Name method.
TickValue

Gets the tick value (minimal change of price).

```cpp
double TickValue() const
```

Return Value

Tick value (minimal change of price).

Note

The symbol should be selected by Name method.
**TickValueProfit**

Gets the calculated tick price for a profitable position.

```c
double TickValueProfit() const
```

**Return Value**

The calculated tick price for a profitable position.

**Note**

The symbol should be selected by `Name` method.
**TickValueLoss**

Gets the calculated tick price for a losing position.

```cpp
double TickValueLoss() const
```

**Return Value**

The calculated tick price for a losing position.

**Note**

The symbol should be selected by `Name` method.
TickSize

Gets the minimal change of price.

```cpp
double TickSize() const
```

Return Value

Minimal change of price.

Note

The symbol should be selected by `Name` method.
**ContractSize**

Gets the amount of trade contract.

```cpp
    double ContractSize() const
```

**Return Value**

Amount of trade contract.

**Note**

The symbol should be selected by `Name` method.
LotsMin

Gets the minimal volume to close a deal.

```c
double LotsMin() const
```

Return Value

- Minimal volume to close a deal.

Note

The symbol should be selected by `Name` method.
LotsMax

Gets the maximal volume to close a deal.

```c
double LotsMax() const
```

**Return Value**

Maximal volume to close a deal.

**Note**

The symbol should be selected by Name method.
LotsStep

Gets the minimal step of volume change to close a deal.

```cpp
double LotsStep() const
```

Return Value

Minim**al step of volume change to close a deal.

Note

The symbol should be selected by `Name` method.
LotsLimit

Gets the maximal allowed volume of opened position and pending orders (direction insensitive) for one symbol.

```cpp
double LotsLimit() const
```

**Return Value**

The maximal allowed volume of opened position and pending orders (direction insensitive) for one symbol.

**Note**

The symbol should be selected by Name method.
SwapLong

Gets the value of long position swap.

```c
    double SwapLong() const
```

Return Value

Value of long position swap.

Note

The symbol should be selected by Name method.
**SwapShort**

Gets the value of short position swap.

```cpp
double SwapShort() const
```

**Return Value**

Value of short position swap.

**Note**

The symbol should be selected by `Name` method.
CurrencyBase

Gets the name of symbol base currency.

```cpp
string CurrencyBase() const
```

Return Value

Name of symbol base currency.

Note

The symbol should be selected by Name method.
**CurrencyProfit**

Gets the profit currency name.

```cpp
string CurrencyProfit() const
```

Return Value

*Profit currency name.*

**Note**

The symbol should be selected by `Name` method.
CurrencyMargin

Gets the margin currency name.

```cpp
string CurrencyMargin() const
```

Return Value

Margin currency name.

Note

The symbol should be selected by `Name` method.
Bank

Gets the name of current quote source.

```
string Bank() const
```

Return Value

Name of current quote source.

Note

The symbol should be selected by `Name` method.
Description

Gets the string description of symbol.

```c
string Description() const
```

Return Value

String description of symbol.

Note

The symbol should be selected by `Name` method.
Path

Gets the path in symbols tree.

```cpp
string Path() const
```

Return Value

Gets the path in symbols tree.

Note

The symbol should be selected by `Name` method.
**SessionDeals**

Gets the number of deals in the current session.

```cpp
long SessionDeals() const
```

**Return Value**

Number of deals in the current session.

**Note**

The symbol should be selected by `Name` method.
SessionBuyOrders

Gets the number of Buy orders at the moment.

```cpp
long SessionBuyOrders() const
```

Return Value

Number of Buy orders at the moment.

Note

The symbol should be selected by Name method.
SessionSellOrders

Gets the number of Sell orders at the moment.

```cpp
long SessionSellOrders() const
```

Return Value

- Number of Sell orders at the moment.

Note

The symbol should be selected by `Name` method.
SessionTurnover

Gets summary turnover of the current session.

```cpp
double SessionTurnover() const
```

**Return Value**

Summary turnover of the current session.

**Note**

The symbol should be selected by Name method.
SessionInterest

Gets the summary of open interest of the current session.

```cpp
double SessionInterest() const
```

Return Value

Summary open interest of the current session.

Note

The symbol should be selected by Name method.
SessionBuyOrdersVolume

Gets the current volume of Buy orders.

```
  double SessionBuyOrdersVolume() const
```

**Return Value**

Current volume of Buy orders.

**Note**

The symbol should be selected by Name method.
SessionSellOrdersVolume

Gets the current volume of Sell orders.

```c
double SessionSellOrdersVolume() const
```

Return Value

Current volume of Sell orders.

Note

The symbol should be selected by Name method.
SessionOpen

Gets the open price of the current session.

```
  double SessionOpen() const
```

Return Value

Open price of the current session.

Note

The symbol should be selected by `Name` method.
SessionClose

Gets the close price of the current session.

```cpp
    double SessionClose() const
```

Return Value

Close price of the current session.

Note

The symbol should be selected by `Name` method.
SessionAW

Gets the average weighted price of the current session.

```c
double SessionAW() const
```

Return Value

Average weighted price of the current session.

Note

The symbol should be selected by `Name` method.
SessionPriceSettlement

Gets the settlement price of the current session.

```
    double SessionPriceSettlement() const
```

Return Value

Settlement price of the current session.

Note

The symbol should be selected by `Name` method.
SessionPriceLimitMin

Gets the minimal price of the current session.

```c
double SessionPriceLimitMin() const
```

Return Value

Minimal price of the current session.

Note

The symbol should be selected by `Name` method.
**SessionPriceLimitMax**

Gets the maximal price of the current session.

```c
double SessionPriceLimitMax() const
```

**Return Value**

Maximal price of the current session.

**Note**

The symbol should be selected by `Name` method.
InfoInteger

Gets the value of specified integer type property.

```cpp
bool InfoInteger(
    ENUM_SYMBOL_INFO_INTEGER prop_id,  // property ID
    long& var                                // reference to variable
) const
```

**Parameters**

`prop_id`
- [in] ID of integer type property from `ENUM_SYMBOL_INFO_INTEGER` enumeration.

`var`
- [out] Reference to `long` type variable to place result.

**Return Value**

- `true` - success, `false` - unable to get property value.

**Note**

The symbol should be selected by `Name` method.
**InfoDouble**

Gets the value of specified double type property.

```c
bool InfoDouble(
    ENUM_SYMBOL_INFO_DOUBLE prop_id,    // property ID
    double& var                         // reference to variable
) const
```

**Parameters**

- **prop_id**
  - [in] ID of double type property from `ENUM_SYMBOL_INFO_DOUBLE` enumeration.

- **var**
  - [out] Reference to `double` type variable to place result.

**Return Value**

- `true` - success, `false` - unable to get property value.

**Note**

The symbol should be selected by `Name` method.
InfoString

Gets the value of specified string type property.

```cpp
bool InfoString(
    ENUM_SYMBOL_INFO_STRING prop_id, // property ID
    string& var // reference to variable
) const
```

**Parameters**

`prop_id`

[in] ID of text property.

`var`

[out] Reference to `string` type variable to place result.

**Return Value**

true - success, false - unable to get property value.

**Note**

The symbol should be selected by `Name` method.
NormalizePrice

Returns the value of price normalized using the symbol properties.

```c
double NormalizePrice(
   double price   // price
) const
```

**Parameters**

- `price`
  - `[in]` Price.

**Return Value**

- Normalized price.

**Note**

The symbol should be selected by `Name` method.
COrderInfo

COrderInfo is a class for easy access to the pending order properties.

Description

COrderInfo class provides access to the pending order properties.

Declaration

```cpp
class COrderInfo : public CObject
```

Title

```cpp
#include <Trade\OrderInfo.mqh>
```

Inheritance hierarchy

CObject
    COrderInfo

Class methods by groups

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### Access to text properties

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### Access to MQL5 API functions

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</tr>
</tbody>
</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, **Save**, Load, Type, Compare
Ticket

Gets the ticket of an order.

```c
ulong Ticket() const
```

Return Value

Order ticket if successful, otherwise - `ULONG_MAX`.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**TimeSetup**

Gets the time of order placement.

```cpp
datetime TimeSetup() const
```

**Return Value**

Time of order placement.

**Note**

The order should be selected using the [Select](https://www.metaquotes.net/mql5/function/Select) (by ticket) or [SelectByIndex](https://www.metaquotes.net/mql5/function/SelectByIndex) (by index) methods.
**TimeSetupMsc**

Receives the time of placing an order for execution in milliseconds since 01.01.1970.

```c
ulong TimeSetupMsc() const
```

**Return Value**

The time of placing an order for execution in milliseconds since 01.01.1970.

**Note**

Order should be preliminarily selected for access using `Select` (by ticket) or `SelectByIndex` (by index) method.
OrderType

Gets the order type.

```c
ENUM_ORDER_TYPE OrderType()
```

**Return Value**

Order type from `ENUM_ORDER_TYPE` enumeration.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
TypeDescription

Gets the order type as a string.

```cpp
string TypeDescription() const
```

**Return Value**

Order type as a string.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
State

Gets the order state.

```cpp
ENUM_ORDER_STATE State() const
```

**Return Value**

Order state from `ENUM_ORDER_STATE` enumeration.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
StateDescription

Gets the order state as a string.

```cpp
string StateDescription() const
```

Return Value

Order state as a string.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
TimeExpiration

Gets the order expiration time.

```cpp
datetime TimeExpiration() const
```

Return Value

Order expiration time, set on its placement.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**TimeDone**

 Gets the time of order execution or cancellation.

```cpp
    datetime TimeDone() const
```

**Return Value**

Time of order execution or cancellation.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**TimeDoneMsc**

Receives order execution or cancellation time in milliseconds since 01.01.1970.

```c
ulong TimeDoneMsc() const
```

**Return Value**

Order execution or cancellation time in milliseconds since 01.01.1970.

**Note**

Order should be preliminarily selected for access using **Select** (by ticket) or **SelectByIndex** (by index) method.
**TypeFilling**

Gets the order filling type.

```
ENUM_ORDER_TYPE_FILLING TypeFilling() const
```

**Return Value**

Order filling type from `ENUM_ORDER_TYPE_FILLING` enumeration.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
TypeFillingDescription

Gets the order filling type as a string.

```cpp
string TypeFillingDescription() const
```

Return Value

Order filling type as a string.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
TypeTime

Gets the type of order at the time of the expiration.

```cpp
ENUM_ORDER_TYPE_TIME TypeTime() const
```

Return Value

Type of order at the time of the expiration from `ENUM_ORDER_TYPE_TIME` enumeration.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**TypeTimeDescription**

Gets the order type by expiration time as a string.

```cpp
string TypeTimeDescription() const
```

**Return Value**

Order type by expiration time as a string.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
Magic

Gets the ID of an Expert Advisor that placed the order.

```c
long Magic() const
```

**Return Value**

ID of an Expert Advisor that placed the order.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
PositionId

Gets the ID of position.

```c
long PositionId() const
```

Return Value

ID of position, in which the order was involved.

Note

The order should be selected using the Select (by ticket) or SelectByIndex (by index) methods.
**VolumeInitial**

Gets the initial volume of order.

```
double VolumeInitial() const
```

**Return Value**

Initial volume of order.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**VolumeCurrent**

Gets the unfilled volume of order.

```cpp
double VolumeCurrent() const
```

**Return Value**

Unfilled volume of order.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**PriceOpen**

Gets the order price.

```cpp
double PriceOpen() const
```

**Return Value**

*Price of order placement.*

**Note**

The order should be selected using the [Select](#) (by ticket) or [SelectByIndex](#) (by index) methods.
StopLoss

Gets the order's Stop Loss.

```cpp
    double StopLoss() const
```

Return Value

Order's Stop Loss.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**TakeProfit**

Gets the order's Take Profit.

```c
double TakeProfit() const
```

Return Value

Order's Take Profit.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**PriceCurrent**

Gets the current price by order symbol.

```cpp
double PriceCurrent() const
```

**Return Value**

Current price by order symbol.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**PriceStopLimit**

Gets the price of a pending order.

```cpp
    double PriceStopLimit() const
```

**Return Value**

Pending order price.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
Symbol

Gets the name of order symbol.

```cpp
string Symbol() const
```

Return Value

Name of order symbol.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
Comment

Gets the order comment.

```cpp
string Comment() const
```

Return Value

Order comment.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
InfoInteger

Gets the value of specified integer type property.

```cpp
bool InfoInteger(  
    ENUM_ORDER_PROPERTY_INTEGER prop_id, // property ID  
    long& var // reference to variable
) const
```

Parameters

- `prop_id`
  - [in] ID of integer type property from `ENUM_ORDER_PROPERTY_INTEGER` enumeration.
- `var`
  - [out] Reference to `long` type variable to place result.

Return Value

- `true` - success, `false` - unable to get property value.

Note

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
InfoDouble

Gets the value of specified double type property.

```cpp
bool InfoDouble(
    ENUM_ORDER_PROPERTY_DOUBLE prop_id,  // property ID
double& var                      // reference to variable
) const
```

**Parameters**

- **prop_id**
  - [in] ID of double type property from `ENUM_ORDER_PROPERTY_DOUBLE` enumeration.

- **var**
  - [out] Reference to double type variable to place result.

**Return Value**

true - success, false - unable to get property value.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
InfoString

Gets the value of specified string type property.

```cpp
bool InfoString(
    ENUM_ORDER_PROPERTY_STRING prop_id, // property ID
    string& var  // reference to variable
) const
```

**Parameters**

*prop_id*

[in] ID of string property from `ENUM_ORDER_PROPERTY_STRING` enumeration.

*var*

[Out] Reference to `string` type variable to place result.

**Return Value**

true - success, false - unable to get property value.

**Note**

The order should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
StoreState

Saves the order parameters.

```cpp
void StoreState()
```

Return Value

None.
CheckState

Checks the current parameters against the saved parameters.

```cpp
bool CheckState()
```

Return Value

- `true` - if the order parameters have changed since the last call of the `StoreState()` method, otherwise

- `false`. 

**Select**

Selects an order by ticket for further access to its properties.

```cpp
bool Select(
    ulong ticket  // order ticket
)
```

**Return Value**

- true - success, false - unable to select order.
**SelectByIndex**

Selects an order by index.

```cpp
bool SelectByIndex(
    int index  // order index
)
```

**Parameters**

- `index`
  - [in] Order index.

**Return Value**

- `true` - success, `false` - unable to select order.
CHistoryOrderInfo

CHistoryOrderInfo is a class for easy access to the history order properties.

Description

CHistoryOrderInfo class provides easy access to the history order properties.

Declaration

```cpp
class CHistoryOrderInfo : public CObject
```

Title

```cpp
#include <Trade\HistoryOrderInfo.mqh>
```

Inheritance hierarchy

- CObject
  - CHistoryOrderInfo

Class methods by groups

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<td>Gets the order type</td>
</tr>
<tr>
<td>OrderTypeDescription</td>
<td>Gets the order type as a string</td>
</tr>
<tr>
<td>State</td>
<td>Gets the order state</td>
</tr>
<tr>
<td>StateDescription</td>
<td>Gets the order state as a string</td>
</tr>
<tr>
<td>TimeExpiration</td>
<td>Gets the time of order expiration</td>
</tr>
<tr>
<td>TimeDone</td>
<td>Gets the time of order execution or cancellation</td>
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</tr>
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</tr>
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<td><strong>StopLoss</strong></td>
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<tr>
<td><strong>TakeProfit</strong></td>
<td>Gets the order's Take Profit</td>
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<tr>
<td><strong>PriceCurrent</strong></td>
<td>Gets the current price by order symbol</td>
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<td><strong>Comment</strong></td>
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<tr>
<td><strong>Selection</strong></td>
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<tr>
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</tr>
<tr>
<td><strong>SelectByIndex</strong></td>
<td>Selects the order by index</td>
</tr>
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Methods inherited from class CObject

   Prev, Prev, Next, Next, Save, Load, Type, Compare
**TimeSetup**

Gets the time of order placement.

```
    datetime  TimeSetup() const
```

**Return Value**

Time of order placement.

**Note**

The historical order should be selected using the [Ticket](#) (by ticket) or [SelectByIndex](#) (by index) methods.
TimeSetupMsc

Receives the time of placing an order for execution in milliseconds since 01.01.1970.

```
ulong TimeSetupMsc() const
```

Return Value

The time of placing an order for execution in milliseconds since 01.01.1970.

Note

Historical order should be preliminarily selected for access using Ticket (by ticket) or SelectByIndex (by index) method.
**OrderType**

**Gets the order type.**

```cpp
ENUM_ORDER_TYPE OrderType() const
```

**Return Value**

Order type from `ENUM_ORDER_TYPE` enumeration.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**TypeDescription**

Gets the order type as a string.

```cpp
    string TypeDescription() const
```

**Return Value**

Order type as a string.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
State

Gets the order state.

```
ENUM_ORDER_STATE State() const
```

Return Value

Order state from `ENUM_ORDER_STATE` enumeration.

Note

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
StateDescription

Gets the order state as a string.

```cpp
string StateDescription() const
```

Return Value

Order state as a string.

Note

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**TimeExpiration**

Gets the time of order expiration.

```cpp
datetime TimeExpiration() const
```

**Return Value**

Time of order expiration, set on its placement.

**Note**

The historical order should be selected using the [Ticket](#) (by ticket) or [SelectByIndex](#) (by index) methods.
**TimeDone**

Gets the time of order execution or cancellation.

```cpp
datetime TimeDone() const
```

**Return Value**

Time of order execution or cancellation.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**TimeDoneMsc**

Receives order execution or cancellation time in milliseconds since 01.01.1970.

```c
ulong TimeDoneMsc() const
```

**Return Value**

Order execution or cancellation time in milliseconds since 01.01.1970.

**Note**

Historical order should be preliminarily selected for access using `Ticket` (by ticket) or `SelectByIndex` (by index) method.
TypeFilling

Gets the type of order execution by remainder.

```cpp
const ENUM_ORDER_TYPE_FILLING TypeFilling();
```

Return Value

Type of order execution by remainder from `ENUM_ORDER_TYPE_FILLING` enumeration.

Note

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**TypeFillingDescription**

Gets the type of order execution by remainder as a string.

```cpp
string TypeFillingDescription() const
```

**Return Value**

Type order of execution by remainder as a string.

**Note**

The historical order should be selected using the [Ticket](#) (by ticket) or [SelectByIndex](#) (by index) methods.
**TypeTime**

Gets the type of order at the time of the expiration.

```c
ENUM_ORDER_TYPE_TIME TypeTime() const
```

**Return Value**

Type of order at the time of the expiration from `ENUM_ORDER_TYPE_TIME` enumeration.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
TypeTimeDescription

Gets the order type by expiration time as a string.

```cpp
string TypeTimeDescription() const
```

Return Value

Order type by expiration time as a string.

Note

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**Magic**

Gets the ID of the Expert Advisor, that placed the order.

```cpp
long Magic() const
```

**Return Value**

ID of the Expert Advisor, that placed the order.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**PositionId**

Gets the ID of position.

```cpp
long PositionId() const
```

**Return Value**

ID of position, in which the order was involved.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**VolumeInitial**

Gets the initial volume of order.

```cpp
    double VolumeInitial() const
```

**Return Value**

Initial volume of order.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
VolumeCurrent

Gets the unfilled volume of order.

```cpp
double VolumeCurrent() const
```

Return Value

Unfilled volume of order.

Note

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**PriceOpen**

Gets the order price.

```cpp
double PriceOpen() const
```

**Return Value**

*Price of order placement.*

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
StopLoss

Gets the Stop Loss price of the order.

```c
    double StopLoss() const
```

**Return Value**

Stop Loss price of the order.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
TakeProfit

Gets the Take Profit price of the order.

```cpp
double TakeProfit() const
```

**Return Value**

The Take Profit price of the order.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
PriceCurrent

 Gets the current price of the order's symbol.

```
double PriceCurrent() const
```

Return Value

The current price of order's symbol.

Note

The historical order should be selected using the Ticket (by ticket) or SelectByIndex (by index) methods.
PriceStopLimit

Gets the pending order price.

```cpp
double PriceStopLimit() const
```

Return Value

Pending orders price.

Note

The historical order should be selected using the Ticket (by ticket) or SelectByIndex (by index) methods.
Symbol

Gets the name of order symbol.

```cpp
string Symbol() const
```

**Return Value**

Name of order symbol.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
Comment

Gets the order comment.

```cpp
string Comment() const
```

Return Value

Order comment.

Note

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
InfoInteger

Gets the value of specified integer type property.

```cpp
bool InfoInteger(
    ENUM_ORDER_PROPERTY_INTEGER prop_id, // property ID
    long& var // reference to variable
) const
```

Parameters

- `prop_id`
  - [in] ID of integer type property from `ENUM_ORDER_PROPERTY_INTEGER` enumeration.

- `var`
  - [out] Reference to `long` type variable to place result.

Return Value

- `true` - success, `false` - unable to get property value.

Note

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
InfoDouble

Gets the value of specified double type property.

```cpp
bool InfoDouble(
    ENUM_ORDER_PROPERTY_DOUBLE prop_id, // property ID
    double& var // reference to variable
) const
```

**Parameters**

`prop_id`
- [in] ID of double type property from ENUM_ORDER_PROPERTY_DOUBLE enumeration.

`var`
- [out] Reference to double type variable to place result.

**Return Value**

true - success, false - unable to get property value.

**Note**

The historical order should be selected using the Ticket (by ticket) or SelectByIndex (by index) methods.
# InfoString

Gets the value of specified string type property.

```c
bool InfoString(
    ENUM_ORDER_PROPERTY_STRING prop_id, // property ID
    string& var // reference to variable
) const
```

**Parameters**

- **prop_id**
  - [in] ID of text property from `ENUM_ORDER_PROPERTY_STRING` enumeration.
  
- **var**
  - [out] Reference to `string` type variable to place result.

**Return Value**

- `true` - success, `false` - unable to get property value.

**Note**

The historical order should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
### Ticket (Get method)

Gets the order ticket.

```cpp
ulong Ticket() const
```

**Return Value**

Order ticket.

### Ticket (Set method)

Select the order for further work.

```cpp
void Ticket(
    ulong ticket // ticket
)
```

**Parameters**

- `ticket`

SelectByIndex

Selects a historical order by index.

```cpp
bool SelectByIndex(
    int index // order index
)
```

**Parameters**

`index`

[in] Historical order index.

**Return Value**

`true` - success, `false` - unable to select order.
CPositionInfo

CPositionInfo is a class for easy access to the open position properties.

Description

CPositionInfo class provides easy access to the open position properties.

Declaration

```cpp
class CPositionInfo : public CObject
```

Title

```cpp
#include <Trade\PositionInfo.mqh>
```

Inheritance hierarchy

CObject
  CPositionInfo

Class methods by groups

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### Methods inherited from class CObject

*Prev, Prev, Next, Next, Save, Load, Type, Compare*
Time

Gets the time of position opening.

```c
datetime Time() const
```

**Return Value**

Time of position opening.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**TimeMsc**

Receives position opening time in milliseconds since 01.01.1970.

```c
ulong TimeMsc() const
```

**Return Value**

Position opening time in milliseconds since 01.01.1970.

**Note**

Position should be preliminarily selected for access using Select (by symbol) or SelectByIndex (by index) method.
**TimeUpdate**

Receives the time of position changing in seconds since 01.01.1970.

```cpp
datetime TimeUpdate() const
```

**Return Value**

Time of position changing in seconds since 01.01.1970.

**Note**

Position should be preliminarily selected for access using `Select` (by symbol) or `SelectByIndex` (by index) method.
TimeUpdateMsc

Receives the time of position changing in milliseconds since 01.01.1970.

```
ulong TimeUpdateMsc() const
```

Return Value

The time of position changing in milliseconds since 01.01.1970.

Note

Position should be preliminarily selected for access using Select (by symbol) or SelectByIndex (by index) method.
**PositionType**

Gets the position type.

```c
ENUM_POSITION_TYPE PositionType() const
```

**Return Value**

Position type from `ENUM_POSITION_TYPE` enumeration.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
TypeDescription

Gets the position type as a string.

```cpp
string TypeDescription() const
```

**Return Value**

Position type as a string.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
Magic

Gets the ID of Expert Advisor that opened the position.

```c
long Magic() const
```

Return Value

ID of the Expert Advisor that opened the position.

Note

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**Identifier**

Gets the ID of position.

```cpp
long Identifier() const
```

**Return Value**

ID of position.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**Volume**

Gets the volume of position.

```cpp
double Volume() const
```

**Return Value**

Volume of position.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
PriceOpen

Gets the price of position opening.

```plaintext
double PriceOpen() const
```

Return Value

Position open price.

Note

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
StopLoss

Gets the Stop Loss price of the position.

```
double StopLoss() const
```

Return Value

The Stop Loss price of the position.

Note

The position should be selected using the Select (by ticket) or SelectByIndex (by index) methods.
TakeProfit

Gets the Take Profit price of the position.

```c++
   double TakeProfit() const
```

Return Value

The Take Profit price of the position.

Note

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**PriceCurrent**

Gets the current price by position symbol.

```cpp
double PriceCurrent() const
```

**Return Value**

Current price by position symbol.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**Commission**

Gets the amount of commission of the position.

```cpp
double Commission() const
```

**Return Value**

Amount of commission of the position (in deposit currency).

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
Swap

Gets the amount of swap of the position.

```cpp
double Swap() const
```

Return Value

Amount of swap of the position (in deposit currency).

Note

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**Profit**

Gets the amount of current profit of the position.

```c
double Profit() const
```

**Return Value**

Amount of current profit of the position (in deposit currency).

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
Symbol

Gets the name of position symbol.

```cpp
string Symbol() const
```

Return Value

Name of position symbol.

Note

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
Comment

Gets the comment of the position.

```cpp
string Comment() const
```

Return Value

Comment of the position.

Note

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**InfoInteger**

Gets the value of specified integer type property.

```cpp
bool InfoInteger(
    ENUM_POSITION_PROPERTY_INTEGER prop_id,  // property ID
    long& var // reference to variable
) const
```

**Parameters**

- `prop_id`  
  [in] ID of integer type property from `ENUM_POSITION_PROPERTY_INTEGER` enumeration.

- `var`  
  [out] Reference to `long` type variable to place result.

**Return Value**

- true - success, false - unable to get property value.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
**InfoDouble**

Gets the value of specified double type property.

```c
bool InfoDouble(
    ENUMPOSITIONPROPERTYDOUBLE prop_id, // property ID
    double& var // reference to variable
) const
```

**Parameters**

*prop_id*

[in] ID of double type property from `ENUM_POSITION_PROPERTY_DOUBLE` enumeration.

*var*

[in] Reference to `double` type variable to place result.

**Return Value**

true - success, false - unable to get property value.

**Note**

The position should be selected using the `Select` (by ticket) or `SelectByIndex` (by index) methods.
InfoString

Gets the value of specified string type property.

```c
bool InfoString(  
    ENUM_POSITIONPROPERTY_STRING prop_id,  // property ID  
    string& var  // reference to variable
) const
```

Parameters

- **prop_id**
  - [in] ID of text property from **ENUM_POSITIONPROPERTY_STRING** enumeration.

- **var**
  - [out] Reference to **string** type variable to place result.

Return Value

- true - success, false - unable to get property value.

Note

The position should be selected using the **Select** (by ticket) or **SelectByIndex** (by index) methods.
Select

Select the position for further work.

```cpp
bool Select(
    const string symbol // symbol
)
```

Parameters

symbol

SelectByIndex

Selects the position by index for further access to its properties.

```cpp
bool SelectByIndex(
    int index  // position index
);
```

Return Value

ture - success, false - unable to select position.
SelectByMagic

Select a position based on the name of a financial instrument and magic number to further work with.

```c++
bool SelectByMagic(
    const string symbol, // symbol name
    const ulong magic   // magic number
);
```

Parameters

symbol
  [in] Symbol name.

magic
  [in] Magic number of the position.

Return Value

true - successful, false - unable to select position.
SelectByTicket

Selects position by ticket for further operation.

```cpp
bool SelectByTicket(
    ulong ticket  // position ticket
);
```

Parameters

ticket

[in] Position ticket.

Return value

true - success, false - no position selected.
StoreState

Saves the position parameters.

```c
void StoreState()
```

Return Value

None.
CheckState

Checks the current parameters against the saved parameters.

```cpp
bool CheckState()
```

Return Value

true - the position parameters have changed since the last call of the `StoreState()` method, otherwise - false.
CDealInfo

CDealInfo is a class for easy access to the deal properties.

Description

CDealInfo class provides access to the deal properties.

Declaration

```cpp
class CDealInfo : public CObject
```

Title

```cpp
#include <Trade\DealInfo.mqh>
```

Inheritance hierarchy

- CObject
  - CDealInfo

Class methods by groups

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</tr>
<tr>
<td>Time</td>
<td>Gets the time of deal execution</td>
</tr>
<tr>
<td>TimeMsc</td>
<td>Receives the time of a deal execution in milliseconds since 01.01.1970</td>
</tr>
<tr>
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<td>Gets the deal type</td>
</tr>
<tr>
<td>TypeDescription</td>
<td>Gets the deal type as a string</td>
</tr>
<tr>
<td>Entry</td>
<td>Gets the deal direction</td>
</tr>
<tr>
<td>EntryDescription</td>
<td>Gets the deal direction as a string</td>
</tr>
<tr>
<td>Magic</td>
<td>Gets the ID of expert, that executed the deal</td>
</tr>
<tr>
<td>PositionId</td>
<td>Gets the ID of position, in which the deal was involved</td>
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<table>
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<td>Gets the volume of deal</td>
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<td>Gets the deal price</td>
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</tr>
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<td>Gets the name of deal symbol</td>
</tr>
<tr>
<td>Comment</td>
<td>Gets the deal comment</td>
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<tr>
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</tr>
<tr>
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</tr>
</tbody>
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### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare
**Order**

Gets the order by which the deal is executed.

```cpp
long Order() const
```

**Return Value**

Order by which the deal is executed.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
Time

Gets the time of deal execution.

```cpp
datetime Time() const
```

Return Value

Time of deal execution.

Note

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**TimeMsc**

Receives the time of a deal execution in milliseconds since 01.01.1970.

```c
ulong TimeMsc() const
```

**Return Value**

The time of a deal execution in milliseconds since 01.01.1970.

**Note**

Deal should be preliminarily selected for access using `Ticket` (by ticket) or `SelectByIndex` (by index) method.
**DealType**

Gets the deal type.

```
ENUM_DEAL_TYPE DealType() const
```

**Return Value**

Deal type from `ENUM_DEAL_TYPE` enumeration.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**TypeDescription**

Gets the deal type as a string.

```
string TypeDescription() const
```

Return Value

Deal type as a string.

Note

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**Entry**

Compares the deal direction.

| ENUM_DEAL_ENTRY | Entry() const |

**Return Value**

Deal direction (value of `ENUM_DEAL_ENTRY` enumeration).

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**EntryDescription**

Gets the deal direction as a string.

```cpp
string EntryDescription() const
```

**Return Value**

Deal direction as a string.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**Magic**

Gets the ID of the Expert Advisor, that executed the deal.

```cpp
long Magic() const
```

**Return Value**

ID of the Expert Advisor, that executed the deal.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**PositionId**

Gets the ID of position, in which the deal was involved.

```c
long PositionId() const
```

**Return Value**

ID of position, in which the deal was involved.

**Note**

The deal should be selected using the *Ticket* (by ticket) or *SelectByIndex* (by index) methods.
Volume

Gets the volume of deal.

```cpp
double Volume() const
```

**Return Value**

Volume of deal.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
Price

Gets the deal price.

```cpp
double Price() const
```

Return Value

Deal price.

Note

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
Commission

Gets the amount of commission of the deal.

```cpp
double Commission() const
```

Return Value

Amount of commission of the deal.

Note

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**Swap**

Gets the amount of swap when position is closed.

```cpp
double Swap() const
```

**Return Value**

Amount of swap when position is closed.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**Profit**

Gets the financial result of the deal.

```cpp
double Profit() const
```

**Return Value**

Financial result of the deal (in deposit currency).

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
Symbol

Gets the name of the deal symbol.

string Symbol() const

Return Value

Name of the deal symbol.

Note

The deal should be selected using the Ticket (by ticket) or SelectByIndex (by index) methods.
Comment

Gets the deal comment.

```
string Comment() const
```

Return Value

Deal comment.

Note

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
InfoInteger

Gets the value of specified integer type property.

```cpp
bool InfoInteger( 
    ENUM DEAL PROPERTY INTEGER prop_id, // property ID
    long& var // reference to variable
) const
```

Parameters

- **prop_id**
  - [in] ID of integer type property from `ENUM DEAL PROPERTY INTEGER` enumeration.

- **var**
  - [out] Reference to `long` type variable to place result.

Return Value

- `true` - success, `false` - unable to get property value.

Note

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**InfoDouble**

Gets the value of specified double type property.

```cpp
bool InfoDouble{
    ENUMDealPropertyDouble prop_id, // property ID
    double& var // reference to variable
} const
```

**Parameters**

- `prop_id`
  - [in] ID of double type property from `ENUMDealPropertyDouble` enumeration.

- `var`
  - [out] Reference to `double` type variable to place result.

**Return Value**

- `true` - success, `false` - unable to get property value.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
**InfoString**

Gets the value of specified string type property.

```cpp
bool InfoString(
    ENUM DEAL PROPERTY STRING prop_id, // property ID
    string& var // reference to variable
) const
```

**Parameters**

- **prop_id**
  - [in] ID of text property from `ENUM DEAL PROPERTY STRING` enumeration.

- **var**
  - [out] Reference to `string` type variable to place result.

**Return Value**

- `true` - success, `false` - unable to get property value.

**Note**

The deal should be selected using the `Ticket` (by ticket) or `SelectByIndex` (by index) methods.
Ticket (Get method)

Gets the deal ticket.

```c
ulong Ticket() const
```

Return Value

Deal ticket.

Ticket (Set method)

Select the position for further work.

```c
void Ticket(
    ulong ticket // ticket
)
```

Parameters

ticket

[in] Deal ticket.
SelectByIndex

Selects the deal by index for further access to its properties.

```cpp
bool SelectByIndex(int index) // order index
```

Return Value

true - success, false - unable to select the deal.
**CTrade**

CTrade is a class for easy access to the trade functions.

**Description**

CTrade class provides easy access to the trade functions.

**Declaration**

```
class CTrade : public CObject
```

**Title**

```
#include <Trade\Trade.mqh>
```

**Inheritance hierarchy**

**CObject**

CTrade

**Direct descendants**

CExpertTrade

**Class methods by groups**

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<td>SetMarginMode</td>
<td>Sets margin calculation mode in accordance with the current account settings</td>
</tr>
</tbody>
</table>

**Operations with orders**

<table>
<thead>
<tr>
<th>Operation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OrderOpen</td>
<td>Places a pending order with specified parameters</td>
</tr>
<tr>
<td>OrderModify</td>
<td>Modifies the pending order parameters</td>
</tr>
<tr>
<td>OrderDelete</td>
<td>Deletes a pending order</td>
</tr>
</tbody>
</table>

**Operations with positions**

<table>
<thead>
<tr>
<th>Operation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PositionOpen</td>
<td>Opens a position with specified parameters</td>
</tr>
</tbody>
</table>
### Setting parameters

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PositionModify</td>
<td>Modifies position parameters by the specified symbol or position ticket</td>
</tr>
<tr>
<td>PositionClose</td>
<td>Closes a position for the specified symbol</td>
</tr>
<tr>
<td>PositionClosePartial</td>
<td>Partially closes a position on a specified symbol or having a specified ticket</td>
</tr>
<tr>
<td>PositionCloseBy</td>
<td>Closes a position with the specified ticket by an opposite position</td>
</tr>
</tbody>
</table>

### Additional methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buy</td>
<td>Opens a long position with specified parameters</td>
</tr>
<tr>
<td>Sell</td>
<td>Opens a short position with specified parameters</td>
</tr>
<tr>
<td>BuyLimit</td>
<td>Places a pending order of the Buy Limit type with specified parameters</td>
</tr>
<tr>
<td>BuyStop</td>
<td>Places a pending order of the Buy Stop type with specified parameters</td>
</tr>
<tr>
<td>SellLimit</td>
<td>Places a pending order of the Sell Limit type with specified parameters</td>
</tr>
<tr>
<td>SellStop</td>
<td>Places a pending order of the Sell Stop type with specified parameters</td>
</tr>
</tbody>
</table>

### Access to the last request parameters

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Request</td>
<td>Gets the copy of the last request structure</td>
</tr>
<tr>
<td>RequestAction</td>
<td>Gets the trade operation type</td>
</tr>
<tr>
<td>RequestActionDescription</td>
<td>Gets the trade operation type as string</td>
</tr>
<tr>
<td>RequestMagic</td>
<td>Gets the magic number of the Expert Advisor</td>
</tr>
<tr>
<td>RequestOrder</td>
<td>Gets the order ticket used in the last request</td>
</tr>
<tr>
<td>RequestSymbol</td>
<td>Gets the name of the symbol used in the last request</td>
</tr>
<tr>
<td>RequestVolume</td>
<td>Gets the trade volume (in lots) used in the last request</td>
</tr>
<tr>
<td>RequestPrice</td>
<td>Gets the price used in the last request</td>
</tr>
<tr>
<td>RequestStopLimit</td>
<td>Gets the price of pending order of Stop Limit type used in the last request</td>
</tr>
<tr>
<td>RequestSLL</td>
<td>Gets the Stop Loss price of the order used in the last request</td>
</tr>
</tbody>
</table>
### Setting parameters

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>RequestTP</code></td>
<td>Gets the Take Profit price of the order used in the last request</td>
</tr>
<tr>
<td><code>RequestDeviation</code></td>
<td>Gets the maximum allowable price deviation of the order used in the last request</td>
</tr>
<tr>
<td><code>RequestType</code></td>
<td>Gets the type of the order used in the last request</td>
</tr>
<tr>
<td><code>RequestTypeDescription</code></td>
<td>Gets the type of the order (as string) used in the last request</td>
</tr>
<tr>
<td><code>RequestTypeFilling</code></td>
<td>Gets the filling type of the order used in the last request</td>
</tr>
<tr>
<td><code>RequestTypeFillingDescription</code></td>
<td>Gets the filling type of the order (as string) used in the last request</td>
</tr>
<tr>
<td><code>RequestTypeTime</code></td>
<td>Gets the validity period of the order used in the last request</td>
</tr>
<tr>
<td><code>RequestTypeTimeDescription</code></td>
<td>Gets the validity period of the order (as string) used in the last request</td>
</tr>
<tr>
<td><code>RequestExpiration</code></td>
<td>Gets the expiration time of the order used in the last request</td>
</tr>
<tr>
<td><code>RequestComment</code></td>
<td>Gets the comment of the order used in the last request</td>
</tr>
<tr>
<td><code>RequestPosition</code></td>
<td>Gets position ticket</td>
</tr>
<tr>
<td><code>RequestPositionBy</code></td>
<td>Gets opposite position ticket</td>
</tr>
</tbody>
</table>

### Access to the last request checking results

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CheckResult</code></td>
<td>Gets the copy of the structure of the last request check result.</td>
</tr>
<tr>
<td><code>CheckResultRetcode</code></td>
<td>Gets the value of the retcode field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness</td>
</tr>
<tr>
<td><code>CheckResultRetcodeDescription</code></td>
<td>Gets the string description of the retcode field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness</td>
</tr>
<tr>
<td><code>CheckResultBalance</code></td>
<td>Gets the value of the balance field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness</td>
</tr>
<tr>
<td><code>CheckResultEquity</code></td>
<td>Gets the value of the equity field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness</td>
</tr>
</tbody>
</table>
### Setting parameters

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CheckResultProfit</code></td>
<td>Gets the value of the floating profit after executing a trading operation.</td>
<td></td>
</tr>
<tr>
<td><code>CheckResultMargin</code></td>
<td>Gets the value of the margin field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness.</td>
<td></td>
</tr>
<tr>
<td><code>CheckResultMarginFree</code></td>
<td>Gets the value of the margin_free field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness.</td>
<td></td>
</tr>
<tr>
<td><code>CheckResultMarginLevel</code></td>
<td>Gets the value of the margin_level field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness.</td>
<td></td>
</tr>
<tr>
<td><code>CheckResultComment</code></td>
<td>Gets the value of the comment field of <code>MqlTradeCheckResult</code> type, filled while checking the request correctness.</td>
<td></td>
</tr>
</tbody>
</table>

### Access to the last request execution results

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Result</code></td>
<td>Gets the copy of the structure of the last request result</td>
</tr>
<tr>
<td><code>ResultRetcode</code></td>
<td>Gets the code of request result</td>
</tr>
<tr>
<td><code>ResultRetcodeDescription</code></td>
<td>Gets the code of request result as a string</td>
</tr>
<tr>
<td><code>ResultDeal</code></td>
<td>Gets the deal ticket</td>
</tr>
<tr>
<td><code>ResultOrder</code></td>
<td>Gets the order ticket</td>
</tr>
<tr>
<td><code>ResultVolume</code></td>
<td>Gets the volume of deal or order</td>
</tr>
<tr>
<td><code>ResultPrice</code></td>
<td>Gets the price, confirmed by broker</td>
</tr>
<tr>
<td><code>ResultBid</code></td>
<td>Gets the current bid price (the requote)</td>
</tr>
<tr>
<td><code>ResultAsk</code></td>
<td>Gets the current ask price (the requote)</td>
</tr>
<tr>
<td><code>ResultComment</code></td>
<td>Gets the broker comment</td>
</tr>
</tbody>
</table>

### Auxiliary methods

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>PrintRequest</code></td>
<td>Prints the last request parameters into journal</td>
</tr>
<tr>
<td><code>PrintResult</code></td>
<td>Prints the results of the last request into journal</td>
</tr>
<tr>
<td><code>FormatRequest</code></td>
<td>Prepares the formatted string with last request parameters</td>
</tr>
<tr>
<td><code>FormatRequestResult</code></td>
<td>Prepares the formatted string with results of the last request execution</td>
</tr>
</tbody>
</table>

Methods inherited from class `CObject`
 LogLevel

Sets logging level for messages.

```c
void LogLevel(
    ENUM_LOG_LEVELS  log_level  // level
)
```

**Parameters**

`log_level`

[in] New logging level.

**Return Value**

None.

**Note**

LOG_LEVEL_NO and less disables displaying any messages (set up automatically in the optimization mode). LOG_LEVEL_ERRORS enables displaying only error messages (value by default). LOG_LEVEL_ALL and greater enables displaying any messages (set up automatically in the test mode).

**ENUM_LOG_LEVELS**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOG_LEVEL_NO</td>
<td>Displaying messages disabled</td>
<td>0</td>
</tr>
<tr>
<td>LOG_LEVEL_ERRORS</td>
<td>Only error messages are displayed</td>
<td>1</td>
</tr>
<tr>
<td>LOG_LEVEL_ALL</td>
<td>All messages are displayed</td>
<td>2</td>
</tr>
</tbody>
</table>
SetExpertMagicNumber

Sets the expert ID.

```c
void SetExpertMagicNumber(
    ulong magic  // ID
);
```

Parameters

`magic`


Return Value

None.
SetDeviationInPoints

Sets the allowed deviation.

```cpp
void SetDeviationInPoints(
    ulong deviation  // deviation
)
```

Parameters

- `deviation`
  - `[in]` Allowed deviation in points.

Return Value

None.
**SetTypeFilling**

Sets filling type of the order.

```c
void SetTypeFilling(
    ENUM_ORDER_TYPE_FILLING filling     // order filling type
)
```

**Parameters**

`filling`  
[in] Order filling type from `ENUM_ORDER_TYPE_FILLING` enumeration.

**Return Value**

None.
**SetTypeFillingBySymbol**

Sets filling type of the order according to the specified symbol settings.

```cpp
bool SetTypeFillingBySymbol(
    const string symbol // symbol name
)
```

**Parameters**

*symbol*

[in] Name of the symbol, in which `SYMBOL_FILLING_MODE` contains allowed order filling policies.

**Return Value**

- true - successful execution, false - failed to define the filling policy.

**Note**

If `SYMBOL_FILLING_FOK` and `SYMBOL_FILLING_IOC` filling policies are allowed for a symbol simultaneously, the `ORDER_FILLING_FOK` value is set for the order.
SetAsyncMode

Sets asynchronous mode for trade operations.

```c
void SetAsyncMode(
    bool mode  // asynchronous mode flag
)
```

Parameters

- `mode`:

Return Value

- None.

Note

- This mode is used for asynchronous (without waiting for the trade server's response to a sent request) trade operations (see `OrderSendAsync`).
SetMarginMode

Sets margin calculation mode in accordance with the current account settings.

```cpp
void SetMarginMode()
```

Return Value

- No.

Note

The margin calculation mode is specified in `ENUM_ACCOUNT_MARGIN_MODE`.
OrderOpen

Places the pending order with set parameters.

```cpp
bool OrderOpen(
    const string symbol,  // symbol
    ENUM_ORDER_TYPE order_type,  // order type
    double volume,  // order volume
    double limit_price,  // StopLimit price
    double price,  // execution price
    double sl,  // Stop Loss price
    double tp,  // Take Profit price
    ENUM_ORDER_TYPE_TIME type_time,  // type by expiration
    datetime expiration,  // expiration
    const string comment="")  // comment
```

Parameters

- **symbol**
  - [in] Name of trade instrument.

- **order_type**
  - [in] Type of order trade operation from **ENUM_ORDER_TYPE** enumeration.

- **volume**
  - [in] Requested order volume.

- **limit_price**
  - [in] Price at which the StopLimit order will be placed.

- **price**
  - [in] Price at which the order must be executed.

- **sl**
  - [in] Price at which the Stop Loss will trigger.

- **tp**
  - [in] Price at which the Take Profit will trigger.

- **type_time**
  - [in] Order type by execution from **ENUM_ORDER_TYPE_TIME** enumeration.

- **expiration**
  - [in] Expiration date of pending order.

- **comment=\"\"**
  - [in] Order comment.

Return Value

true - successful check of the basic structures, otherwise - false.
Note

Successful completion of the OrderSend(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of a trade request (trade server return code) using `ResultRetcode()` and value returned by `ResultOrder()`.
OrderModify

Modifies the pending order parameters.

```csharp
bool OrderModify(
  ulong ticket, // order ticket
  double price, // execution price
  double sl, // Stop Loss price
  double tp, // Take Profit price
  ENUM_ORDER_TYPE_TIME type_time, // type by expiration
  datetime expiration, // expiration
  double stoplimit // Limit order price
)
```

Parameters

ticket

price
  [in] The new price by which the order must be executed (or the previous value, if the change is not necessary).

sl
  [in] The new price by which the Stop Loss will trigger (or the previous value, if the change is not necessary).

tp
  [in] The new price by which the Take Profit will trigger (or the previous value, if the change is not necessary).

type_time
  [in] The new type of order by expiration from ENUM_ORDER_TYPE_TIME enumeration (or the previous value, if the change is not necessary).

expiration
  [in] The new expiration date of pending order (or the previous value, if the change is not necessary).

stoplimit
  [in] New price used for setting a Limit order when the price reaches price value. It is specified only for StopLimit orders.

Return Value

true - successful check of the basic structures, otherwise - false.

Note

Successful completion of the OrderModify(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using ResultRetcode().
**OrderDelete**

Deletes the pending order.

```cpp
bool OrderDelete(ulong ticket)  // order ticket
```

**Parameters**

- **ticket**
  - [in] Order ticket.

**Return Value**

- true - successful check of the basic structures, otherwise - false.

**Note**

Successful completion of the OrderDelete(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using `ResultRetcode()`.
**PositionOpen**

Opens a position with the specified parameters.

```cpp
bool PositionOpen(
    const string symbol,       // symbol
    ENUM_ORDER_TYPE order_type, // order type to open position
    double volume,             // position volume
    double price,              // execution price
    double sl,                 // Stop Loss price
    double tp,                 // Take Profit price
    const string comment=""    // comment
)
```

**Parameters**

- `symbol`
  - [in] Name of trade instrument, by which it is intended to open position.

- `order_type`
  - [in] Order type (trade operation) to open position from `ENUM_ORDER_TYPE` enumeration.

- `volume`
  - [in] Requested position volume.

- `price`
  - [in] Price at which the position must be opened.

- `sl`
  - [in] Price at which the Stop Loss will trigger.

- `tp`
  - [in] Price at which the Take Profit will trigger.

- `comment=""`
  - [in] Position comment.

**Return Value**

- `true` - successful check of the basic structures, otherwise - `false`.

**Note**

Successful completion of the `PositionOpen(...)` method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using `ResultRetcode()` and value returned by `ResultDeal()`.
PositionModify

Modifies the position parameters by specified symbol.

```cpp
bool PositionModify(
    const string symbol,  // symbol
    double sl,            // Stop Loss price
    double tp             // Take Profit price
)
```

Modifies position parameters by the specified ticket.

```cpp
bool PositionModify(
    const ulong ticket,  // position ticket
    double sl,          // Stop Loss price
    double tp            // Take Profit price
)
```

Parameters

symbol
[in] Name of trade instrument, by which it is intended to modify position.

ticket
[in] Ticket of the position to be modified.

sl
[in] The new price by which the Stop Loss will trigger (or the previous value, if the change is not necessary).

tp
[in] The new price by which the Take Profit will trigger (or the previous value, if the change is not necessary).

Return Value

true - successful check of the basic structures, otherwise - false.

Note

Successful completion of the PositionModify(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using ResultRetcode().

For the "netting" interpretation of positions (ACCOUNT_MARGIN_MODE_RETAIL_NETTING and ACCOUNT_MARGIN_MODE_EXCHANGE), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed (ACCOUNT_MARGIN_MODE_RETAIL_HEDGING), multiple positions can be open for one symbol. In this case, PositionModify will modify the position with the lowest ticket.
PositionClose

Closes a position by the specified symbol.

```cpp
bool PositionClose(
    const string symbol, // symbol
    ulong deviation=ULONG_MAX // deviation
)
```

Closes a position with the specified ticket.

```cpp
bool PositionClose(
    const ulong ticket, // position ticket
    ulong deviation=ULONG_MAX // deviation
)
```

Parameters

- **symbol**
  - [in] Name of trade instrument, by which it is intended to close position.

- **ticket**

- **deviation=ULONG_MAX**
  - [in] Maximal deviation from the current price (in points).

Return Value

true - successful check of the basic structures, otherwise - false.

Note

Successful completion of the PositionClose(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using ResultRetcode().

For the “netting” interpretation of positions ([ACCOUNT_MARGIN_MODE_RETAIL_NETTING](#) and [ACCOUNT_MARGIN_MODE_EXCHANGE](#)), only one position can exist for a symbol at any moment of time. This position is a result of one or more deals. Do not confuse positions with valid pending orders, which are also displayed on the Trading tab of the Toolbox window.

If individual positions are allowed ([ACCOUNT_MARGIN_MODE_RETAIL_HEDGING](#)), multiple positions can be open for one symbol. In this case, PositionClose will close a position with the lowest ticket.
PositionClosePartial

Partially closes a position on a specified symbol in case of a “hedging” accounting.

```cpp
bool PositionClosePartial(
    const string symbol,  // symbol
    const double volume,   // volume
    ulong deviation=ULONG_MAX // deviation
)
```

Partially closes a position having a specified ticket in case of a “hedging” accounting.

```cpp
bool PositionClosePartial(
    const ulong ticket,    // position ticket
    const double volume,   // volume
    ulong deviation=ULONG_MAX // deviation
)
```

**Parameters**

*symbol*

[in] Name of a trading instrument, on which a position is closed partially. If a symbol (not a ticket) is specified for a position partial closing, the first detected position having a specified MagicNumber (Expert Advisor ID) on the symbol is selected. Therefore, it is sometimes better to use PositionClosePartial() with a specified position ticket.

*volume*

[in] Volume, by which a position should be decreased. If the value exceeds the volume of a partially closed position, it is closed in full. No position in the opposite direction is opened.

*ticket*

[in] Closed position ticket.

*deviation=ULONG_MAX*

[in] The maximum deviation from the current price (in points).

**Return Value**

true if the basic check of structures is successful, otherwise false.

**Note**

A successful completion of the PositionClosePartial(...) method does not always mean a successful execution of a trading operation. You should call the `ResultRetcode()` method to check the result of a trade request (trade server return code).

In the “netting” system (ACCOUNT_MARGIN_MODE_RETAIL_NETTING and ACCOUNT_MARGIN_MODE_EXCHANGE), for each symbol, at any given moment of time, only one position can be open, which is the result of one or more deals. Do not confuse the current pending orders with positions that are also displayed on the “Trade” tab of the client terminal’s “Toolbox” panel.
In case of the position representation (ACCOUNT_MARGIN_MODE RETAIL HEDGING), multiple positions can be opened on each symbol simultaneously. In this case, PositionClose closes a position having a least ticket.
PositionCloseBy

Closes a position with the specified ticket by an opposite position.

```csharp
bool PositionCloseBy{
    const ulong ticket,  // position ticket
    const ulong ticket_by // opposite position ticket
}
```

Parameters

ticket

ticket_by
    [in] Ticket of the opposite position used for closing.

Returned value

true - the basic check of structures is successful, otherwise - false.

Note

A successful completion of the PositionCloseBy(...) method does not always mean a successful execution of a trading operation. You should call the `ResultRetcode()` method to check the result of a trade request (trade server return code).
Buy

Opens a long position with specified parameters.

```cpp
bool Buy(
    double volume,  // position volume
    const string symbol=NULL,  // symbol
    double price=0.0,  // execution price
    double sl=0.0,     // stop loss price
    double tp=0.0,     // take profit price
    const string comment=""  // comment
)
```

Parameters

- **volume**
  - [in] Requested position volume.

- **symbol=NULL**
  - [in] Position symbol. If it is not specified, the current symbol will be used.

- **price=0.0**
  - [in] Price. If the price is not specified, the current market Ask price will be used.

- **sl=0.0**
  - [in] Stop Loss price.

- **tp=0.0**
  - [in] Take Profit price.

- **comment=""**
  - [in] Comment.

Return Value

- true - successful check of the structures, otherwise - false.

Note

Successful completion of the `Buy(...)` method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using `ResultRetcode()` and value returned by `ResultDeal()`.
Sell

Opens a short position with specified parameters.

```cpp
bool Sell(
    double volume,  // position volume
    const string symbol=NULL,  // symbol
    double price=0.0,  // execution price
    double sl=0.0,  // stop loss price
    double tp=0.0,  // take profit price
    const string comment=""  // comment
)
```

Parameters

- `volume`  
  - [in] Requested position volume.

- `symbol=NULL`  
  - [in] Position symbol. If the symbol is not specified, the current symbol will be used.

- `price=0.0`  
  - [in] Price. If the price is not specified, the current market Bid price will be used.

- `sl=0.0`  
  - [in] Stop Loss price.

- `tp=0.0`  
  - [in] Take Profit price.

- `comment=""`  
  - [in] Comment.

Return Value

- True - successful check of the structures, otherwise - false.

Note

Successful completion of the Sell(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using ResultRetcode() and value returned by ResultDeal().
BuyLimit

Places the pending order of Buy Limit type (buy at the price lower than current market price) with specified parameters.

```cpp
bool BuyLimit(
    double volume, // order volume
    double price,  // order price
    const string symbol=NULL, // symbol
    double sl=0.0,  // stop loss price
    double tp=0.0,  // take profit price
    ENUM_ORDER_TYPE_TIME type_time=ORDER_TIME_GTC, // order lifetime
    datetime expiration=0, // order expiration time
    const string comment="" // comment
)
```

Parameters

- `symbol=NULL` [in] Order symbol. If the symbol is not specified, the current symbol will be used.
- `sl=0.0` [in] Stop Loss price.
- `tp=0.0` [in] Take Profit price.
- `type time=ORDER_TIME_GTC` [in] Order lifetime from `ENUM_ORDER_TYPE_TIME` enumeration.
- `expiration=0` [in] Order expiration time (used only if `type_time=ORDER_TIME_SPECIFIED`).
- `comment=""` [in] Order comment.

Return Value

- `true` - successful check of the structures, otherwise - `false`.

Note

Successful completion of the `BuyLimit()` method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server `return code`) using `ResultRetcode()` and value returned by `ResultOrder()`. 
BuyStop

Places the pending order of Buy Stop type (buy at the price higher than current market price) with specified parameters.

```c
bool BuyStop(
    double volume, // order volume
    double price, // order price
    const string symbol=NULL, // symbol
    double sl=0.0, // stop loss price
    double tp=0.0, // take profit price
    ENUM_ORDER_TYPE_TIME type_time=ORDER_TIME_GTC, // order lifetime
    datetime expiration=0, // order expiration time
    const string comment="" // comment
)
```

### Parameters

- `symbol=NULL` [in] Order symbol. If the symbol isn't specified, the current symbol will be used.
- `sl=0.0` [in] Stop Loss price.
- `tp=0.0` [in] Take Profit price.
- `type_time=ORDER_TIME_GTC` [in] Order lifetime from `ENUM_ORDER_TYPE_TIME` enumeration.
- `expiration=0` [in] Order expiration time (used only if type_time=ORDER_TIME_SPECIFIED).
- `comment=""` [in] Order comment.

### Return Value

- `true` - successful check of the structures, otherwise - false.

### Note

Successful completion of the BuyStop(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server return code) using `ResultRetcode()` and value returned by `ResultOrder()`.
SellLimit

Places the pending order of Sell Limit type (sell at the price higher than current market price) with specified parameters.

```c
bool SellLimit(
    double volume,         // order volume
    double price,          // order price
    const string symbol=NULL,    // symbol
    double sl=0.0,         // stop loss price
    double tp=0.0,         // take profit price
    ENUM_ORDER_TYPE_TIME type_time=ORDER_TIME_GTC, // order lifetime
    datetime expiration=0,  // order expiration time
    const string comment="" // comment
)
```

Parameters

- `symbol=NULL` [in] Order symbol. If the symbol is not specified, the current symbol will be used.
- `sl=0.0` [in] Stop Loss price.
- `tp=0.0` [in] Take Profit price.
- `type_time=ORDER_TIME_GTC` [in] Order lifetime from `ENUM_ORDER_TYPE_TIME` enumeration.
- `expiration=0` [in] Order expiration time (used only if `type_time=ORDER_TIME_SPECIFIED`).
- `comment=""` [in] Order comment.

Return Value

- true - successful check of the structures, otherwise - false.

Note

Successful completion of the `SellLimit(...)` method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server `return code`) using `ResultRetcode()` and value returned by `ResultOrder()`.
SellStop

Places the pending order of Sell Stop type (sell at the price lower than current market price) with specified parameters.

```c
bool SellStop(  
    double volume,       // order volume  
    double price,        // order price  
    const string symbol=NULL, // symbol  
    double sl=0.0,        // stop loss price  
    double tp=0.0,        // take profit price  
    ENUM_ORDER_TYPE_TIME type_time=ORDER_TIME_GTC, // order lifetime  
    datetime expiration=0, // order expiration time  
    const string comment="" // comment  
)
```

**Parameters**

- `volume`  

- `price`  

- `symbol=NULL`  
  [in] Order symbol. If the symbol is not specified, the current symbol will be used.

- `sl=0.0`  
  [in] Stop Loss price.

- `tp=0.0`  
  [in] Take Profit price.

- `type_time=ORDER_TIME_GTC`  
  [in] Order lifetime from `ENUM_ORDER_TYPE_TIME` enumeration.

- `expiration=0`  
  [in] Order expiration time (used only if `type_time=ORDER_TIME_SPECIFIED`).

- `comment=""`  
  [in] Order comment.

**Return Value**

- `true` - successful check of the structures, otherwise - `false`.

**Note**

Successful completion of the SellStop(...) method does not always mean successful execution of the trade operation. It is necessary to check the result of trade request (trade server `return code`) using `ResultRetcode()`, and value returned by `ResultOrder()`. 
Request

Gets the copy of the last request structure.

```cpp
void Request(
    MqlTradeRequest& request // reference
) const
```

Parameters

- `request`
  - `[out]` Reference to the copied structure.

Return Value

None.
RequestAction

Gets the trade operation type.

```
ENUM_TRADE_REQUEST_ACTIONS RequestAction() const
```

Return Value

Trade operation type used in the last request from `ENUM_TRADE_REQUEST_ACTIONS` enumeration.
**RequestActionDescription**

Gets the trade operation type as string.

```cpp
string RequestActionDescription() const
```

**Return Value**

Trade operation type (as string) used in the last request.
RequestMagic

Gets the magic number of the Expert Advisor.

```
ulong RequestMagic() const
```

Return Value

The magic number (ID) of the Expert Advisor, used in the last request.
RequestOrder

Gets the order ticket.

    ulong RequestOrder() const

Return Value

Order ticket of the last request.
RequestSymbol

Gets the name of the symbol.

```cpp
string RequestSymbol() const
```

Return Value

The name of the symbol used in the last request.
**RequestVolume**

Gets the trade volume (in lots).

```cpp
double RequestVolume() const
```

**Return Value**

The requested trade volume (in lots) used in the last request.
RequestPrice

Gets the order execution price.

```c
double RequestPrice() const
```

Return Value

Order execution price used in the last request.
RequestStopLimit

Gets the price of pending order of Stop Limit type.

```cpp
double RequestStopLimit() const
```

Return Value

The price of pending order of Stop Limit type used in the last request.
**RequestSL**

Gets the Stop Loss price of an order.

```cpp
double RequestSL() const
```

**Return Value**

The Stop Loss price used in the last request.
RequestTP

Gets the Take Profit price of the order.

```cpp
double RequestTP() const
```

Return Value

The Take Profit price used in the last request.
RequestDeviation

Gets the maximum price deviation from a requested price.

```c
ulong RequestDeviation() const
```

Return Value

The maximum allowable price deviation from a requested price used in the last request.
**RequestType**

Gets the type of the order.

```cpp
enum RequestType
```

**Return Value**

Order type used in the last request from `ENUM_ORDER_TYPE` enumeration.
**RequestTypeDescription**

Gets the type of the order (as string).

```cpp
string RequestTypeDescription() const
```

**Return Value**

The order type (as string) used in the last request.
**RequestTypeFilling**

Gets the filling type of the order.

```cpp
ENUM_ORDER_TYPE_FILLING RequestTypeFilling() const
```

**Return Value**

The filling type of the order from `ENUM_ORDER_TYPE_FILLING` used in the last request.


**RequestTypeFillingDescription**

Gets the filling type of the order (as string).

```cpp
string RequestTypeFillingDescription() const
```

**Return Value**

The filling type (as string) of the order used in the last request.
**RequestTypeTime**

Gets the validity period of the order.

```
ENUM_ORDER_TYPE_TIME RequestTypeTime() const
```

**Return Value**

The validity period of the order from `ENUM_ORDER_TYPE_TIME` enumeration used in the last request.
**RequestTypeTimeDescription**

Gets the validity period of the order (as string).

```cpp
string RequestTypeTimeDescription() const
```

**Return Value**

The validity period of the order (as string) used in the last request.
RequestExpiration

Gets the expiration time of a pending order.

```
datetime RequestExpiration() const
```

Return Value

The expiration time of a pending order used in the last request.
RequestComment

Gets the comment of the order.

```cpp
string RequestComment() const
```

Return Value

The comment of the order used in the last request.
**RequestPosition**

Gets position ticket.

```c
ulong RequestPosition() const
```

**Return value**

Position ticket used in the last request.
RequestPositionBy

Gets opposite position ticket.

```
ulong RequestPositionBy() const
```

Return value

Opposite position ticket used in the last request.
Result

Gets the copy of the structure of the last request result.

```c
void Result(
    MqlTradeResult& result // reference
) const
```

Parameters

`result`

[out] Reference to the structure of `MqlTradeResult` type for copying.

Return Value

None.
ResultRetcode

Gets the code of request execution result.

```cpp
uint ResultRetcode() const
```

Return Value

The **code** of request result.
ResultRetcodeDescription

Gets the code of request execution result as a string.

```cpp
string ResultRetcodeDescription() const
```

**Return Value**

- Code of the last request result as a string.
**ResultDeal**

Gets the deal ticket.

```c
ulong ResultDeal() const
```

**Return Value**

Deal ticket if the deal is executed.
ResultOrder

Gets the order ticket.

```c
ulong ResultOrder() const
```

Return Value

Order ticket if the order is placed.
ResultVolume

Gets the volume of deal or order.

```c
double ResultVolume() const
```

**Return Value**

Volume of deal or order confirmed by a broker.
ResultPrice

Gets the price confirmed by a broker.

```cpp
double ResultPrice() const
```

Return Value

Price confirmed by a broker.
**ResultBid**

Gets the current bid price (the requote).

```cpp
double ResultBid() const
```

**Return Value**

Current bid price (the requote).
ResultAsk

Gets the current ask price (the requote).

```cpp
double ResultAsk() const
```

Return Value

Current ask price (the requote).
**ResultComment**

Gets the broker comment.

```cpp
string ResultComment() const
```

**Return Value**

Broker comment to the operation.
CheckResult

Gets the copy of the structure of the last request check result.

```cpp
void CheckResult(
    MqlTradeCheckResult& check_result  // reference
) const
```

**Parameters**

- **check_result**
  
  [out] Reference to the target structure of the `MqlTradeCheckResult` type for copying.

**Return Value**

None.
CheckResultRetcode

Gets the value of the retcode field of `MqlTradeCheckResult` type, filled while checking the request correctness.

```c
uint CheckResultRetcode() const
```

**Return Value**

The value of the retcode field (error code) of `MqlTradeCheckResult` type filled while checking the request correctness.
**CheckResultRetcodeDescription**

Gets the string description of the retcode field of `MqlTradeCheckResult` type filled while checking the request correctness.

```cpp
string ResultRetcodeDescription() const
```

**Return Value**

The string description of the retcode field (Error code) of `MqlTradeCheckResult` type filled while checking the request correctness.
CheckResultBalance

Gets the value of the balance field of `MqlTradeCheckResult` type filled while checking the request correctness.

```cpp
double CheckResultBalance() const
```

Return Value

The value of the balance field (balance value that will be after the execution of the trade operation) of `MqlTradeCheckResult` type filled while checking the request correctness.
CheckResultEquity

Gets the value of the equity field of `MqlTradeCheckResult` type filled while checking the request correctness.

```cpp
double CheckResultEquity() const
```

**Return Value**

The value of the equity field (equity value that will be after the execution of the trade operation) of `MqlTradeCheckResult` type filled while checking the request correctness.
CheckResultProfit

Gets the value of a floating profit.

```cpp
    double CheckResultProfit() const
```

Return Value

The value of a floating profit after executing a trading operation.
CheckResultMargin

Gets the value of the margin field of `MqITradeCheckResult` type filled while checking the request correctness.

```cpp
double CheckResultMargin() const
```

Return Value

The value of the margin field (margin required for the trade operation) of `MqITradeCheckResult` type filled while checking the request correctness.
**CheckResultMarginFree**

Gets the value of the margin_free field of *MqlTradeCheckResult* type filled while checking the request correctness.

```cpp
double CheckResultMarginFree() const
```

**Return Value**

The value of the margin_free field (free margin that will be left after the execution of the trade operation) of *MqlTradeCheckResult* type filled while checking the request correctness.
CheckResultMarginLevel

Gets the value of the margin_level field of `MqlTradeCheckResult` type filled while checking the request correctness.

```cpp
double CheckResultMarginLevel() const
```

**Return Value**

The value of the margin_level field (margin level that will be set after the execution of the trade operation) of `MqlTradeCheckResult` type filled while checking the request correctness.
CheckResultComment

The value of the comment field of `MqlTradeCheckResult` type filled while checking the request correctness.

```
string CheckResultComment() const
```

**Return Value**

The value of the comment field (comment to the reply code, error description) of `MqlTradeCheckResult` type filled while checking the request correctness.
PrintRequest

Prints the last request parameters into journal.

```cpp
void PrintRequest() const
```

Return Value

None.
PrintResult

Prints the results of the last request into journal.

void PrintResult() const

Return Value

None.
FormatRequest

Prepares the formatted string with last request parameters.

```c
string FormatRequest(
    string& str,       // string
    const MqlTradeRequest& request  // request
} const
```

**Parameters**

*str*  

*request*  
[in] A structure of `MqlTradeRequest` type with parameters of the last request.

**Return Value**

None.
FormatRequestResult

Prepares the formatted string with results of the last request execution.

```cpp
string FormatRequestResult(
    string& str,   // string
    const MqlTradeRequest& request, // request
    const MqlTradeResult& result     // result
) const
```

Parameters

str


request

[in] A structure of MqlTradeRequest type with parameters of the last request.

result

[in] A structure of MqlTradeResult type with results of the last request.

Return Value

None.
CTerminallInfo

CTerminallInfo is a class for simplified access to the properties of mql5 program environment.

Description

CTerminallInfo class provides access to the properties of mql5 program environment.

Declaration

```cpp
class CTerminalInfo : public CObject
```

Title

```cpp
#include <Trade\TerminalInfo.mqh>
```

Inheritance hierarchy

- CObject
- CTerminalInfo

Class methods by groups

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### Methods for access to the properties of integer type

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### Access to MQL5 API functions

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### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare
Build

Gets the build number of the client terminal.

```c
int CBuild() const
```

Return Value

Build number of the client terminal.

Note

The terminal build number is defined by `TerminalInfInteger()` function (`TERMINAL_BUILD` property).
IsConnected

Gets the information about connection to trade server.

```cpp
bool IsConnected() const
```

Return Value

true - the terminal is connected to a trade server, otherwise - false.

Note

Connection status is defined by `TerminalInfoInteger()` function (`TERMINAL_CONNECTED` property).
IsDLLsAllowed

Gets the information about permission of DLL usage.

```cpp
bool IsDLLsAllowed() const
```

**Return Value**

- **true** - DLL usage is allowed, otherwise - **false**.

**Note**

Permission of DLL usage is defined by `TerminalInfoInteger()` function (`TERMINAL_DLLS_ALLOWED` property).
IsTradeAllowed

Gets the information about permission to trade.

```cpp
bool IsTradeAllowed() const
```

Return Value

- true - trade allowed, otherwise - false.

Note

Permission to trade is defined by `TerminalInfoInteger()` function (`TERMINAL_TRADE_ALLOWED` property).
IsEmailEnabled

Gets the information about permission to send e-mails to SMTP server and login specified in the terminal settings.

```cpp
bool IsEmailEnabled() const
```

Return Value

true - sending e-mails is allowed, otherwise - false.

Note

Permission to send e-mails is defined by `TerminalInfoInteger()` function (`TERMINAL_EMAIL_ENABLED` property).
IsFtpEnabled

Gets the information about permission to send trade reports to FTP server and login specified in the terminal settings.

```cpp
bool IsFtpEnabled() const
```

**Return Value**

true - sending trade reports to FTP server is allowed, otherwise - false.

**Note**

Permission to send trade reports is defined `TerminalInfoInteger()` function (TERMINAL_FTP_ENABLED property).
MaxBars

Gets the maximum number of bars on chart specified in the terminal settings.

```cpp
int MaxBars() const
```

Return Value

- Maximum number of bars on the chart.

Note

The maximum number of bars on chart is defined by `TerminalInfoInteger()` function (`TERMINAL_MAXBARS` property).
CodePage

Gets the information about code page of the language in the terminal.

```cpp
int CodePage() const
```

Return Value

Code page of the language in the client terminal.

Note

Code page of the language is defined by `TerminalInfoInteger()` function (`TERMINAL_CODEPAGE` property).
CPUCores

Gets the information about the number of CPU cores in the system.

```cpp
int CPUCores() const
```

Return Value

Number of CPU cores in the system.

Note

The number of CPU cores is defined by `TerminalInfoInteger()` function (`TERMINAL_CPU_CORES` property).
MemoryPhysical

Gets the information about the physical memory (in Mb).

```c
int MemoryPhysical() const
```

**Return Value**

Physical memory (in Mb).

**Note**

The physical memory is defined by `TerminalInfoInteger()` function (`TERMINAL_MEMORY_PHYSICAL` property).
MemoryTotal

Gets the information about the total memory available to the terminal/agent (in Mb).

```c
int MemoryTotal() const
```

Return Value

Total memory (in Mb) available to the terminal/agent.

Note

The total memory available to the terminal/agent is defined by `TerminalInfoInteger()` function (`TERMINAL_MEMORY_TOTAL` property).
MemoryAvailable

Gets the information about the free memory available to the client terminal/agent (in Mb).

```cpp
int MemoryTotal() const
```

Return Value

Free memory (in Mb) available to the terminal/agent.

Note

The free memory available to the client terminal/agent is defined by `TerminalInfoInteger()` function (`TERMINAL_MEMORY_TOTAL` property).
**MemoryUsed**

Gets the information about the memory used by the client terminal/agent (in Mb).

```cpp
int MemoryUsed() const
```

**Return Value**

The memory used by the client terminal/agent (in Mb).

**Note**

The memory used by the client terminal/agent is defined by `TerminalInfoInteger()` function (`TERMINAL_MEMORY_USED` property).
IsX64

Gets the information about the type of the client terminal.

```cpp
bool IsX64() const
```

Return Value

true - 64-bit version is used, otherwise - false.

Note

The type of the terminal is defined by `TerminalInfoInteger()` function (`TERMINAL_X64` property).
OpenCLSupport

Gets the information about the version of OpenCL supported by video card.

```c
int OpenCLSupport() const
```

Return Value

OpenCL version having the following form: $0x00010002 = \text{"1.2"}$. 0 means that OpenCL is not supported.

Note

OpenCL version is defined by `TerminalInfoInteger()` function (`TERMINAL_OPENCL_SUPPORT` property).
DiskSpace

Gets the information about free disk space available for MQL5\Files folder of the terminal/agent (in Mb).

```cpp
int MDiskSpace() const
```

Return Value

Free disk space.

Note

Free disk space is defined by `TerminalInfInteger()` function (`TERMINAL_DISK_SPACE` property).
**Language**

Gets the information about the language of the client terminal.

```cpp
string Language() const
```

**Return Value**

Language used in the client terminal.

**Note**

The terminal language is defined by `TerminalInfoString()` function (`TERMINAL_LANGUAGE` property).
Name

Gets the information on the name of the client terminal.

```cpp
string Name() const
```

**Return Value**

Name of the client terminal.

**Note**

The name of the terminal is defined by `TerminalInfoString()` function (TERMINAL_NAME property).
Company

Gets the information about the name of the company.

```cpp
string Company() const
```

Return Value

The name of the company.

Note

The company name is defined by `TerminalInfoString()` function (`TERMINAL_COMPANY` property).
Path

Gets the client terminal folder.

```cpp
string Path() const
```

Return Value

The client terminal folder.

Note

The client terminal folder is used by `TerminalInfo::String()` function (TERMINAL_PATH property).
**DataPath**

Gets the information about the terminal data folder.

```
string DataPath() const
```

**Return Value**

Data folder of the client terminal.

**Note**

Client terminal data folder is defined by `TerminalInfoString()` function (TERMINAL_DATA_PATH property).
CommonDataPath

Gets the common data folder of all client terminals installed on the computer.

```cpp
string CommonDataPath() const
```

**Return Value**

Common data folder of all installed terminals.

**Note**

The common data folder of all installed terminals is defined by `TerminalInfoString()` function (`COMMON_DATA_PATH` property).
### InfoInteger

Returns the value of a corresponding integer property of the mql5 program environment.

```c
int TerminalInfoInteger(
    int property_id  // identifier of a property
);
```

**Parameters**

- `property_id`  
  [in] Identifier of a property. It can be one of the values of the enumeration `ENUM_TERMINAL_INFO_INTEGER`.

**Return Value**

Value of int type.

**Note**

The property value is defined by `TerminalInfoInteger()` function.
InfoString

The function returns the value of a corresponding property of the mql5 program environment. The property must be of string type.

```
string TerminalInfoString(
    int property_id // property ID
);
```

Parameters

`property_id`

[in] Identifier of a property. It can be one the values of the enumeration `ENUM_TERMINAL_INFO_STRING`.

Return Value

Value of string type.

Note

The property value is defined by `TerminalInfoString()` function.
Classes for Creating and Testing Trading Strategies

This section contains technical details of working with classes for creation and testing of trading strategies and description of the relevant components of the MQL5 standard library.

The use of these classes will save time when creating (and especially testing) trading strategies.

MQL5 Standard Library (in terms of trading strategies) is placed in the terminal directory, in the `Include\Expert` folder.

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</thead>
<tbody>
<tr>
<td>CSignalAC</td>
<td>The module of signals based on market models of the indicator Accelerator Oscillator.</td>
</tr>
<tr>
<td>CSignalAMA</td>
<td>The module of signals based on market models of the indicator Adaptive Moving Average.</td>
</tr>
<tr>
<td>CSignalAO</td>
<td>The module of signals based on market models of the indicator Awesome Oscillator.</td>
</tr>
<tr>
<td>CSignalBearsPower</td>
<td>The module of signals based on market models of the oscillator Bears Power.</td>
</tr>
<tr>
<td>CSignalBullsPower</td>
<td>The module of signals based on market models of the oscillator Bulls Power.</td>
</tr>
<tr>
<td>CSignalCCI</td>
<td>The module of signals based on market models of the oscillator Commodity Channel Index.</td>
</tr>
<tr>
<td>CSignalDeM</td>
<td>The module of signals based on market models of the oscillator DeMarker.</td>
</tr>
<tr>
<td>CSignalDEMA</td>
<td>The module of signals based on market models of the indicator Double Exponential Moving Average.</td>
</tr>
<tr>
<td>CSignalEnvelopes</td>
<td>The module of signals based on market models of the indicator Envelopes.</td>
</tr>
<tr>
<td>CSignalFrAMA</td>
<td>The module of signals based on market models of the indicator Fractal Adaptive Moving Average.</td>
</tr>
</tbody>
</table>
### Trading signal classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSignalITF</td>
<td>The module of filtration of signals by time.</td>
</tr>
<tr>
<td>CSignalMACD</td>
<td>The module of signals based on market models of the oscillator MACD.</td>
</tr>
<tr>
<td>CSignalMA</td>
<td>The module of signals based on market models of the indicator Moving Average.</td>
</tr>
<tr>
<td>CSignalSAR</td>
<td>The module of signals based on market models of the indicator Parabolic SAR.</td>
</tr>
<tr>
<td>CSignalRSI</td>
<td>The module of signals based on market models of the oscillator Relative Strength Index.</td>
</tr>
<tr>
<td>CSignalRVI</td>
<td>The module of signals based on market models of the oscillator Relative Vigor Index.</td>
</tr>
<tr>
<td>CSignalStoch</td>
<td>The module of signals based on market models of the oscillator Stochastic.</td>
</tr>
<tr>
<td>CSignalTRIX</td>
<td>The module of signals based on market models of the oscillator Triple Exponential Average.</td>
</tr>
<tr>
<td>CSignalTEMA</td>
<td>The module of signals based on market models of the indicator Triple Exponential Moving Average.</td>
</tr>
<tr>
<td>CSignalWPR</td>
<td>The module of signals based on market models of the oscillator Williams Percent Range.</td>
</tr>
</tbody>
</table>

### Trailing Stop classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CTrailingFixedPips</td>
<td>This class implements Trailing Stop algorithm based on fixed points</td>
</tr>
<tr>
<td>CTrailingMA</td>
<td>This class implements Trailing Stop algorithm based on the values of Moving Average indicator</td>
</tr>
<tr>
<td>CTrailingNone</td>
<td>A stub class, it does not use any Trailing Stop algorithm</td>
</tr>
<tr>
<td>CTrailingPSAR</td>
<td>This class implements Trailing Stop algorithm based on the values of Parabolic SAR indicator</td>
</tr>
</tbody>
</table>

### Money Management classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMoneyFixedLot</td>
<td>A class with an algorithm based on trading with predefined fixed lot size.</td>
</tr>
<tr>
<td>CMoneyFixedMargin</td>
<td>A class with an algorithm based on trading with predefined fixed margin.</td>
</tr>
</tbody>
</table>
### Money Management classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMoneyFixedRisk</td>
<td>A class with an algorithm based on trading with predefined risk.</td>
</tr>
<tr>
<td>CMoneyNone</td>
<td>A class with an algorithm based on trading with minimal allowed lot size.</td>
</tr>
<tr>
<td>CMoneySizeOptimized</td>
<td>A class with an algorithm based on trading with variable lot size, depending on the results of the previous deals.</td>
</tr>
</tbody>
</table>
Base classes for Expert Advisors

This section contains technical details of working with classes for creation and testing of trading strategies and description of the relevant components of the MQL5 standard library.

The use of these classes will save time when creating (and especially testing) trading strategies.

MQL5 Standard Library (in terms of trading strategies classes) is placed in the terminal directory, in the Include\Expert folder.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CExpertBase</td>
<td>Base class for all trading strategy classes</td>
</tr>
<tr>
<td>CExpert</td>
<td>Base class for Expert Advisor</td>
</tr>
<tr>
<td>CExpertSignal</td>
<td>Base class for Trading Signal classes</td>
</tr>
<tr>
<td>CExpertTrailing</td>
<td>Base class for Trailing Stop classes</td>
</tr>
<tr>
<td>CExpertMoney</td>
<td>Base class for Money Management classes</td>
</tr>
</tbody>
</table>
CExpertBase

CExpertBase is a base class for the CExpert class and all auxiliary trading strategy classes.

Description

CExpertBase provides the data and methods, which are common to all objects of the Expert Advisor.

Declaration

```cpp
#include <Expert\ExpertBase.mqh>
```

Inheritance hierarchy

CObject
- CExpertBase

Direct descendants
- CExpert, CExpertMoney, CExpertSignal, CExpertTrailing

Class Methods by Groups

Public Methods:

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Description</th>
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<tr>
<td>virtual Init</td>
<td>Initializes the object</td>
</tr>
<tr>
<td>virtual ValidationSettings</td>
<td>Checks the settings</td>
</tr>
</tbody>
</table>

Parameters

| Symbol    | Sets the symbol                                  |
| Period    | Sets the timeframe                               |
| Magic     | Sets the Expert Advisor ID                       |

Indicators and Timeseries

| virtual SetPriceSeries | Sets pointers to external timeseries (price series) |
| virtual SetOtherSeries | Sets pointers to external timeseries (non-price series) |
| virtual InitIndicators | Initializes the indicators and timeseries        |

Access to Protected Data

| InitPhase | Gets the current phase of object initialization |

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## Initialization

<table>
<thead>
<tr>
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<th>Description</th>
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<td>Sets trend type</td>
</tr>
<tr>
<td><strong>UsedSeries</strong></td>
<td>Gets bitmask of timeseries used</td>
</tr>
<tr>
<td><strong>EveryTick</strong></td>
<td>Sets the “Every tick” flag</td>
</tr>
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## Access to Timeseries

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<tr>
<th>Timeseries</th>
<th>Description</th>
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<td><strong>Open</strong></td>
<td>Gets the element of the Open timeseries by index</td>
</tr>
<tr>
<td><strong>High</strong></td>
<td>Gets the element of the High timeseries by index</td>
</tr>
<tr>
<td><strong>Low</strong></td>
<td>Gets the element of the Low timeseries by index</td>
</tr>
<tr>
<td><strong>Close</strong></td>
<td>Gets the element of the Close timeseries by index</td>
</tr>
<tr>
<td><strong>Spread</strong></td>
<td>Gets the element of the Spread timeseries by index</td>
</tr>
<tr>
<td><strong>Time</strong></td>
<td>Gets the element of the Time timeseries by index</td>
</tr>
<tr>
<td><strong>TickVolume</strong></td>
<td>Gets the element of the TickVolume timeseries by index</td>
</tr>
<tr>
<td><strong>RealVolume</strong></td>
<td>Gets the element of the RealVolume timeseries by index</td>
</tr>
</tbody>
</table>

## Protected Methods:

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>InitOpen</strong></td>
<td>Open timeseries initialization method</td>
</tr>
<tr>
<td><strong>InitHigh</strong></td>
<td>High timeseries initialization method</td>
</tr>
<tr>
<td><strong>InitLow</strong></td>
<td>Low timeseries initialization method</td>
</tr>
<tr>
<td><strong>InitClose</strong></td>
<td>Close timeseries initialization method</td>
</tr>
<tr>
<td><strong>InitSpread</strong></td>
<td>Spread timeseries initialization method</td>
</tr>
<tr>
<td><strong>InitTime</strong></td>
<td>Time timeseries initialization method</td>
</tr>
<tr>
<td><strong>InitTickVolume</strong></td>
<td>TickVolume timeseries initialization method</td>
</tr>
<tr>
<td><strong>InitRealVolume</strong></td>
<td>RealVolume timeseries initialization method</td>
</tr>
<tr>
<td><strong>PriceLevelUnit</strong></td>
<td>Gets the price level unit</td>
</tr>
</tbody>
</table>

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### Initialization of Timeseries

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual <code>StartIndex</code></td>
<td>Gets the index of starting bar to analyze</td>
</tr>
<tr>
<td>virtual <code>CompareMagic</code></td>
<td>Compares the Expert Advisor ID with the specified value</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

Prev, Prev, Next, Next, Save, Load, Type, Compare
InitPhase

Gets the current phase of the object initialization.

`ENUM_INIT_PHASE InitPhase()`

**Return Value**

Current phase of the object initialization.

**Note**

The object initialization consist of several phases:

1. Start initialization.
   - start - after finish of the constructor
   - finish - after successful completion of the `Init(...)` method.
   - allowed - call of the `Init(...)` method
   - not allowed - call of the `ValidationSettings()` method and other initialization methods

2. Parameters setting phase. In this phase you need to set all the object parameters, used for creation of indicators.
   - start - after successful completion of the `Init(...)` method
   - finish - after successful completion of the `ValidationSettings()` method
   - allowed - call of `Symbol(...)`, `Period(...)` and `InitIndicators(...)`, `SetPriceSeries(...)`, `SetOtherSeries(...)` methods
   - not allowed - call of `Symbol(...)`, `Period(...)`, `InitIndicators(...)`, `SetPriceSeries(...)`, `SetOtherSeries(...)` and `InitIndicators(...)` methods

3. Checking of parameters.
   - start - after successful completion of the `ValidationSettings()` method
   - finish - after successful completion of the `InitIndicators(...)` method
   - allowed - call of the `Symbol(...)`, `Period(...)` and `InitIndicators(...)` methods
   - not allowed - call of any other initialization methods

4. Finish of initialization.
   - start - after successful completion of the `InitIndicators(...)` method
   - not allowed - call of initialization methods
TrendType

Sets trend type.

```c
void TrendType(
    M_TYPE_TRENDS value      // value
)
```

Parameters

- `value` [in] New value of trend type.

Return Value

None.
**UsedSeries**

Gets the bitmask of timeseries used.

```c
int UsedSeries()
```

**Return Value**

The list of used timeseries as bitmask.

**Note**

If the bit is set, the corresponding timeseries is used, if it is not set, the timeseries is not used.

The bit-timeseries correspondence:

- bit 0 - Open timeseries,
- bit 1 - High timeseries,
- bit 2 - Low timeseries,
- bit 3 - Close timeseries,
- bit 4 - Spread timeseries,
- bit 5 - Time timeseries,
- bit 6 - TickVolume timeseries,
- bit 7 - RealVolume timeseries.
**EveryTick**

Sets the “Every tick” flag.

```c
void EveryTick(
    bool value // flag
)
```

**Parameters**

- `value`
  

**Return Value**

- None.

**Note**

If the flag is set, each price (tick) change at a working symbol is processed.

If the flag is not set, the processing method is called only at a new bar on the working timeframe and symbol.
Open

Gets the element of the Open timeseries by index.

```c
double Open(
    int ind // index
)
```

**Parameters**

*ind*

[in] Element index.

**Return Value**

If successful, it returns the numerical value of the Open timeseries element with specified index, otherwise it returns EMPTY_VALUE.

**Note**

The EMPTY_VALUE is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
High

Gets the element of the High timeseries by index.

```cpp
double High(
    int ind // index
)
```

Parameters

- `ind`
  - [in] Element index.

Return Value

If successful, it returns the numerical value of the High timeseries element with specified index, otherwise it returns EMPTY_VALUE.

Note

The EMPTY_VALUE is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
Low

Gets the element of the Low timeseries by index.

```cpp
double Low(
    int ind  // index
)
```

**Parameters**

- `ind`  
  [in] Element index.

**Return Value**

If successful, it returns the numerical value of the Low timeseries element with specified index, otherwise it returns `EMPTY_VALUE`.

**Note**

The `EMPTY_VALUE` is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
Close

Gets the element of the Close timeseries by index.

```c
double Close ( int ind ) // index
```

**Parameters**

`ind`

[in] Element index.

**Return Value**

If successful, it returns the numerical value of the Close timeseries element with specified index, otherwise it returns EMPTY_VALUE.

**Note**

The EMPTY_VALUE is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
**Spread**

Gets the element of the Spread timeseries by index.

```c
double Spread(
    int ind // index
)
```

**Parameters**

`ind`

[in] Element index.

**Return Value**

If successful, it returns the numerical value of the Spread timeseries element with specified index, otherwise it returns EMPTY_VALUE.

**Note**

The EMPTY_VALUE is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
Time

Gets the element of the Time timeseries by index.

```cpp
datetime Time(
    int ind // index
)
```

**Parameters**

`ind`

> [in] Element index.

**Return Value**

If successful, it returns the numerical value of the Time timeseries element with specified index, otherwise it returns EMPTY_VALUE.

**Note**

The EMPTY_VALUE is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
TickVolume

Gets the element of the TickVolume timeseries by index.

```c
long TickVolume(
    int ind // index
)
```

Parameters

`ind`

[in] Element index.

Return Value

If successful, it returns the numerical value of the TickVolume timeseries element with specified index, otherwise it returns EMPTY_VALUE.

Note

The EMPTY_VALUE is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
RealVolume

Gets the element of the RealVolume timeseries by index.

```c
long RealVolume(
    int    ind       // index
)
```

Parameters

`ind`

[in] Element index.

Return Value

If successful, it returns the numerical value of the RealVolume timeseries element with specified index, otherwise it returns EMPTY_VALUE.

Note

The EMPTY_VALUE is returned in two cases:

1. Timeseries is not used (the corresponding bit is not set).
2. Element index is out of range.
**Init**

Initializes the object.

```cpp
bool Init(
    CSymbolInfo symbol, // symbol
    ENUM_TIMEFRAMES period, // timeframe
    double point // point
)
```

**Parameters**

- **symbol**
  - [in] Pointer to the object of `CSymbolInfo` type for access to symbol information.

- **period**

- **point**
  - [in] The "weight" of 2/4-digit point.

**Return Value**

true - successful completion, otherwise - false.
Symbol

Sets the object symbol.

```cpp
bool Symbol(
    string name // symbol
)
```

**Parameters**

- `name`
  

**Return Value**

true - successful, otherwise - false.

**Note**

The setting of working symbol is necessary if the object uses the symbol different from symbol defined at the first initialization.
Period

Sets the object timeframe.

```cpp
bool Period(
    ENUM_TIMEFRAMES value  // timeframe
);
```

Parameters

value


Return Value

true - successful, otherwise - false.

Note

The setting of working timeframe is necessary if the object uses the timeframe different from timeframe defined at the initialization.
Magic

Sets the Expert Advisor ID.

```cpp
void Magic(
    ulong value  // magic
}
```

**Parameters**

- `value`
  - `[in]` Expert Advisor ID.

**Return Value**

None.
ValidationSettings

Checks the settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

true - successful, otherwise - false.
SetPriceSeries

Sets pointers to external price series.

```cpp
elemental bool SetPriceSeries(
    CiOpen* open,       // pointer
    CiHigh* high,       // pointer
    CiLow* low,         // pointer
    CiClose* close      // pointer
)
```

Parameters

- `open` [in] Pointer to Open timeseries.
- `high` [in] Pointer to High timeseries.
- `low` [in] Pointer to Low timeseries.
- `close` [in] Pointer to Close timeseries.

Return Value

- true - successful, otherwise - false.

Note

The setting of pointers to external timeseries (price series) is necessary if the object uses the symbol and timeframe (set during the first initialization) and price timeseries necessary for further work.
SetOtherSeries

Sets pointers to external non-price series.

```cpp
virtual bool SetOtherSeries(
    CiSpread* spread, // pointer
    CiTime* time, // pointer
    CiTickVolume* tick_volume, // pointer
    CiRealVolume* real_volume // pointer
)
```

Parameters

spread

[in] Pointer to Spread timeseries.

time

[in] Pointer to Time timeseries.

tick_volume

[in] Pointer to TickVolume timeseries.

real_volume

[in] Pointer to RealVolume timeseries.

Return Value

true - successful, otherwise - false.

Note

The setting of pointers to external timeseries (price series) is necessary if the object uses the symbol and timeframe (set during the first initialization) and price timeseries necessary for further work.
**InitIndicators**

Initializes all indicators and time series.

```cpp
virtual bool InitIndicators(
    CIndicators* indicators=NULL // pointer
)
```

**Parameters**

`indicators`

[in] Pointer to collection of indicators and timeseries.

**Return Value**

true - successful, otherwise - false.

**Note**

The timeseries are initialized only if the object uses the symbol or timeframe different from the symbol or timeframe defined at initialization.
InitOpen

Initializes the Open timeseries.

bool InitOpen(
    CIndicators* indicators  // pointer
)

Parameters

indicators
    [in] Pointer to collection of indicators and timeseries.

Return Value

true - successful, otherwise - false.

Note

The Open timeseries is initialized only if the object uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
### InitHigh

Initializes the High timeseries.

```cpp
bool InitHigh(
    CIndicators* indicators  // pointer
)
```

**Parameters**

- `indicators`
  - [in] Pointer to collection of indicators and timeseries.

**Return Value**

- `true` - successful, otherwise - `false`.

**Note**

The High timeseries is initialized only if the object uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
**InitLow**

Initializes the Low timeseries.

```cpp
bool InitLow(
    CIndicators* indicators // pointer
)
```

**Parameters**

*indicators*

    [in] Pointer to collection of indicators and timeseries.

**Return Value**

  true - successful, otherwise - false.

**Note**

The Low timeseries is initialized only if the object uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
InitClose

Initializes the Close timeseries.

```cpp
bool InitClose(
    CIndicators* indicators  // pointer
)
```

**Parameters**

`indicators`

[in] Pointer to collection of indicators and timeseries.

**Return Value**

true - successful, otherwise - false.

**Note**

The Close timeseries is initialized only if Expert Advisor uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
### InitSpread

Initializes the Spread timeseries.

```cpp
bool InitSpread(
    CIndicators* indicators // pointer
)
```

**Parameters**

- `indicators`
  - `[in]` Pointer to collection of indicators and timeseries.

**Return Value**

- `true` - successful, otherwise - `false`.

**Note**

The Spread timeseries is initialized only if Expert Advisor uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
**InitTime**

Initializes the Time timeseries.

```cpp
bool InitTime(
    CIndicators* indicators  // pointer
)
```

**Parameters**

`indicators`

[in] Pointer to collection of indicators and timeseries.

**Return Value**

true - successful, otherwise - false.

**Note**

The Time timeseries is initialized only if Expert Advisor uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
InitTickVolume

Initializes the TickVolume timeseries.

```c
bool InitTickVolume(
    CIndicators* indicators  // pointer
)
```

**Parameters**

- `indicators`
  
  [in] Pointer to collection of indicators and timeseries.

**Return Value**

- true - successful, otherwise - false.

**Note**

The TickVolume timeseries is initialized only if Expert Advisor uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
**InitRealVolume**

Initializes the RealVolume timeseries.

```cpp
bool InitRealVolume(
    CIndicators* indicators  // pointer
)
```

**Parameters**

`indicators`

[in] Pointer to collection of indicators and timeseries.

**Return Value**

true - successful, otherwise - false.

**Note**

The RealVolume timeseries is initialized only if Expert Advisor uses the symbol/timeframe different from the symbol/timeframe defined at the first initialization (and timeseries is used further).
PriceLevelUnit

Gets the price level unit.

```c
virtual double PriceLevelUnit()
```

Return Value

The value of price level unit.

Note

The method of a base class returns the "weight" of the 2/4 digits point.
**StartIndex**

Gets the index of starting bar to analyze.

```
virtual int StartIndex()
```

**Return Value**

The index of starting bar to analyze.

**Note**

The method returns 0 if the flag to analyze current bar is set to true (analysis from the current bar). If the flag is not set, it returns 1 (analysis from the last completed bar).
**CompareMagic**

Compares the Expert Advisor ID (magic) with the specified value.

```cpp
virtual bool CompareMagic(
    ulong magic   // identifier
)
```

**Parameters**

- `magic`
  - [in] Identifier value to compare.

**Return Value**

- `true` - identifier matches the specified one, otherwise - `false`.
CExpert

CExpert is a base class for trading strategies.

It already has some elementary trading “skills”. It has built-in algorithms for working with time series and indicators and a set of virtual methods for trading strategy.

How to use it:

1. Prepare an algorithm of the strategy;
2. Create your own class, inherited from CExpert class;
3. Override the virtual methods in your class with your own algorithms.

Description

The CExpert class is a set of virtual methods for implementation of trading strategies.

Note

A position is recognized as belonging to an Expert Advisor and managed by it based on the pair of properties m_symbol and m_magic. In the “hedging” mode, multiple positions can be opened for the same symbol, therefore the m_magic value is important.

Declaration

```cpp
class CExpert : public CExpertBase
```

Title

```cpp
#include <Expert\Expert.mqh>
```

Inheritance hierarchy

CObject
   CExpertBase
      CExpert

Class Methods by Groups

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<td>Initializes Trading Signal object</td>
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<tr>
<td>virtual InitTrailing</td>
<td>Initializes Trailing Stop object</td>
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<tr>
<td>virtual InitMoney</td>
<td>Initializes Money Management object</td>
</tr>
<tr>
<td>virtual InitTrade</td>
<td>Initializes Trade object</td>
</tr>
<tr>
<td>virtual ValidateSettings</td>
<td>Checks the settings</td>
</tr>
<tr>
<td>virtual InitIndicators</td>
<td>Initializes indicators and timeseries</td>
</tr>
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**Event Processing Methods**

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</table>

**Update Methods**

| Refresh | Updates all data |

**Processing**

| Processing | Main processing algorithm |

**Market Entry Methods**

| CheckOpen | Checks position opening conditions |
| CheckOpenLong | Checks conditions to open long position |
| CheckOpenShort | Checks conditions to open short position |
| OpenLong | Opens a long position |
### Initialization
- **OpenShort**
  - Opens a short position

### Market Exit Methods
- **CheckClose**
  - Checks conditions to close current position
- **CheckCloseLong**
  - Checks conditions to close long position
- **CheckCloseShort**
  - Checks conditions to close short position
- **CloseAll**
  - Closes the opened position and deletes all orders
- **Close**
  - Closes the opened position
- **CloseLong**
  - Closes the long position
- **CloseShort**
  - Closes the short position

### Position Reverse Methods
- **CheckReverse**
  - Checks conditions to reverse opened position
- **CheckReverseLong**
  - Checks conditions to reverse long position
- **CheckReverseShort**
  - Checks conditions to reverse short position
- **ReverseLong**
  - Performs reverse operation of long position
- **ReverseShort**
  - Performs reverse operation of short position

### Position/Order Trailing Methods
- **CheckTrailingStop**
  - Checks conditions to modify position parameters
- **CheckTrailingStopLong**
  - Checks Trailing Stop conditions of long position
- **CheckTrailingStopShort**
  - Checks Trailing Stop conditions of short position
- **TrailingStopLong**
  - Performs Trailing Stop for long position
- **TrailingStopShort**
  - Performs Trailing Stop for short position
- **CheckTrailingOrderLong**
  - Checks Trailing Stop conditions of Buy Limit/Stop order
- **CheckTrailingOrderShort**
  - Checks Trailing Stop conditions of Sell Limit/Stop order
- **TrailingOrderLong**
  - Performs Trailing Stop for Buy Limit/Stop order
- **TrailingOrderShort**
  - Performs Trailing Stop for Sell Limit/Stop order

### Order Delete Methods
- **CheckDeleteOrderLong**
  - Checks conditions to delete Buy order
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Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries
Init

Class instance initialization method.

```cpp
bool Init(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // timeframe
    bool every_tick,  // flag
    ulong magic       // Expert Advisor identifier
)
```

**Parameters**

- `symbol`  

- `period`  
  [in] Timeframe from `ENUM_TIMEFRAMES` enumeration.

- `every_tick`  

- `magic`  

**Return Value**

None.

**Note**

If `every_tick` is set to true, the `Processing()` method is called at each tick of the working symbol. Otherwise, the `Processing()` is called only when a new bar is formed on the working timeframe of the EA's working symbol.
**Magic**

Sets the Expert Advisor ID (magic).

```cpp
void Magic(
    ulong value    // new value
)
```

**Parameters**

value

[in] New value of Expert Advisor ID.

**Return Value**

None.

**Note**

If EA’s identifier is changed, the same identifier is assigned to all auxiliary objects.

**Implementation**

```cpp
//+------------------------------------------------------------------+
//| Sets magic number for object and its dependent objects            |
//| INPUT:  value - new value of magic number.                        |
//| OUTPUT: no.                                                      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
void CExpert::Magic(ulong value)
{
    if(m_trade!=NULL) m_trade.SetExpertMagicNumber(value);
    if(m_signal!=NULL) m_signal.Magic(value);
    if(m_money!=NULL) m_money.Magic(value);
    if(m_trailing!=NULL) m_trailing.Magic(value);
    //---
    CExpertBase::Magic(value);
}
```
**InitSignal**

Initializes trading signal object.

```cpp
virtual bool InitSignal(
    CExpertSignal* signal=NULL, // pointer
)
```

**Parameters**

*signal*

[in] Pointer to `CExpertSignal` class object (or its descendant).

**Return Value**

true - successful, otherwise - false.

**Note**

If signal is NULL, the `CExpertSignal` class will be used for initialization (it does nothing).
InitTrailing

Initializes trailing stop object.

```
virtual bool InitTrailing(CExpertTrailing* trailing=NULL, // pointer
)
```

**Parameters**

*trailing*

[in] Pointer to `CExpertTrailing` class object (or its descendant).

**Return Value**

true - successful, otherwise - false.

**Note**

If trailing is NULL, the `ExpertTrailing` class will be used for initialization (it does nothing).
**InitMoney**

Initializes the money management object.

```cpp
virtual bool InitMoney(
    CExpertMoney* money=NULL,    // pointer
)
```

**Parameters**

`money`

[in] Pointer to `CExpertMoney` class object (or its descendant).

**Return Value**

true - successful, otherwise - false.

**Note**

If `money` is NULL, the `CExpertMoney` class will be used for initialization (it uses the minimum lot).
InitTrade

Initializes the trade object.

```cpp
virtual bool InitTrade(
    ulong magic, // identifier
    CExpertTrade* trade=NULL // pointer
)
```

Parameters

- `magic` 
  
  `[in]` Expert Advisor ID (will be used in trade requests).

- `trade` 
  
  `[in]` Pointer to trade object.

Return Value

- `true` - successful, otherwise `false`.
Deinit

Class instance deinitialization method.

```cpp
virtual void Deinit()
```

Return Value

None.
OnTickProcess

Sets the OnTick event handling flag.

```cpp
void OnTickProcess(
    bool value  // flag
)
```

Parameters

value

[in] OnTick event handling flag.

Return Value

None.

Note

If the flag is true, the OnTick event is handled. By default, the flag is set to true.
OnTradeProcess

Sets the OnTrade event handling flag.

```c
void OnTradeProcess(
    bool value  // flag
)
```

Parameters

- `value`  
  [in] OnTrade event handling flag.

Return Value

None.

Note

If the flag is true, the OnTrade event is handled. By default, the flag is set to false.
OnTimerProcess

Sets the OnTimer event handling flag.

```c
void OnTimerProcess(
    bool value    // flag
)
```

Parameters

value

[in] OnTimer event handling flag.

Return Value

None.

Note

If the flag is true, the OnTimer event is handled. By default, the flag is set to false.
OnChartEventProcess

Sets a flag to handle the OnChartEvent event.

```cpp
void OnChartEventProcess(
    bool value  // flag
)
```

Parameters

value

[in] Flag to handle the OnChartEvent event.

Return Value

None.

Note

If the flag is true, the OnChartEvent event is handled. By default, the flag is set to false.
OnBookEventProcess

Sets a flag to handle the OnBookEvent event.

```c
void OnChartEventProcess(
    bool value       // flag
)
```

**Parameters**

`value`

[in] Flag to handle the OnBookEvent event.

**Return Value**

None.

**Note**

If the flag is true, the OnBookEvent event is handled. By default, the flag is set to false.
MaxOrders (Get Method)

Gets the maximum amount of allowed orders.

```cpp
int MaxOrders()
```

Return Value

Maximum amount of allowed orders.

MaxOrders (Set Method)

Sets the maximum amount of allowed orders.

```cpp
void MaxOrders(
    int max_orders // amount of orders
)
```

Parameters

- `max_orders`

  `[in]` New value of maximum amount of allowed orders.

Return Value

None.

Note

By default, the maximum amount of allowed orders is equal to 1.
Signal

Gets the pointer to the trade signal object.

CExpertSignal* Signal() const

Return Value

Pointer to the trade signal object.
ValidationSettings

Checks the settings.

```
virtual bool ValidationSettings()
```

**Return Value**

- true - successful, otherwise - false.

**Note**

It also checks the settings of all the Expert Advisor objects.
**InitIndicators**

Initializes necessary indicators and timeseries.

```cpp
virtual bool InitIndicators(
    CIndicators* indicators=NULL // pointer
)
```

**Parameters**

`indicators`

- `[in]` Pointer to collection of indicators and timeseries.

**Return Value**

- `true` - successful completion, otherwise - `false`.

**Note**

The timeseries are initialized if the object uses a symbol or timeframe other than the one defined in the initialization.

Indicators and timeseries of all auxiliary EA objects are initialized.
OnTick

OnTick event handler.

```c
virtual void OnTick()
```

Return Value

None.
OnTrade

OnTrade event handler.

virtual void OnTrade()

Return Value

None.
OnTimer

OnTimer event handler.

```
virtual void OnTimer()
```

Return Value

None.
OnChartEvent

OnChartEvent event handler.

```cpp
virtual void OnChartEvent(
    const int id, // event id
    const long lparam, // long type event parameter
    const double dparam, // double type event parameter
    const string sparam // string type event parameter
)
```

Parameters

- **id**
  - [in] Event ID.

- **lparam**
  - [in] Event parameter of long type.

- **dparam**
  - [in] Event parameter of double type.

- **sparam**
  - [in] Event parameter of string type.

Return Value

- None.
OnBookEvent

OnBookEvent event handler.

```cpp
virtual void OnBookEvent(
    const string& symbol // symbol
)
```

Parameters
symbol

Return Value
None.
InitParameters

Initializes parameters of Expert Advisor.

```
virtual bool InitParameters()
```

**Return Value**

true - successful, otherwise - false.

**Note**

The InitParameters() function of `CExpert` base class does nothing and always returns true.
DeinitTrade

Deinitializes trade object.

```cpp
virtual void DeinitTrade()
```

Return Value

None.
DeinitSignal

Deinitializes trade signal object.

```cpp
virtual void DeinitSignal()
```

Return Value

None.
DeinitTrailing

Deinitializes trailing object.

```cpp
virtual void DeinitTrailing()
```

Return Value

None.
DeinitMoney

Deinitializes money management object.

```cpp
virtual void DeinitMoney()
```

Return Value

None.
DeinitIndicators

Deinitializes indicators and timeseries.

virtual void DeinitIndicators()

Return Value

None.

Note

Indicators and timeseries of all auxiliary EA objects are deinitialized.
Refresh

Updates all necessary data.

```cpp
virtual bool Refresh()
```

Return Value

true - further tick processing is needed, otherwise - false.

Note

It allows to determine the need of tick processing. If it is needed, it updates all quotes and timeseries and indicators data and returns true.

Implementation

```cpp
//+------------------------------------------------------------------+
//| Refreshing data for processing                                    |
//| INPUT: no.                                                      |
//| OUTPUT: true-if successful, false otherwise.                     |
//| REMARK: no.                                                     |
//+------------------------------------------------------------------+
bool CExpert::Refresh()
{
    MqlDateTime time;
    //--- refresh rates
    if(!m_symbol.RefreshRates()) return(false);
    //--- check need processing
    TimeToStruct(m_symbol.Time(),time);
    if(m_period_flags!=WRONG_VALUE && m_period_flags!=0)
        if((m_period_flags & TimeframesFlags(time))==0) return(false);
    m_last_tick_time=time;
    //--- refresh indicators
    m_indicators.Refresh();
    //--- ok
    return(true);
}
```
Processing

Main processing algorithm.

```cpp
virtual bool Processing()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It does the following steps:

1. Checks the presence of the opened position on the symbol. If there is no opened position, skip steps 2, 3, and 4.
2. Checks conditions to reverse opened position (`CheckReverse()` method). If position has been "reversed", exit.
3. Checks conditions to close position (`CheckClose()` method). If position has been closed, skip step 4.
4. Checks conditions to modify position parameters (`CheckTrailingStop()` method). If position parameters have been modified, exit.
5. Check the presence of pending orders on the symbol. If there is no any pending order, go to step 9.
6. Checks condition to delete order (`CheckDeleteOrderLong()` for buy pending orders or `CheckDeleteOrderShort()` for sell pending orders). If the order has been deleted, go to step 9.
7. Check conditions to modify pending order parameters (`CheckTrailingOrderLong()` for buy orders or `CheckTrailingOrderShort()` for sell orders). If the order parameters have been modified, exit.
8. Exit.
9. Checks conditions to open position (`CheckOpen()` method).

If you want to implement your own algorithm, you need to override the `Processing()` method of the descendant class.

Implementation
bool CExpert::Processing()
{
    //--- check if open positions
    if(m_position.Select(m_symbol.Name()))
    {
        //--- open position is available
        //--- check the possibility of reverse the position
        if(CheckReverse()) return(true);
        //--- check the possibility of closing the position/delete pending orders
        if(!CheckClose())
        {
            //--- check the possibility of modifying the position
            if(CheckTrailingStop()) return(true);
            //--- return without operations
            return(false);
        }
    }

    //--- check if placed pending orders
    int total=OrdersTotal();
    if(total!=0)
    {
        for(int i=total-1;i>=0;i--)
        {
            m_order.SelectByIndex(i);
            if(m_order.Symbol()!-m_symbol.Name()) continue;
            if(m_order.OrderType()==ORDER_TYPE_BUY_LIMIT || m_order.OrderType()==ORDER_TYPE_BUY_STOP)
            {
                //--- check the ability to delete a pending order to buy
                if(CheckDeleteOrderLong()) return(true);
                //--- check the possibility of modifying a pending order to buy
                if(CheckTrailingOrderLong()) return(true);
            }
            else
            {
                //--- check the ability to delete a pending order to sell
                if(CheckDeleteOrderShort()) return(true);
                //--- check the possibility of modifying a pending order to sell
                if(CheckTrailingOrderShort()) return(true);
            }
            //--- return without operations
            return(false);
        }
    }

    //--- check the possibility of opening a position/setting pending order
    if(CheckOpen()) return(true);
    //--- return without operations
    return(false);
}
**SelectPosition**

Selects a position to work with.

```cpp
void SelectPosition()
```

**Return Value**

No.

**Implementation**

```cpp
#include <iostream>

bool CExpert::SelectPosition(void)
{
    bool res=false;
    //---
    if(m_margin_mode==ACCOUNT_MARGIN_MODE_RETAIL_HEDGING)
        res=m_position.SelectByMagic(m_symbol.Name(),m_magic);
    else
        res=m_position.Select(m_symbol.Name());
    //---
    return(res);
}
```
CheckOpen

Checks conditions to open a position.

```cpp
virtual bool CheckOpen()
```

Return Value

true - a trade operation has been executed, otherwise - false.

Note

It checks the necessity to open long (CheckOpenLong()) and short (CheckOpenShort()) positions.

Implementation

```cpp
bool CExpert::CheckOpen()
{
    if (CheckOpenLong()) return(true);
    if (CheckOpenShort()) return(true);
    //--- return without operations
    return(false);
}
```
# CheckOpenLong

Checks necessity and conditions to open long position.

```cpp
virtual bool CheckOpenLong()
```

## Return Value

- **true** - a trade operation has been executed, otherwise - **false**.

## Note

It checks the necessity to open a long position (CheckOpenLong() method of Signal object) and does that with the parameters set by Signal object (OpenLong() method) if the conditions are met.

## Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for long position open or limit/stop order set             |
//| INP                                                                  |
//| O                                                                  |
//| REMARK: no.                                                        |
//+------------------------------------------------------------------+
bool CExpert::CheckOpenLong()
{
    double price=EMPTY_VALUE;
    double sl=0.0;
    double tp=0.0;
    datetime expiration=TimeCurrent();
    //--- check signal for long enter operations
    if (m_signal.CheckOpenLong(price,sl,tp,expiration))
    {
        if (!m_trade.SetOrderExpiration(expiration))
        {
            m_expiration=expiration;
        }
        return (OpenLong(price,sl,tp));
    }
    //--- return without operations
    return (false);
}
```
CheckOpenShort

Checks necessity and conditions to open a short position.

virtual bool CheckOpenShort()

Return Value

true - a trade operation has been executed, otherwise - false.

Note

It checks the necessity to open a short position (CheckOpenShort() method of Signal object) and does that with the parameters set by Signal object (OpenShort() method) if the conditions are met.

Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for short position open or limit/stop order set            |
//| INPUT: no.                                                      |
//| OUTPUT: true-if trade operation processed, false otherwise.      |
//| REMARK: no.                                                     |
//+------------------------------------------------------------------+

bool CExpert::CheckOpenShort()
{
    double price=EMPTY_VALUE;
    double sl=0.0;
    double tp=0.0;
    datetime expiration=TimeCurrent();
    //--- check signal for short enter operations
    if(m_signal.CheckOpenShort(price,sl,tp,expiration))
    {
        if(!m_trade.SetOrderExpiration(expiration))
        {
            m_expiration=expiration;
        }
        return(OpenShort(price,sl,tp));
    }
    //--- return without operations
    return(false);
}
```
OpenLong

Opens a long position.

```cpp
virtual bool OpenLong(
    double price,  // price
    double sl,     // Stop Loss
    double tp      // Take Profit
)
```

Parameters

- **price**

- **sl**
  - [in] Stop Loss price.

- **tp**
  - [in] Take Profit price.

Return Value

- true - trade operation has been executed, otherwise - false.

Note

It gets trading volume (LotOpenLong(...) method) and opens a long position (Buy() method of Trade object) if trading volume is not equal to 0.

Implementation

```cpp
//+------------------------------------------------------------------+
//| Long position open or limit/stop order set                       |
//| INPU                    |     | OUTPUT: true-if trade operation processed, false otherwise. |
//| T:  price - price,                                           |
//|         sl    - stop loss,                                       |
//|         tp    - take profit.                                     |
//| O        - true-if trade operation processed, false otherwise. |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::OpenLong(double price, double sl, double tp)
{
    if (price==EMPTY_VALUE) return(false);
    //--- get lot for open
    double lot=LotOpenLong(price,sl);
    //--- check lot for open
    if (lot==0.0) return(false);
    //---
    return (m_trade.Buy(lot,price,sl,tp));
}
```
OpenShort

Opens a short position.

```cpp
virtual bool OpenShort(
    double price, // price
    double sl,    // Stop Loss
    double tp     // Take Profit
)
```

**Parameters**

- `price`  

- `sl`  
  [in] Stop Loss price.

- `tp`  
  [in] Take Profit price.

**Return Value**

- `true` - trade operation has been executed, otherwise - `false`.

**Note**

It gets trading volume ([LotOpenShort()](#) method) and opens a short position (by calling Sell method of Trade object) if trading volume is not equal to 0.

**Implementation**

```cpp
//+------------------------------------------------------------------+
//| Short position open or limit/stop order set                      |
//| INPU  T:  price - price,                                           |
//|         sl    - stop loss,                                       |
//|         tp    - take profit.                                     |
//| OUTP UT: true-if trade operation successful, false otherwise.     |
//|   REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::OpenShort(double price, double sl, double tp)
{
    if(price==EMPTY_VALUE) return(false);
    //--- get lot for open
    double lot=LotOpenShort(price,sl);
    //--- check lot for open
    if(lot==0.0) return(false);
    //---
    return(m_trade.Sell(lot,price,sl,tp));
}
```
CheckReverse

Checks necessity and conditions to reverse an open position.

```cpp
virtual bool CheckReverse()
```

Return Value

true - a trade operation has been executed, otherwise - false.

Note

It checks the necessity to reverse long (CheckReverseLong()) and short (CheckReverseShort()) positions.

Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for position reverse                                       |
//| INPU:  no.                                                      |
//| OUPUT: true-if trade operation processed, false otherwise.      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::CheckReverse()
{
    if(m_position.PositionType()==POSITION_TYPE_BUY)
    {
        //--- check the possibility of reverse the long position
        if(CheckReverseLong()) return(true);
    }
    else
    //--- check the possibility of reverse the short position
    if(CheckReverseShort()) return(true);
    //--- return without operations
    return(false);
}
```
CheckReverseLong

Checks necessity and conditions to reverse a long position.

```
virtual bool CheckReverseLong()
```

**Return Value**

true - a trade operation has been executed, otherwise - false.

**Note**

It checks the necessity to reverse a long position (CheckReverseLong() method of Signal object) and perform reverse operation of the current long position with the parameters set by Signal object (ReverseLong(...) method) if the conditions are met.

**Implementation**

```
//+------------------------------------------------------------------+
//| Check for long position reverse                                  |
//| INPUT:  no.                                                      |
//| OUTPUT: true-if trade operation processed, false otherwise.      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::CheckReverseLong()
{
    double price=EMPTY_VALUE;
    double sl=0.0;
    double tp=0.0;
    datetime expiration=TimeCurrent();
    //--- check signal for long reverse operations
    if(m_signal.CheckReverseLong(price,sl,tp,expiration)) return (ReverseLong(price,sl,tp));
    //--- return without operations
    return(false);
}
```
**CheckReverseShort**

Checks necessity and conditions to reverse a short position.

```cpp
virtual bool CheckReverseLong()
```

**Return Value**

true - a trade operation has been executed, otherwise - false.

**Note**

It checks the necessity to reverse a short position (CheckReverseShort() method of Signal object) and perform reverse operation of the current short position with the parameters set by Signal object (ReverseShort() method) if the conditions are met.

**Implementation**

```cpp
// Check for short position reverse
// INPUT: no.
// OUTPUT: true-if trade operation processed, false otherwise.
// REMARK: no.

bool CExpert::CheckReverseShort()
{
    double price=EMPTY_VALUE;
    double sl=0.0;
    double tp=0.0;
    datetime expiration=TimeCurrent();
    // check signal for short reverse operations
    if(m_signal.CheckReverseShort(price,sl,tp,expiration)) return ReverseShort(price,s.
    // return without operations
    return(false);
}
```
ReverseLong

Performs reverse operation of a long position.

```cpp
virtual bool ReverseLong(
    double price,  // price
    double sl,     // Stop Loss
    double tp      // Take Profit
)
```

Parameters

- `price`  

- `sl`  
  [in] Stop Loss price.

- `tp`  
  [in] Take Profit price.

Return Value

- `true` - trade operation has been executed, otherwise - `false`.

Note

- It gets the position reverse volume (`LotReverse()` method) and reverses a long position (`Sell()` method of Trade object) if trading volume is not equal to 0.

- In the "hedging" mode of position accounting, position reversal is performed as the closure of the existing position and opening of a new opposite one with the remaining volume.

Implementation
```cpp
bool CExpert::ReverseLong(double price, double sl, double tp)
{
    if (price == EMPTYVALUE)
        return false;
    //--- get lot for reverse
    double lot = LotReverse(sl);
    //--- check lot
    if (lot == 0.0)
        return false;
    //---
    bool result = true;
    if (m_margin_mode == ACCOUNT_MARGIN_MODE_RETAIL_HEDGING)
    {
        //--- first close existing position
        lot -= m_position.Volume();
        result = m_trade.PositionCloseByTicket(m_position.Identifier());
    }
    if (result)
        result = m_trade.Sell(lot, price, sl, tp);
    //---
    return result;
}
```
ReverseShort

Performs reverse operation of a short position.

```cpp
virtual bool ReverseShort(
    double price,  // price
    double sl,     // Stop Loss
    double tp      // Take Profit
)
```

Parameters

- **price**
  

- **sl**
  
  [in] Stop Loss price.

- **tp**
  
  [in] Take Profit price.

Return Value

- true - trade operation has been executed, otherwise - false.

Note

It gets position reverse volume (`LotReverse(...)` method) and perform trade operation of the short position reverse (Buy() method of Trade object) if trading volume is not equal to 0.

In the "hedging" mode of position accounting, position reversal is performed as the closure of the existing position and opening of a new opposite one with the remaining volume.

Implementation
bool CExpert::ReverseLong(double price, double sl, double tp)
{
    if (price==EMPTY_VALUE)
        return(false);
    double lot=LotReverse(sl);
    if (lot==0.0)
        return(false);
    bool result=true;
    if (m_margin_mode==ACCOUNT_MARGIN_MODE_RETAIL_HEDGING)
    {
        //--- first close existing position
        lot=m_position.Volume();
        result=m_trade.PositionCloseByTicket(m_position.Identifier());
    }
    if(result)
    {
        result=m_trade.Sell(lot,price,sl,tp);
    }
    return(result);
}
CheckClose

Checks conditions to close position.

```cpp
virtual bool CheckClose()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

1. It checks Expert Advisor Stop Out conditions (CheckClose() method of money management object). If condition is satisfied, it closes the position, deletes all orders (CloseAll()), and exits.

2. It checks conditions to close long or short position (CheckCloseLong() or CheckCloseShort() methods) and if position is closed, it deletes all orders (DeleteOrders() method).

Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for position close or limit/stop order delete             |
//| INPUT:  no.                                                     |
//| OUTPUT: true-if trade operation processed, false otherwise.    |
//| REMARK: no.                                                    |
//+------------------------------------------------------------------+
bool CExpert::CheckClose()
{
  double lot;
  //--- position must be selected before call
  if((lot=m_money.CheckClose(GetPointer(m_position)))!=0.0)
    return(CloseAll(lot));
  //--- check for position type
  if(m_position.PositionType()==POSITION_TYPE_BUY)
  {
    //--- check the possibility of closing the long position / delete pending orders
    if(CheckCloseLong())
      {
      DeleteOrders();
      return(true);
      }
  }
  else
  {
    //--- check the possibility of closing the short position / delete pending orders
    if(CheckCloseShort())
      {
      DeleteOrders();
      return(true);
      }
  }
  //--- return without operations
  return(false);
}
```
**CheckCloseLong**

Checks conditions to close a long position.

```cpp
virtual bool CheckCloseLong()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It checks conditions to close a long position (CheckCloseLong() method of Signal object) and if they are satisfied, it closes the open position (CloseLong(...) method).

Implementation

```cpp
bool CExpert::CheckCloseLong()
{
    double price=EMPTY_VALUE;
    //--- check for long close operations
    if(m_signal.CheckCloseLong(price))
        return CloseLong(price);
    //--- return without operations
    return (false);
}
```
CheckCloseShort

Checks conditions to close a short position.

```
virtual bool CheckCloseShort()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It checks conditions to close a short position (CheckCloseShort() method of Signal object) and if they are satisfied, it closes the position (CloseShort() method).

Implementation

```
//+------------------------------------------------------------------+
//| Check for short position close or limit/stop order delete        |
//| INPU|: no.                                                      |
//| O|UT: true-if trade operation processed, false otherwise.      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::CheckCloseShort()
{
    double price=EMPTY_VALUE;
    //--- check for short close operations
    if(m_signal.CheckCloseShort(price))
        return(CloseShort(price));
    //--- return without operations
    return(false);
}
```
CloseAll

It performs partial or full position closing.

```
virtual bool CloseAll(
    double lot    // lot
)
```

Parameters

lot

[in] Number of lots to reduce the position.

Return Value

true - trade operation has been executed, otherwise - false.

Note

In the "netting" mode, a position is closed using the CExpertTrade::Buy or CExpertTrade::Sell methods. In the "hedging" mode, the CTrade::PositionClose method is used, which can also be used on accounts with the netting mode. The DeleteOrders() method is used to delete orders.

Implementation

```cpp
//+------------------------------------------------------------------+
//| Position close and orders delete                                |
//| INPU|UT:  lot - volume for close.                                  |
//| OU|TPUT: true-if trade operation processed, false otherwise.      |
//| R|EMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::CloseAll(double lot)
{
    bool result=false;
    //--- check for close operations
    if(m_margin_mode==ACCOUNT_MARGIN_MODE_RETAIL,HEDGING)
        result=m_trade.PositionCloseByTicket(m_position.Identifier());
    else
    {
        if(m_position.PositionType()==POSITION_TYPE_BUY)
            result=m_trade.Sell(lot,0,0,0);
        else
            result=m_trade.Buy(lot,0,0,0);
    }
    result|=DeleteOrders();
    //---
    return(result);
} 
```
**Close**

Closes the opened position.

```cpp
virtual bool Close()
```

**Return Value**

true - trade operation has been executed, otherwise - false.

**Note**

Closes the position (PositionClose() method of CTrade class object).

**Implementation**

```cpp
//+------------------------------------------------------------------+
//| Position close                                                   |
//| INPUT: no.                                                      |
//| OUTPUT: true-if trade operation processed, false otherwise.      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+

bool CExpert::Close()
{
    return m_trade.PositionClose(m_symbol.Name());
}
```
CloseLong

Closes the long position.

```cpp
virtual bool CloseLong(
    double price  // price
)
```

Parameters

`price`


Return Value

true - trade operation has been executed, otherwise - false.

Note

In the "netting" mode, a position is closed using the CExpertTrade::Buy or CExpertTrade::Sell methods. In the "hedging" mode, the CTrade::PositionCloseByTicket method is used.

Implementation

```cpp
//+------------------------------------------------------------------+
//| Long position close                                              |
//| INPU   :  price - price for close.                              |
//| OUTPUT:  true-if trade operation processed, false otherwise.    |
//| REMARK:  no.                                                     |
//+------------------------------------------------------------------+
bool CExpert::CloseLong(double price)
{
    bool result=false;
    //---
    if(price==EMPTY_VALUE)
        return(false);
    if(m_margin_mode==ACCOUNT_MARGIN_MODE_RETAIL_HEDGING)
        result=m_trade.PositionCloseByTicket(m_position.Identifier());
    else
        result=m_trade.Sell(m_position.Volume(),price,0,0);
    //---
    return(result);
}
```
CloseShort

Closes the short position.

```cpp
virtual bool CloseShort(
    double price  // price
)
```

Parameters

price


Return Value

true - trade operation has been executed, otherwise - false.

Note

In the "netting" mode, a position is closed using the CExpertTrade::Buy or CExpertTrade::Sell methods. In the "hedging" mode, the CTrade::PositionCloseByTicket method is used.

Implementation

```cpp
bool CExpert::CloseShort(double price)
{
    bool result=false;
    //---
    if(price==EMPTY_VALUE)
        return(false);
    if(m_margin_mode==ACCOUNT_MARGIN_MODE_RETAIL_HEDGING)
        result=m_trade.PositionCloseByTicket(m_position.Identifier());
    else
        result=m_trade.Buy(m_position.Volume(),price,0,0);
    //---
    return(result);
}
```
CheckTrailingStop

It checks Trailing Stop conditions of the opened position.

```cpp
virtual bool CheckTrailingStop()
```

Return Value

true - a trade operation has been executed, otherwise - false.

Note

It checks Trailing Stop conditions of the opened position (CheckTrailingStopLong() or CheckTrailingStopShort() for long and short positions).

Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for trailing stop/profit position                          |
//| INPU| no.                                                      |
//| OUTU| true-if trade operation processed, false otherwise.      |
//| TAM| no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::CheckTrailingStop()
{
    //--- position must be selected before call
    if(m_position.PositionType()==POSITION_TYPE_BUY)
    {
        //--- check the possibility of modifying the long position
        if(CheckTrailingStopLong()) return(true);
    }
    else
    {
        //--- check the possibility of modifying the short position
        if(CheckTrailingStopShort()) return(true);
    }
    //--- return without operations
    return(false);
}
```
CheckTrailingStopLong

It checks Trailing Stop conditions of the opened long position.

```cpp
virtual bool CheckTrailingStopLong()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It checks Trailing Stop conditions of the opened long position (CheckTrailingStopLong(...) method of Expert Trailing object). If conditions are satisfied, it modifies the position parameters (TrailingStopLong(...) method).

Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for trailing stop/profit long position                     |
//| INPU:  no.                                                      |
//| OUTPU: true-if trade operation processed, false otherwise.  |
//| REMARK: no.                                                    |
//+------------------------------------------------------------------+

bool CExpert::CheckTrailingStopLong()
{
    double sl=EMPTY_VALUE;
    double tp=EMPTY_VALUE;
    //--- check for long trailing stop operations
    if(m_trailing.CheckTrailingStopLong(GetPointer(m_position),sl,tp))
    {
        if(sl==EMPTY_VALUE) sl=m_position.StopLoss();
        if(tp==EMPTY_VALUE) tp=m_position.TakeProfit();
        //--- long trailing stop operations
        return(TrailingStopLong(sl,tp));
    }
    //--- return without operations
    return(false);
}
```
CheckTrailingStopShort

It checks Trailing Stop conditions of the opened short position.

```cpp
virtual bool CheckTrailingStopShort()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It checks Trailing Stop conditions of the opened short position (CheckTrailingStopShort(...) method of Expert Trailing object). If conditions are satisfied, it modifies the position parameters (TrailingStopShort(...) method).

Implementation

```cpp
bool CExpert::CheckTrailingStopShort()
{
    double sl=EMPTY_VALUE;
    double tp=EMPTY_VALUE;
    //--- check for short trailing stop operations
    if(m_trailing.CheckTrailingStopShort(GetPointer(m_position),sl,tp))
    {
        if(sl==EMPTY_VALUE) sl=m_position.StopLoss();
        if(tp==EMPTY_VALUE) tp=m_position.TakeProfit();
        //--- short trailing stop operations
        return(TrailingStopShort(sl,tp));
    }
    //--- return without operations
    return(false);
}
```
TrailingStopLong

It modifies parameters of the opened long position.

```cpp
virtual bool TrailingStopLong(
    double sl,    // Stop Loss
    double tp,    // Take Profit
)
```

Parameters

- **sl**
  
  [in] Stop Loss price.

- **tp**
  
  [in] Take Profit price.

Return Value

true - trade operation has been executed, otherwise - false.

Note

The function modifies parameters of the opened long position (PositionModify(...) method of CTrade class object).

Implementation

```cpp
//+------------------------------------------------------------------+
//| Trailing stop/profit long position                               |
//| INP
//|    U:  sl - new stop loss,                                      |
//|         tp - new take profit.                                    |
//| O       T: true-if trade operation successful, false otherwise. |
//| R       EM A R K: no.                                           |
//+------------------------------------------------------------------+
bool CExpert::TrailingStopLong(double sl, double tp)
{
    return (m_trade.PositionModify(m_symbol.Name(),sl,tp));
}
```
TrailingStopShort

It modifies parameters of the opened short position.

```cpp
virtual bool TrailingStopLong(
    double sl,  // Stop Loss
    double tp,  // Take Profit
)
```

Parameters

- `sl`  
  [in] Stop Loss price.

- `tp`  
  [in] Take Profit price.

Return Value

- `true` - trade operation has been executed, otherwise - `false`.

Note

The function modifies parameters of the opened short position (PositionModify(...) method of CTrade class object).

Implementation

```cpp
//+------------------------------------------------------------------+
//| Trailing stop/profit short position                              |
//| INPU[_UT:  sl - new stop loss,                                      |
//|         tp - new take profit.                                    |
//| OUTPU[PT: true-if trade operation successful, false otherwise.     |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::TrailingStopShort(double sl,double tp)
{
    return (m_trade.PositionModify(m_symbol.Name(),sl,tp));
}
```
CheckTrailingOrderLong

Checks Trailing Stop conditions of Buy Limit/Stop trailing order.

virtual bool CheckTrailingOrderLong()

Return Value

true - trade operation has been executed, otherwise - false.

Note

It checks Trailing Stop conditions for buy limit/stop trailing order (CheckTrailingOrderLong() method of Trade Signals object) and modifies the order parameters if necessary (TrailingOrderLong(...)) method.

Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for trailing long limit/stop order                         |
//| INPU:  no.                                                      |
//| OUTPU: true-if trade operation processed, false otherwise.      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::CheckTrailingOrderLong()
{
    double price;
    //--- check the possibility of modifying the long order
    if(m_signal.CheckTrailingOrderLong(GetPointer(m_order), price))
        return (TrailingOrderLong(m_order.PriceOpen() - price));
    //--- return without operations
    return (false);
}
```
CheckTrailingOrderShort

It checks Trailing Stop conditions of Sell Limit/Stop trailing order.

```cpp
virtual bool CheckTrailingOrderShort()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It checks Trailing Stop conditions for sell limit/stop trailing order (CheckTrailingOrderShort() method of Trade Signals object) and modifies the order parameters if necessary (TrailingOrderShort() method).

Implementation

```cpp
bool CExpert::CheckTrailingOrderShort()
{
    double price;
    //--- check the possibility of modifying the short order
    if(m_signal.CheckTrailingOrderShort(GetPointer(m_order),price))
        return(TrailingOrderShort(m_order.PriceOpen()-price));
    //--- return without operations
    return(false);
}
```
### TrailingOrderLong

It modifies parameters of *Buy Limit/Stop trailing order*.

**virtual bool TrailingOrderLong(
    double delta  // delta
)\n**

**Parameters**

delta  

[in] Price delta.

**Return Value**

true - trade operation has been executed, otherwise - false.

**Note**

It modifies parameters of *Buy Limit/Stop trailing order* (*OrderModify(...)* method of *CTrade class object*).

**Implementation**

```cpp
//+------------------------------------------------------------------+
//| Trailing long limit/stop order                                   |
//| INPU:  delta - price change.                                     |
//| OUTPU: true-if trade operation successful, false otherwise.      |
//| REMAK: no.                                                       |
//+------------------------------------------------------------------+
bool CExpert::TrailingOrderLong(double delta)
{
    ulong ticket=m_order.Ticket();
    double price =m_order.PriceOpen()-delta;
    double sl    =m_order.StopLoss()-delta;
    double tp    =m_order.TakeProfit()-delta;
    //--- modifying the long order
    return (m_trade.OrderModify(ticket,price,sl,tp,m_order.TypeTime(),m_order.TimeExpiration()));
}
```
TrailingOrderShort

It modifies parameters of Sell Limit/Stop trailing order.

```cpp
virtual bool TrailingOrderShort(
    double delta  // delta
)
```

**Parameters**

`delta`

[in] Price delta.

**Return Value**

true - trade operation has been executed, otherwise - false.

**Note**

It modifies parameters of Sell Limit/Stop trailing order (OrderModify(...) method of CTrade class object).

**Implementation**

```cpp
//+------------------------------------------------------------------+
//| Trailing short limit/stop order                                 |
//| INPU T:  delta - price change.                                  |
//| OUTPUT: true-if trade operation successful, false otherwise.    |
//| REMARK: no.                                                    |
//+------------------------------------------------------------------+
bool CExpert::TrailingOrderShort(double delta)
{
    ulong ticket=m_order.Ticket();
    double price =m_order.PriceOpen()-delta;
    double sl    =m_order.StopLoss()-delta;
    double tp    =m_order.TakeProfit()-delta;
    //--- modifying the short order
    return (m_trade.OrderModify(ticket,price,sl,tp,m_order.TypeTime(),m_order.TimeExpiration()));
}
```
CheckDeleteOrderLong

It checks conditions to delete Buy Limit/Stop order.

```cpp
virtual bool CheckDeleteOrderLong()
```

**Return Value**

true - trade operation has been executed, otherwise - false.

**Note**

It checks the order expiration time. It checks conditions to delete the Buy Limit/Stop order (CheckCloseLong(...) method of Signal class object) and deletes the order if condition is satisfied (DeleteOrderLong() method).

**Implementation**

```cpp
//+------------------------------------------------------------------+
//| Check for delete long limit/stop order                           |
//| INP:   no.                                                        |
//| OUPUT: true-if trade operation processed, false otherwise.       |
//| REMARK: no.                                                       |
//+------------------------------------------------------------------+
bool CExpert::CheckDeleteOrderLong()
{
    double price;
    //--- check the possibility of deleting the long order
    if(m_expiration!=0 && TimeCurrent()>m_expiration)
    {
        m_expiration=0;
        return(DeleteOrderLong());
    }
    if(m_signal.CheckCloseLong(price))
        return(DeleteOrderLong());
    //--- return without operations
    return(false);
}
```
CheckDeleteOrderShort

It checks conditions to delete Sell Limit/Stop order.

```cpp
virtual bool CheckDeleteOrderShort()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

1. It checks the order expiration time.
2. It checks conditions to delete the Sell Limit/Stop order (CheckCloseShort(...) method of Signal class object) and deletes the order if one of the conditions is satisfied (DeleteOrderShort() method).

Implementation

```cpp
//+------------------------------------------------------------------+
//| Check for delete short limit/stop order                          |
//| INPU                                                                |
//| OUTPU: true-if trade operation processed, false otherwise.        |
//| REMARK: no.                                                        |
//+------------------------------------------------------------------+

bool CExpert::CheckDeleteOrderShort()
{
    double price;
    //--- check the possibility of deleting the short order
    if(m_expiration!=0 && TimeCurrent()>m_expiration)
    {
        m_expiration=0;
        return(DeleteOrderShort());
    }
    if(m_signal.CheckCloseShort(price))
    return(DeleteOrderShort());
    //--- return without operations
    return(false);
}
```
DeleteOrders

Deletes all orders.

```cpp
virtual bool DeleteOrders()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It deletes all orders (DeleteOrder() for all orders).

Implementation

```cpp
bool CExpert::DeleteOrders()
{
    bool result=false;
    int total=OrdersTotal();
    //---
    for(int i=total-1;i>=0;i--)
    {
        if(m_order.Select(OrderGetTicket(i))
        {
            if(m_order.Symbol()! =m_symbol.Name()) continue;
            result|=DeleteOrder();
        }
    }
    //---
    return(result);
}
```
**DeleteOrder**

Deletes the Limit/Stop order.

```cpp
virtual bool DeleteOrder()
```

**Return Value**

true - trade operation has been executed, otherwise - false.

**Note**

It deletes the Limit/Stop order (OrderDelete(...) method of CTrade class object).

**Implementation**

```cpp
bool CExpert::DeleteOrder()
{
    return (m_trade.OrderDelete(m_order.Ticket()));
}
```
DeleteOrderLong

Deletes the Buy Limit/Stop order.

```cpp
virtual bool DeleteOrderLong()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It deletes Buy Limit/Stop order (OrderDelete(...) method of CTrade class object).

Implementation

```cpp
bool CExpert::DeleteOrderLong()
{
    return m_trade.OrderDelete(m_order.Ticket());
}
```
DeleteOrderShort

Deletes the Sell Limit/Stop order.

```cpp
virtual bool DeleteOrderShort()
```

Return Value

true - trade operation has been executed, otherwise - false.

Note

It deletes the Sell Limit/Stop order (OrderDelete(...) method of CTrade class object).

Implementation

```cpp
bool CExpert::DeleteOrderShort()
{
    return m_trade.OrderDelete(m_order.Ticket());
}
```
LotOpenLong

Gets trade volume for buy operation.

```cpp
double LotOpenLong(
    double price,   // price
    double sl       // Stop Loss
)
```

Parameters

*price*


*sl*

[in] Stop Loss price.

Return Value

Trade volume (in lots) for buy operation.

Note

It gets trade volume for buy operation (CheckOpenLong(...) method of money management object).

Implementation

```cpp
//+------------------------------------------------------------------+
//| Method of getting the lot for open long position.                |
//| INPUT:  price - price,                                         |
//|         sl    - stop loss.                                       |
//| OUTPUT: lot for open.                                           |
//| REMARK: no.                                                     |
//+------------------------------------------------------------------+
double CExpert::LotOpenLong(double price, double sl)
{
    return m_money.CheckOpenLong(price, sl);
}
```
LotOpenShort

Gets trade volume for sell operation.

```c
double LotOpenShort(
    double price,  // price
    double sl       // Stop Loss
)
```

Parameters

- `sl` [in] Stop Loss price.

Return Value

Trade volume (in lots) for sell operation.

Note

It gets trade volume for sell operation (CheckOpenShort(...) method of money management object).

Implementation

```c
//+------------------------------------------------------------------+
//| Method of getting the lot for open short position.                |
//| INPUT:  price - price,                                         |
//|         sl    - stop loss.                                       |
//| OUTPUT: lot for open.                                           |
//| REMARK: no.                                                    |
//+------------------------------------------------------------------+

double CExpert::LotOpenShort(double price, double sl)
{
    return (m_money.CheckOpenShort(price,sl));
}
```
LotReverse

Gets trade volume for position reverse.

```
double LotReverse(
    double sl         // Stop Loss
)
```

Parameters

- `sl`
  - [in] Stop Loss price.

Return Value

Trade volume (in lots) for position reverse operation.

Note

It gets trade volume for position reverse operation (CheckReverse(...) method of money management object).

Implementation

```
//+------------------------------------------------------------------+
//| Method of getting the lot for reverse position.                   |
//| INPUT:     sl - stop loss.                                        |
//| OUTPUT:    lot for open.                                          |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
double CExpert::LotReverse(double sl)
{
    return (m_money.CheckReverse(GetPointer(m_position),sl));
}
```
PrepareHistoryDate

Sets starting date for tracking of trade history.

```cpp
void PrepareHistoryDate()
```

Note

The trade history tracking period is set from the beginning of the month (but not less than one day).
**HistoryPoint**

Creates a checkpoint of trade history.

```cpp
void HistoryPoint(
    bool from_check_trade=false  // flag
)
```

**Parameters**

- `from_check_trade=false`  
  
  [in] Flag to avoid recursion.

**Note**

It saves the amount of positions, orders, deals, and historical orders.
CheckTradeState

Compares the current state with the saved one and calls the corresponding event handler.

```cpp
bool CheckTradeState()
```

**Return Value**

true - event has been handled, otherwise - false.

**Note**

It checks the number of positions, orders, deals, and historical orders by comparing with the values saved by `HistoryPoint()` method. If trade history has changed, it calls the corresponding virtual event handler.
**WaitEvent**

Sets the event waiting flag.

```c
void WaitEvent(
    ENUM_TRADE_EVENTS event  // flag
)
```

**Parameters**

`event`

[in] Flag of waiting for an event (from ENUM_TRADE_EVENTS enumeration) to set.

**Return Value**

None.

**Event flags**

```c
//--- flags of expected events
enum ENUM_TRADE_EVENTS
{
    TRADE_EVENT_NO_EVENT      =0,       // no expected events
    TRADE_EVENT_POSITION_OPEN =0x1,     // flag of expecting the "opening of
    TRADE_EVENT_POSITION_VOLUME_CHANGE=0x2,  // flag of expecting of the "modification
    TRADE_EVENT_POSITION_MODIFY =0x4,    // flag of expecting of the "modification
    TRADE_EVENT_POSITION_CLOSE =0x8,     // flag of expecting of the "closing
    TRADE_EVENT_POSITION_STOP_TAKE =0x10, // flag of expecting of the "trigger:
    TRADE_EVENT_ORDER_PLACE    =0x20,    // flag of expecting of the "placing
    TRADE_EVENT_ORDER_MODIFY   =0x40,    // flag of expecting of the "modification
    TRADE_EVENT_ORDER_DELETE   =0x80,    // flag of expecting of the "deletion
    TRADE_EVENT_ORDER_TRIGGER  =0x100    // flag of expecting of the "trigger:
};
```
**NoWaitEvent**

Resets the event waiting flag.

```c
void NoWaitEvent(
    ENUM_TRADE_EVENTS event  // flag
);
```

**Parameters**

- `event`  
  [in] Flag with events (from ENUM_TRADE_EVENTS enumeration) to reset.

**Return Value**

None.

**Event flags**

```c
//--- flags of expected events
enum ENUM_TRADE_EVENTS
{
    TRADE_EVENT_NO_EVENT =0,       // no expected events
    TRADE_EVENT_POSITION_OPEN=0x1, // flag of expecting the "opening of
    TRADE_EVENT_POSITION_VOLUME_CHANGE=0x2, // flag of expecting the "modific:
    TRADE_EVENT_POSITION_MODIFY =0x4, // flag of expecting of the "modific:
    TRADE_EVENT_POSITION_CLOSE =0x8,  // flag of expecting of the "closing
    TRADE_EVENT_POSITION_STOP_TAKE =0x10, // flag of expecting of the "trigger:
    TRADE_EVENT_ORDER_PLACE =0x20,    // flag of expecting of the "placing
    TRADE_EVENT_ORDER_MODIFY =0x40,   // flag of expecting of the "modific:
    TRADE_EVENT_ORDER_DELETE =0x80,   // flag of expecting of the "deletio
    TRADE_EVENT_ORDER_TRIGGER =0x100  // flag of expecting of the "trigger.
};
```
TradeEventPositionStopTake

Event handler of the "Position Stop Loss/Take Profit triggered" event.

\[
\text{virtual bool TradeEventPositionStopTake}()\n\]

Return Value

The \text{CExpert} class method does nothing and always returns true.
TradeEventOrderTriggered

Event handler of the “Pending Order triggered” event.

```
virtual bool TradeEventOrderTriggered()
```

Return Value

The `CExpert` class method does nothing and always returns true.
TradeEventPositionOpened

Event handler of the "Position opened" event.

```cpp
virtual bool TradeEventPositionOpened()
```

**Return Value**

The `CExpert` class method does nothing and always returns true.
TradeEventPositionVolumeChanged

Event handler of the "Position volume changed" event.

```cpp
virtual bool TradeEventPositionVolumeChanged()
```

Return Value

The **CExpert** class method does nothing and always returns true.
TradeEventPositionModified

Event handler of the "Position modified" event.

```cpp
virtual bool TradeEventPositionModified()
```

Return Value

The CExpert class method does nothing and always returns true.
TradeEventPositionClosed

Event handler of the "Position closed" event.

```cpp
virtual bool TradeEventPositionClosed()
```

Return Value

The `CExpert` class method does nothing and always returns true.
TradeEventOrderPlaced

Event handler of the "Pending order placed" event.

```cpp
virtual bool TradeEventOrderPlaced()
```

Return Value

The `CExpert` class method does nothing and always returns true.
TradeEventOrderModified

Event handler of the "Pending order modified" event.

```cpp
virtual bool TradeEventOrderModified()
```

**Return Value**

The [CExpert](#) class method does nothing and always returns true.
**TradeEventOrderDeleted**

Event handler of the "Pending order deleted" event.

```cpp
class CE: public CObject
{
public:
    virtual bool TradeEventOrderDeleted();
};
```

**Return Value**

The `CE: : TradeEventOrderDeleted` class method does nothing and always returns true.
**TradeEventNotIdentified**

Event handler of the non-identified event.

```cpp
virtual bool TradeEventNotIdentified()
```

**Return Value**

The **CExpert** class method does nothing and always returns true.

**Note**

Note that several trade events can arrive, in such cases it is difficult to identify them.
TimeframeAdd

Add a timeframe for tracking.

```c
void TimeframeAdd(
    ENUM_TIMEFRAMES period  // timeframe
)
```

Parameters

`period`

[in] Timeframe (from `ENUM_TIMEFRAMES` enumeration) to be tracked.

Return Value

None.
TimeframesFlags

Forms the timeframe flags.

```c
int TimeframesFlags(
    MqlDateTime& time       // reference
)
```

Parameters

time

[in] Reference to `MqlDateTime` type structure containing a new time.

Return Value

It returns the flag that indicates timeframes with a new bar.
CExpertSignal

CExpertSignal is a base class for trading signals, it does nothing (except CheckReverseLong() and CheckReverseShort() methods) but provides the interfaces.

How to use it:

1. Prepare an algorithm for trading signals;
2. Create your own trading signal class, inherited from CExpertSignal class;
3. Override the virtual methods in your class with your own algorithms.

You can find an examples of trading signal classes in the Expert\Signal\ folder.

Description

CExpertSignal is a base class for implementation of trading signal algorithms.

Declaration

```cpp
class CExpertSignal : public CExpertBase

#include <Expert\ExpertSignal.mqh>
```

Inheritance hierarchy

```
CObject
  CExpertBase
    CExpertSignal
```

Direct descendants

CSignalAC, CSignalAMA, CSignalAO, CSignalBearsPower, CSignalBullsPower, CSignalCCI, CSignalDeM, CSignalDEMA, CSignalEnvelopes, CSignalFrAMA, CSignalRSI, CSignalRV, CSignalSAR, CSignalStoch, CSignalTEMA, CSignalTriX, CSignalWPR

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### Methods to Check Formation of Market Orders
### Initialization

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<td>Gets the &quot;weighted&quot; direction of price</td>
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#### Methods inherited from class `CObject`

- Prev, Prev, Next, Next, `Save`, `Load`, `Type`, `Compare`

#### Methods inherited from class `CExpertBase`

- `InitPhase`, `TrendType`, `UsedSeries`, `EveryTick`, `Open`, `High`, `Low`, `Close`, `Spread`, `Time`, `TickVolume`, `RealVolume`, `Init`, `Symbol`, `Period`, `Magic`, `SetMarginMode`, `SetPriceSeries`, `SetOtherSeries`
BasePrice

Sets base price level.

```cpp
void BasePrice(
    double value  // value
)
```

Parameters

value


Return Value

None.
UsedSeries

Gets the flags of the timeseries used.

```c
int UsedSeries()
```

Return Value

Flags of the used timeseries (if the symbol/timeframe corresponds to the working symbol/timeframe), otherwise 0.
Weight

Sets new value of "Weight" parameter.

```c
void Weight(
    double value       // value
)
```

Parameters

value

[in] "Weight" parameter.

Return Value

None.
PatternUsage

Sets new value of "PatternsUsage" parameter.

```c
void PatternUsage(
    double value // value
)
```

Parameters

value

[in] New value of "PatternsUsage".

Return Value

None.
General

Sets new value of “General” parameter.

```c
void General(
    int value    // value
)
```

Parameters

value

[in] New value of “General”.

Return Value

None.
Ignore

Sets new value of "Ignore" parameter.

```c
void Ignore(
    long value      // value
)
```

Parameters

- `value`
  - [in] New value of "Ignore".

Return Value

None.
Invert

Sets new value of "Invert" parameter.

```cpp
void Invert(
    long value // value
)
```

Parameters

- `value` 
  - [in] New value of "Invert".

Return Value

None.
ThresholdOpen

Sets new value of "ThresholdOpen" parameter.

```c
void ThresholdOpen(
    long value    // value
)
```

Parameters

value

[in] New value of "ThresholdOpen".

Return Value

None.

Note

The range of "ThresholdOpen" parameter is from 0 to 100. Used when "voting" to open position.
ThresholdClose

Sets new value of “ThresholdClose” parameter.

```c
void ThresholdOpen(
    long value       // value
)
```

**Parameters**

- `value`
  - `[in]` New value of “ThresholdClose”.

**Return Value**

None.

**Note**

The range of “ThresholdClose” parameter is from 0 to 100. Used when “voting” to close position.
PriceLevel

Sets new value of "PriceLevel" parameter.

```c
void PriceLevel(
    double value // value
)
```

Parameters

value

[in] New value of "PriceLevel".

Return Value

None.

Note

The value of "PriceLevel" is defined in price level units. The numerical values of price level unit is returned by PriceLevelUnit() method. The "PriceLevel" is used to define the open price relative to the base price.
StopLevel

Sets new value of “StopLevel” parameter.

```cpp
void StopLevel(
    double value  // value
)
```

Parameters

value

[in] New value of “StopLevel”.

Return Value

None.

Note

The value of “StopLevel” is defined in price level units. The numerical values of price level unit is returned by PriceLevelUnit() method. The “StopLevel” is used to define the Stop Loss price relative to the open price.
TakeLevel

Sets new value of "TakeLevel" parameter.

```c
void TakeLevel(
    double value // value
)
```

Parameters

value

[in] New value of "TakeLevel".

Return Value

None.

Note

The value of "TakeLevel" is defined in price level units. The numerical values of price level unit is returned by PriceLevelUnit() method. The "TakeLevel" is used to define the Take Profit price relative to the open price.
Expiration

Sets the value of “Expiration” parameter.

```c
void Expiration(
    int value  // value
)
```

Parameters

`value`

[in] New value of “Expiration”.

Return Value

None.

Note

The value of “Expiration” parameter is defined in bars. It is used as Expiration time for Pending Orders (when trading using pending orders).
Magic

Sets the value of "Magic" parameter.

```c
void Magic(
    int value    // value
)
```

Parameters

value


Return Value

None.
ValidationSettings

Checks the object settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

- true - object settings are correct, otherwise - false.
InitIndicators

Initializes all necessary indicators and timeseries.

```cpp
virtual bool InitIndicators(
    CIndicators* indicators  // pointer
)
```

**Parameters**

*indicators*

[in] Pointer to collection of indicators and timeseries.

**Return Value**

true - successful completion, otherwise - false.

**Note**

The necessary timeseries are initialized only if the object uses the symbol or timeframe different from the one defined at initialization.
AddFilter

Add a filter to the composite signal.

```cpp
virtual bool AddFilter(
    CExpertSignal* filter  // pointer
)
```

**Parameters**

*indicators*

[in] Pointer to filter object.

**Return Value**

true - successful, otherwise - false.
CheckOpenLong

Checks conditions to open a long position.

```c
virtual bool CheckOpenLong(
    double& price,       // price
    double& sl,          // Stop Loss
    double& tp,          // Take Profit
    datetime& expiration // expiration
)
```

**Parameters**

- **price**
  - [in][out] Variable for open price, passed by reference.

- **sl**
  - [in][out] Variable for Stop Loss price, passed by reference.

- **tp**
  - [in][out] Variable for Take Profit price, passed by reference.

- **expiration**
  - [in][out] Variable for expiration time, passed by reference (if necessary).

**Return Value**

- true - condition is satisfied, otherwise - false.
CheckOpenShort

Checks conditions to open a short position.

```cpp
virtual bool CheckOpenShort(
    double& price, // price
    double& sl,    // Stop Loss
    double& tp,    // Take Profit
    datetime& expiration // expiration
)
```

**Parameters**

- **price**
  - [in][out] Variable for open price, passed by reference.

- **sl**
  - [in][out] Variable for Stop Loss price, passed by reference.

- **tp**
  - [in][out] Variable for Take Profit price, passed by reference.

- **expiration**
  - [in][out] Variable for expiration time, passed by reference (if necessary).

**Return Value**

- true - condition is satisfied, otherwise - false.
OpenLongParams

Sets parameters to open a long position.

```cpp
virtual bool OpenLongParams(
    double& price, // price
    double& sl,    // Stop Loss
    double& tp,    // Take Profit
    datetime& expiration // expiration
)
```

**Parameters**

- `price`: [in][out] Variable for open price, passed by reference.
- `tp`: [in][out] Variable for Take Profit price, passed by reference.
- `expiration`: [in][out] Variable for expiration time, passed by reference (if necessary).

**Return Value**

- `true` - successful, otherwise - `false`.
OpenShortParams

Sets parameters to open a short position.

```c++
virtual bool OpenShortParams(
    double& price,       // price
    double& sl,          // Stop Loss
    double& tp,          // Take Profit
    datetime& expiration // expiration
)
```

**Parameters**

- **price**
  - [in][out] Variable for price, passed by reference.

- **sl**
  - [in][out] Variable for Stop Loss price, passed by reference.

- **tp**
  - [in][out] Variable for Take Profit price, passed by reference.

- **expiration**
  - [in][out] Variable for expiration time, passed by reference (if necessary).

**Return Value**

- true - successful, otherwise - false.
CheckCloseLong

Checks conditions to close a long position.

```c
virtual bool CheckCloseLong(
    double& price  // price
)
```

Parameters

- `price`  
  [in][out] Variable for close price, passed by reference.

Return Value

- `true` - condition is satisfied, otherwise - `false`. 
CheckCloseShort

Checks conditions to close a short position.

```cpp
virtual bool CheckCloseShort(
    double& price  // price
)
```

Parameters

- **price**
  
  [in][out] Variable for close price, passed by reference.

Return Value

- true - condition is satisfied, otherwise - false.
CloseLongParams

Sets parameters to close a long position.

```cpp
virtual bool CloseLongParams(
    double& price  // price
)
```

Parameters

- `price` - [in][out] Variable for close price, passed by reference.

Return Value

- `true` - successful, otherwise - `false`.
**CloseShortParams**

Sets parameters to close a short position.

```cpp
virtual bool CloseShortParams(
    double& price  // price
)
```

**Parameters**

`price`

`[in][out]` Variable for close price, passed by reference.

**Return Value**

true - successful, otherwise - false.
CheckReverseLong

Checks conditions of a long position reversal

```cpp
virtual bool CheckReverseLong(
    double& price,    // price
    double& sl,       // Stop Loss
    double& tp,       // Take Profit
    datetime& expiration // expiration
)
```

**Parameters**

*price*
  

*sl*
  
  [in][out] Variable for Stop Loss price, passed by reference.

*tp*
  
  [in][out] Variable for Take Profit price, passed by reference.

*expiration*
  
  [in][out] Variable for expiration time, passed by reference (if necessary).

**Return Value**

*true* - condition is satisfied, otherwise - *false*. 

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**CheckReverseShort**

Checks conditions of a short position reversal.

```cpp
virtual bool CheckReverseShort(
    double& price,  // price
    double& sl,     // Stop Loss
    double& tp,     // Take Profit
    datetime& expiration // expiration
)
```

**Parameters**

- **price**
  - [in][out] Variable for reversal price, passed by reference.

- **sl**
  - [in][out] Variable for Stop Loss price, passed by reference.

- **tp**
  - [in][out] Variable for Take Profit price, passed by reference.

- **expiration**
  - [in][out] Variable for expiration time, passed by reference (if necessary).

**Return Value**

- true - condition is satisfied, otherwise - false.
CheckTrailingOrderLong

Checks conditions to modify parameters of Buy Pending order.

```cpp
virtual bool CheckTrailingOrderLong(
    COrderInfo* order, // order
double& price // price
)
```

Parameters

order

[in] Pointer to COrderInfo class object.

price

[in][out] Variable for Stop Loss price.

Return Value

true - condition is satisfied, otherwise - false.
CheckTrailingOrderShort

Checks conditions to modify parameters of Sell Pending order.

```cpp
virtual bool CheckTrailingOrderShort(
    COrderInfo* order,       // order
    double& price            // price
)
```

Parameters

- **order**
  - [in] Pointer to `COrderInfo` class object.

- **price**
  - [in][out] Variable for Stop Loss price.

Return Value

- true - condition is satisfied, otherwise - false.
LongCondition

Checks conditions to open a long position.

```cpp
virtual int LongCondition()
```

Return Value

If the conditions are satisfied, it returns the value from 1 to 100 (depending on “strength” of a signal). If there is no signal to open a long position, it returns 0.

Note

The base class has no implementation of checking conditions to open a long position and always returns 0.
ShortCondition

Checks conditions to open a short position.

virtual int ShortCondition()

Return Value

If the conditions are satisfied, it returns the value from 1 to 100 (depending on "strength" of a signal). If there isn't a signal to open short position, it returns 0.

Note

The base class has no implementation of checking conditions to open a short position and always returns 0.
Direction

Returns the value of "weighted" price direction.

```cpp
virtual double Direction()
```

Return Value

It returns the value $>0$ when upward direction is most probable and $<0$ in case of a downward direction. The absolute value depends on the "strength" of a signal.

Note

If the built-in filters are used, their results are considered when defining the general direction.
**CExpertTrailing**

CExpertTrailing is a base class for trailing algorithms, it does nothing but provides the interfaces.

How to use it:

1. Prepare an algorithm for trailing;
2. Create your own trailing class inherited from CExpertTrailing class;
3. Override the virtual methods in your class with your own algorithms.

You can find an examples of trailing classes in the Expert\Trailing\ folder.

**Description**

CExpertTrailing is a base class for implementation of trailing stop algorithms.

**Declaration**

```cpp
class CExpertTrailing : public CExpertBase
```

**Title**

```cpp
#include <Expert\ExpertTrailing.mqh>
```

**Inheritance hierarchy**

- CObject
  - CExpertBase
    - CExpertTrailing

**Direct descendants**

- CTrailingFixedPips, CTrailingMA, CTrailingNone, CTrailingPSAR

**Class Methods by Groups**

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, ValidationSettings, SetPriceSeries, SetOtherSeries, InitIndicators
CheckTrailingStopLong

Checks conditions to modify parameters of a long position.

```cpp
virtual bool CheckTrailingStopLong(
    CPositionInfo* position, // pointer
    double& sl, // Stop Loss
    double& tp // Take Profit
)
```

Parameters

- `position`  
  [in] Pointer to `CPositionInfo` class object.

- `sl`  
  [in][out] Variable for Stop Loss price, passed by reference.

- `tp`  
  [in][out] Variable for Take Profit price, passed by reference.

Return Value

- true - condition is satisfied, otherwise - false.

Note

- Base class method always returns false.
CheckTrailingStopShort

Checks conditions to modify parameters of a short position.

```cpp
virtual bool CheckTrailingStopShort(
    CPositionInfo* position, // pointer
    double& sl,             // Stop Loss
    double& tp               // Take Profit
)
```

**Parameters**

*position*  
[in] Pointer to CPositionInfo class object.

*sl*  
[in][out] Variable for Stop Loss price, passed by reference.

*tp*  
[in][out] Variable for Take Profit price, passed by reference.

**Return Value**

true - condition is satisfied, otherwise - false.

**Note**

Base class method always returns false.
CExpertMoney

CExpertMoney is a base class for money and risk management algorithms.

Description

CExpertMoney is a base class for implementation of money and risk management classes.

Declaration

```cpp
class CExpertMoney : public CObject
```

Title

```cpp
#include <Expert\ExpertMoney.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertMoney

Direct descendants

- CMoneyFixedLot, CMoneyFixedMargin, CMoneyFixedRisk, CMoneyNone, CMoneySizeOptimized

Class Methods by Groups

<table>
<thead>
<tr>
<th>Access to Protected Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Percent</td>
<td>Sets the value of “Risk percent” parameter</td>
</tr>
<tr>
<td>Initialization</td>
<td></td>
</tr>
<tr>
<td>virtual ValidationSettings</td>
<td>Checks the settings</td>
</tr>
<tr>
<td>Checking Trading Conditions</td>
<td></td>
</tr>
<tr>
<td>virtual CheckOpenLong</td>
<td>Gets the volume for a long position</td>
</tr>
<tr>
<td>virtual CheckOpenShort</td>
<td>Gets the volume for a short position</td>
</tr>
<tr>
<td>virtual CheckReverse</td>
<td>Gets the volume for a reverse of the position</td>
</tr>
<tr>
<td>virtual CheckClose</td>
<td>Checks conditions to close an opened position</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries, InitIndicators

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Percent

Sets the value of “Risk percent” parameter.

```cpp
void Percent(
    double percent  // risk percent
)
```

Parameters

percent

   [in] Risk percent.

Return Value

None.
ValidationSettings

Checks the settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

- true - successful, otherwise - false.

Note

Base class method always returns true.
CheckOpenLong

Gets the volume for a long position.

```cpp
virtual double CheckOpenLong(
    double price,  // price
    double sl      // Stop Loss
)
```

Parameters

- **price**
  - [in] Opening price of a long position.

- **sl**
  - [in] Stop Loss price of a long position.

Return Value

- Trade volume for a long position.
CheckOpenShort

Gets the volume for a short position.

```c++
virtual double CheckOpenShort(
    double price,    // price
    double sl        // Stop Loss
)
```

**Parameters**

- `price`  

- `sl`  

**Return Value**

Trade volume for a short position.
CheckReverse

Gets the volume for reverse of the position.

**virtual double CheckReverse**

- **CPositionInfo* position**, // pointer
- **double sl**, // Stop Loss

**Parameters**

- **position**
  - [in] Pointer to **CPositionInfo** class object.
- **sl**
  - [in] Stop Loss price.

**Return Value**

Volume for reverse of the position.
CheckClose

Checks conditions to close the opened position.

virtual double CheckClose()

Return Value

true - condition is satisfied, otherwise - false.
Modules of Trade Signals

The standard delivery of the client terminal includes a set of ready-made modules of trade signals for “MQL5 Wizard”. When creating an Expert Advisor in MQL5 Wizard, you can use any combination of the modules of trade signals (up to 64). The final decision on a trade operation is made on the basis of complex analysis of signals obtained from all included modules. The detailed description of the mechanism of making trade decisions is given below.

The standard delivery includes the following modules of signals:

- Signals of the Indicator Accelerator Oscillator
- Signals of the Indicator Adaptive Moving Average
- Signals of the Indicator Awesome Oscillator
- Signals of the Oscillator Bears Power
- Signals of the Oscillator Bulls Power
- Signals of the Oscillator Commodity Channel Index
- Signals of the Oscillator DeMarker
- Signals of the Indicator Double Exponential Moving Average
- Signals of the Indicator Envelopes
- Signals of the Indicator Fractal Adaptive Moving Average
- Signals of the Intraday Time Filter
- Signals of the Oscillator MACD
- Signals of the Indicator Moving Average
- Signals of the Indicator Parabolic SAR
- Signals of the Oscillator Relative Strength Index
- Signals of the Oscillator Relative Vigor Index
- Signals of the Oscillator Stochastic
- Signals of the Oscillator Triple Exponential Average
- Signals of the Indicator Triple Exponential Moving Average
- Signals of the Oscillator Williams Percent Range

The Mechanism of Making Trade Decisions on the Basis of Signal Modules

The mechanism of making trade decisions can be represented as the following list of basic principles:

- Each of the modules of signals has its set of market modules (certain combination of prices and values of an indicator).
- Each market model has a significance that may vary with the range of 1 to 100. The higher is the significance, the stronger the model is.
- Each of the models generates a forecast of direction of the price movement.
- A forecast of a module is the result of search for embedded models, and it is outputted as a number within the range of -100 to 100. The sign determines the direction of forecast movement (negative
sign means the price will fall, positive sign means the price will rise). The absolute value corresponds to the strength of the best found model.

- The forecast of each module is sent to the final "voting" with a weight coefficient of 0 to 1 specified in its settings ("Weight").
- The result of voting is a number within the range of -100 to 100, where the sign determines direction of the forecast movement, and the absolute value characterizes the strength of the signal. It is calculated as the Arithmetic mean of weighted forecasts of all the modules of signals. The absolute value is used by an Expert Advisor to make trade decisions.

Each generated Expert Advisor has two adjustable settings — threshold levels of opening and closing a position (ThresholdOpen and ThresholdClose) that can be equal to a value in the range of 0 to 100. If the strength of final signal exceeds a threshold level, a trade operation that corresponds to the sign of the signal is performed.

**Examples**

Consider an Expert Advisor with the following threshold levels: ThresholdOpen=20 and ThresholdClose=90. Two modules of signals participate in making decisions on trade operations: the MA module with weight 0.4 and the Stochastic module with weight 0.8. Let's analyze two variants of obtained trade signals:

**Variant 1**

The price crossed the rising MA upwards. This case corresponds to one of the market models implemented in the MA module. This model implies a rise of price. Its significance is equal to 100. At the same time, the Stochastic oscillator turned down and formed a divergence with price. This case corresponds to one of the models implemented in the Stochastic module. This model implies a fall of price. The weight of this model is 80.

Let's calculate the result of final "voting". The rate obtained from the MA module is calculated as $0.4 \times 100 = 40$. The value from the Stochastic module is calculated as $0.8 \times (-80) = -64$. The final value is calculated as the Arithmetic mean of these two rates: $(40 + (-64))/2 = -12$. The result of voting is the signal for selling with relative strength equal to 12. The threshold level that is equal to 20 is not reached. Thus a trade operation is not performed.

**Variant 2**

The price crossed the rising MA downwards. This case corresponds to one of the models implemented in the MA module. This model implies a rise of price. Its significance is equal to 10. At the same time, the Stochastic oscillator turned down and formed a divergence with price. This case corresponds to one of the models implemented in the Stochastic module. This model implies a fall of price. The weight of this model is 80.

Let's calculate the result of final "voting". The rate obtained from the MA module is calculated as $0.4 \times 10 = 4$. The value from the Stochastic module is calculated as $0.8 \times (-80) = -64$. The final value is calculated as the Arithmetic mean of these two rates: $(4 + (-64))/2 = -30$. The result of voting is the signal for selling with relative strength equal to 30. The threshold level that is equal to 20 is reached. Thus the result is the signal for opening a short position.
a) Divergence of the price and the Stochastic oscillator (variants 1 and 2).

b) The price crossed the MA indicator upwards (variant 1).

c) The price crossed the MA indicator downwards (variant 2).
Signals of the Indicator Accelerator Oscillator

This module is based on the market models of the indicator Accelerator Oscillator. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• The indicator value is above 0 and it rises at the analyzed and at the previous bars.</td>
</tr>
<tr>
<td></td>
<td>• The indicator value is below 0 and it rises at the analyzed and at the previous bars.</td>
</tr>
<tr>
<td>For selling</td>
<td>• The indicator value is below 0 and it falls at the analyzed and at the previous bars.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td></td>
<td>The indicator value is above 0 and it falls at the analyzed and at the two previous bars.</td>
</tr>
<tr>
<td></td>
<td>No objections to buying The indicator value grows at the analyzed bar.</td>
</tr>
<tr>
<td></td>
<td>No objections to selling The indicator value falls at the analyzed bar.</td>
</tr>
</tbody>
</table>

**Note**

Depending on the mode of operation of an Expert Advisor (“Every tick” or “Open prices only”), an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
</tbody>
</table>
Signals of the Indicator Adaptive Moving Average

This module is based on the market models of the indicator Adaptive Moving Average. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• Failed breakout. The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) but the indicator rises (weak indicator line roll-back signal).</td>
</tr>
<tr>
<td></td>
<td>• Moving Average crossover. The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator rises (strong signal).</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td><strong>True breakout.</strong> The lower shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar is above the indicator, and the Low price is below the indicator) and the indicator rises (indicator line roll-back signal).</td>
<td></td>
</tr>
<tr>
<td><img src="image1.png" alt="Graph" /></td>
<td></td>
</tr>
<tr>
<td><strong>For selling</strong></td>
<td><strong>Failed breakout.</strong> The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) but the indicator falls (weak indicator line roll-back signal).</td>
</tr>
<tr>
<td><img src="image2.png" alt="Graph" /></td>
<td></td>
</tr>
<tr>
<td><strong>Moving Average crossover.</strong> The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator falls (strong signal).</td>
<td></td>
</tr>
<tr>
<td><img src="image3.png" alt="Graph" /></td>
<td></td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>· True breakout.</td>
<td>The upper shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar are below the indicator, and the High price is above the indicator) and the indicator falls (indicator line roll-back signal).</td>
</tr>
</tbody>
</table>

**No objections to buying**

The price is above the indicator.

**No objections to selling**

The price is below the indicator.

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only"), an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).

**Adjustable Parameters**
This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodMA</td>
<td>Period of averaging of the indicator.</td>
</tr>
<tr>
<td>Shift</td>
<td>Shift of the indicator along the time axis (in bars).</td>
</tr>
<tr>
<td>Method</td>
<td>Method of averaging.</td>
</tr>
<tr>
<td>Applied</td>
<td>A price series used for calculation of the indicator.</td>
</tr>
</tbody>
</table>
Signals of the Indicator Awesome Oscillator

This module of signals is based on the market models of the indicator Awesome Oscillator. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>For buying</em></td>
<td>• <strong>Saucer</strong> — value of the indicator at the analyzed bar rises, and it fell at the previous bars; at that, both values are above 0.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Crossing the zero line</strong> — value of the indicator is above 0 at the analyzed bar, and it is below 0 at the previous bar.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>Divergence</td>
<td>the first analyzed bottom of the indicator is shallower than the previous one, and the corresponding price bottom is deeper than the previous one. In addition, the indicator must not rise above the zero level.</td>
</tr>
</tbody>
</table>

For selling

- **Saucer** — value of the indicator at the analyzed bar falls, and it rose at the previous bars; at that, both values are below 0.

- **Crossing the zero line** — value of the indicator is below 0 at the analyzed bar, and it is above 0 at the previous bar.
### Signal Type | Description of Conditions
--- | ---

**Divergence** — the first analyzed peak of the indicator is lower than the previous one, and the corresponding price peak is higher than the previous one. In addition, the indicator must not fall below the zero level.

- **No objections to buying**
  - The indicator value grows at the analyzed bar.

- **No objections to selling**
  - The indicator value falls at the analyzed bar.

**Note**

Depending on the mode of operation of an Expert Advisor (“Every tick” or “Open prices only”) an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).

### Adjustable Parameters
This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
</tbody>
</table>
Signals of the Oscillator Bears Power

This module of signals is based on the market models of the oscillator Bears Power. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>· Reverse – the oscillator turned upwards and its value at the analyzed bar is below 0.</td>
</tr>
<tr>
<td></td>
<td>· Divergence – the first analyzed bottom of the oscillator is higher than the previous one, and the corresponding price bottom is lower than the previous one. In addition, the oscillator must not rise above the zero level.</td>
</tr>
<tr>
<td>For selling</td>
<td>No signals for selling.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>----------------------------------------------------------------</td>
</tr>
<tr>
<td>No objections to buying</td>
<td>Value of the oscillator is less than 0.</td>
</tr>
<tr>
<td>No objections to selling</td>
<td>No signals.</td>
</tr>
</tbody>
</table>

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).

**Adjustable Parameters**

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodBears</td>
<td>Period of calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Signals of the Oscillator Bulls Power

This module of signals is based on the market models of the oscillator Bulls Power. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>No signals for buying.</td>
</tr>
<tr>
<td>For selling</td>
<td>• <strong>Reverse</strong> – the oscillator turned downwards and its value at the analyzed bar is above 0.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Divergence</strong> – the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak. In addition, the oscillator must not fall below the zero level.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>------------------------------------------</td>
<td>---------------------------------------------------</td>
</tr>
<tr>
<td>No objections to buying</td>
<td>No signals.</td>
</tr>
<tr>
<td>No objections to selling</td>
<td>Value of the oscillator is greater than 0.</td>
</tr>
</tbody>
</table>

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).

**Adjustable Parameters**

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodBulls</td>
<td>Period of calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Signals of the Oscillator Commodity Channel Index

This module of signals is based on the market models of the oscillator Commodity Channel Index. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• Reverse behind the oversold level — the oscillator turned upwards and its value at the analyzed bar is behind the level of oversold level (default value is -100).</td>
</tr>
<tr>
<td></td>
<td>• Divergence — the first analyzed bottom of the oscillator is higher than the previous one, and the corresponding price bottom is lower than the previous one.</td>
</tr>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Double divergence</strong> – the oscillator formed three consequent bottoms, each of them is higher than the previous one; and the price formed three corresponding bottoms, and each of them is lower than the previous one.</td>
</tr>
</tbody>
</table>

**For selling**

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Reverse behind the overbought level</strong> – the oscillator turned downwards and its value at the analyzed bar is behind the overbought level (default value is 100).</td>
</tr>
<tr>
<td><strong>Divergence</strong> – the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak.</td>
</tr>
<tr>
<td>Signal Type</td>
</tr>
<tr>
<td>-------------</td>
</tr>
<tr>
<td>Double divergence</td>
</tr>
</tbody>
</table>

| No objections to buying | Value of the oscillator grows at the analyzed bar. |
| No objections to selling | Value of the oscillator falls at the analyzed bar. |

**Note**

Depending on the mode of operation of an Expert Advisor (“Every tick” or “Open prices only”) an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodCCI</td>
<td>Period of calculation of the oscillator.</td>
</tr>
<tr>
<td>Applied</td>
<td>A <code>price_series</code> used for calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Signals of the Oscillator DeMarker

This module of signals is based on the market models of the oscillator DeMarker. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• Reverse behind the oversold level — the oscillator turned upwards and its value at the analyzed bar is behind the oversold level (default value is 0.3).</td>
</tr>
<tr>
<td></td>
<td>• Divergence — the first analyzed bottom of the oscillator is higher than the previous one, and the corresponding price bottom is lower than the previous one.</td>
</tr>
<tr>
<td></td>
<td>• Double divergence — the oscillator form three consequent bottoms, each of them is higher than the previous one; and the price formed three corresponding bottoms, and each of them is lower than the previous one.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
</tbody>
</table>
| For selling | • Reverse behind the overbought level — the oscillator turned downwards and its value at the analyzed bar is behind the overbought level (default value is 0.7).  
  • Divergence — the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak. |
Signal Type | Description of Conditions
---|---

- Double divergence – the oscillator formed three consequent peaks, each of them is lower than the previous one; and the price formed three corresponding peaks, each of them is higher than the previous one.

| No objections to buying | Value of the oscillator grows at the analyzed bar. |
| No objections to selling | Value of the oscillator falls at the analyzed bar. |

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodDeM</td>
<td>Period of calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Signals of the Indicator Double Exponential Moving Average

This module is based on the market models of the indicator Double Exponential Moving Average. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• <strong>Failed breakout.</strong> The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator rises (weak signal for a roll-back from the indicator line).</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• <strong>Moving Average crossover.</strong> The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator rises (strong signal).</td>
</tr>
</tbody>
</table>

![Diagram of EURUSD.H1 for failed breakout signal](image1)

![Diagram of EURUSD.H1 for moving average crossover signal](image2)
### Signal Type

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Formed breakout.</strong></td>
<td>The lower shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar are above the indicator, and the Low price is below the indicator) and the indicator rises (signal for a roll-back from the indicator line).</td>
</tr>
</tbody>
</table>

For selling

| **Failed breakout.** | The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator falls (weak signal for a roll-back from the indicator line). |

| **Moving Average crossover.** | The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator falls (strong signal). |
**Signal Type**

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Formed breakout.</strong> The upper shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar are below the indicator, and the High price is above the indicator) and the indicator falls (weak signal for a roll-back from the indicator line).</td>
</tr>
</tbody>
</table>

- **No objections to buying**  
  The price is above the indicator.

- **No objections to selling**  
  The price is below the indicator.

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
## Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval $0$ to $1$.</td>
</tr>
<tr>
<td>PeriodMA</td>
<td>Period of averaging of the indicator.</td>
</tr>
<tr>
<td>Shift</td>
<td>Shift of the indicator along the time axis (in bars).</td>
</tr>
<tr>
<td>Method</td>
<td>Method of averaging.</td>
</tr>
<tr>
<td>Applied</td>
<td>A <code>price_series</code> used for calculation of the indicator.</td>
</tr>
</tbody>
</table>
Signals of the Indicator Envelopes

This module of signals is based on the market models of the indicator Envelopes. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• The price is near the lower line of the indicator at the analyzed bar.</td>
</tr>
<tr>
<td></td>
<td>• The price crossed the upper line of the indicator at the analyzed bar.</td>
</tr>
<tr>
<td>For selling</td>
<td>• The price is near the upper line of the indicator at the analyzed bar.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>----------------------------</td>
</tr>
<tr>
<td>· The price crossed the lower line of the indicator at the analyzed bar.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>No objection s to buying</th>
<th>No signals.</th>
</tr>
</thead>
<tbody>
<tr>
<td>No objection s to selling</td>
<td>No signals.</td>
</tr>
</tbody>
</table>

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
## Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Weight</strong></td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td><strong>PeriodMA</strong></td>
<td>Period of calculation of the indicator.</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Shift of the indicator along the time axis (in bars).</td>
</tr>
<tr>
<td><strong>Method</strong></td>
<td>Method of averaging.</td>
</tr>
<tr>
<td><strong>Applied</strong></td>
<td>A price series used for calculation of the indicator.</td>
</tr>
<tr>
<td><strong>Deviation</strong></td>
<td>Deviation of the envelope borders from the center line (MA) in percentage terms.</td>
</tr>
</tbody>
</table>
Signals of the Indicator Fractal Adaptive Moving Average

This module of signals is based on the market models of the indicator Fractal Adaptive Moving Average. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• <strong>Failed breakout.</strong> The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator rises (weak signal for a roll-back from the indicator line).</td>
</tr>
<tr>
<td></td>
<td>• <strong>Moving Average crossover.</strong> The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator rises (strong signal).</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
</tbody>
</table>
| • Formed breakout | The lower shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar is above the indicator, and the Low price is below the indicator) and the indicator rises (signal for a roll-back from the indicator line).  

![EUR/USD H1 chart showing a formed breakout](chart1) |

| For selling | • Failed breakout | The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator falls (weak signal for a roll-back from the indicator line).  

![EUR/USD H1 chart showing a failed breakout](chart2) |

| • Moving Average crossover | The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator falls (strong signal).  

![EUR/USD H1 chart showing a moving average crossover](chart3) |
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formed breakout.</td>
<td>The upper shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar are below the indicator, and the High price is above the indicator) and the indicator falls (weak signal for a roll-back from the indicator line).</td>
</tr>
</tbody>
</table>

- **No objections to buying**
  - The price is above the indicator.

- **No objections to selling**
  - The price is below the indicator.

**Note**

Depending on the mode of operation of an Expert Advisor (“Every tick” or “Open prices only”) an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
**Adjustable Parameters**

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodMA</td>
<td>Period of averaging of the indicator.</td>
</tr>
<tr>
<td>Shift</td>
<td>Shift of the indicator along the time axis (in bars).</td>
</tr>
<tr>
<td>Method</td>
<td>Method of averaging.</td>
</tr>
<tr>
<td>Applied</td>
<td>A price series used for calculation of the indicator.</td>
</tr>
</tbody>
</table>
Signals of the Intraday Time Filter

This module is based on the assumption that the efficiency of market models changes in time. Using this module, you can filter signals received from the other modules by hour and days of week. It allows increasing the quality of generated signals due to cutting off the unfavorable time periods. The mechanism of making trade decisions on the basis of signals of the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>No signals.</td>
</tr>
<tr>
<td>For selling</td>
<td>No signals.</td>
</tr>
<tr>
<td>No objections to buying</td>
<td>The current date and time meet the specified parameters.</td>
</tr>
<tr>
<td>No objections to selling</td>
<td>The current date and time meet the specified parameters.</td>
</tr>
</tbody>
</table>

Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>GoodHourOfDay</td>
<td>Number of the only hour of day (from 0 to 23) when trade signals will be enabled. If the value is -1, the signals will be enabled through the whole day.</td>
</tr>
<tr>
<td>BadHoursOfDay</td>
<td>The bit field. Each bit of this field corresponds to an hour of day (0 bit - 0 hour, ..., 23 bit - 23-rd hour). If the value of a bit is equal to 0, trade signals will be enabled during the corresponding hour. If the value of a bit is equal to 1, trade signals will be disabled during the corresponding hour. A specified number is represented as a binary number and is used as bit mask. Disabled hours have higher priority than the enabled ones.</td>
</tr>
<tr>
<td>GoodDayOfWeek</td>
<td>Number of the only day of week (from 0 to 6, where 0 is Sunday), when trade signals will be</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td></td>
<td>enabled. If the value is -1, the signals will be enabled on any day.</td>
</tr>
<tr>
<td>BadDaysOfWeek</td>
<td>The bit field. Each bit of this field corresponds to a day of week (0 bit - Sunday, ..., 6 bit - Saturday). If the value of a bit is equal to 0, trade signals will be enabled during the corresponding day. If the value of a bit is equal to 1, trade signals will be disabled during the corresponding day. A specified number is represented as a binary number and is used as bit mask. Disabled days have higher priority than the enabled ones.</td>
</tr>
</tbody>
</table>
Signals of the Oscillator MACD

This module of signals is based on the market models of the oscillator MACD. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td></td>
</tr>
<tr>
<td>• Reverse</td>
<td>the oscillator turned upwards (the oscillator rises at the analyzed bar and falls at the previous one).</td>
</tr>
<tr>
<td>• Crossover of the main and signal line</td>
<td>the main line is above the signal line at the analyzed bar and below the signal line at the previous one.</td>
</tr>
<tr>
<td>• Crossing the zero level</td>
<td>the main line is above the zero level at the analyzed bar and below the zero level at the previous one.</td>
</tr>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Divergence</td>
<td>the first analyzed bottom of the oscillator is higher than the previous one, and the corresponding price bottom is lower than the previous one.</td>
</tr>
<tr>
<td>Double Divergence</td>
<td>the oscillator forms three consequent bottoms, each of them is higher than the previous one; and the price formed three corresponding bottoms, and each of them is lower than the previous one.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>For selling</td>
<td>• Reverse – the oscillator turned downwards (the oscillator falls at the analyzed bar and rises at the previous one).</td>
</tr>
<tr>
<td></td>
<td>• Crossover of the main and signal line – the main line is below the signal line at the analyzed bar and above the signal line at the previous one.</td>
</tr>
</tbody>
</table>
• Crossing the zero level — the main line is below the zero level at the analyzed bar and above the zero level at the previous one.

• Divergence — the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak.
### Signal Type | Description of Conditions
--- | ---
Double divergence | - the oscillator formed three consequent peaks, each of them is lower than the previous one; and the price formed three corresponding peaks, each of them is higher than the previous one.

| No objections to buying | Value of the oscillator grows at the analyzed bar. |
| No objections to selling | Value of the oscillator falls at the analyzed bar. |

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
### Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodFast</td>
<td>Period of calculation of the fast EMA.</td>
</tr>
<tr>
<td>PeriodSlow</td>
<td>Period of calculation of the slow EMA.</td>
</tr>
<tr>
<td>PeriodSignal</td>
<td>Period of smoothing.</td>
</tr>
<tr>
<td>Applied</td>
<td>A price series used for calculation of the oscillator.</td>
</tr>
</tbody>
</table>

Signals of the Indicator Moving Average

This module of signals is based on the market models of the indicator Moving Average. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• Failed breakout. The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator rises (weak signal for a roll-back from the indicator line).</td>
</tr>
</tbody>
</table>

![EUR/USD: H1]

• Moving Average crossover. The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator rises (strong signal).
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formed breakout</td>
<td>The lower shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar are above the indicator, and the Low price is below the indicator) and the indicator rises (weak signal for a roll-back from the indicator line).</td>
</tr>
</tbody>
</table>

![EUR/USD 1H chart showing形成的突破](image)

| For selling | Failed breakout | The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator falls (weak signal). |

![EUR/USD 1H chart showing失败突破](image)

|   | Moving Average crossover | The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator falls (strong signal). |

![EUR/USD 1H chart showing移动平均交叉](image)
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formed breakout.</td>
<td>The upper shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar are below the indicator, and the High price is above the indicator) and the indicator falls (weak signal for a roll-back from the indicator line).</td>
</tr>
<tr>
<td>No objections to buying</td>
<td>The price is above the indicator.</td>
</tr>
<tr>
<td>No objections to selling</td>
<td>The price is below the indicator.</td>
</tr>
</tbody>
</table>

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
## Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodMA</td>
<td>Period of averaging of the indicator.</td>
</tr>
<tr>
<td>Shift</td>
<td>Shift of the indicator along the time axis (in bars).</td>
</tr>
<tr>
<td>Method</td>
<td>Method of averaging.</td>
</tr>
<tr>
<td>Applied</td>
<td>A <code>price_series</code> used for calculation of the indicator.</td>
</tr>
</tbody>
</table>
**Signals of the indicator Parabolic SAR**

This module of signals is based on the market models of the indicator Parabolic SAR. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

**Conditions of Generation of Signals**

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>Reverse — the indicator is below the price at the analyzed bar and above the price at the previous one.</td>
</tr>
<tr>
<td>For selling</td>
<td>Reverse — the indicator is above the price at the analyzed bar and below the price at the previous one.</td>
</tr>
<tr>
<td>No objections</td>
<td>The price is above the indicator.</td>
</tr>
</tbody>
</table>
**Signal Type**

<table>
<thead>
<tr>
<th>Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>to buying</td>
<td></td>
</tr>
<tr>
<td>No objections to selling</td>
<td>The price is below the indicator.</td>
</tr>
</tbody>
</table>

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).

**Adjustable Parameters**

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>Step</td>
<td>The step of price increment.</td>
</tr>
<tr>
<td>Maximum</td>
<td>Maximum rate of the speed of convergence of the indicator with the price.</td>
</tr>
</tbody>
</table>
## Signals of the Oscillator Relative Strength Index

This module of signals is based on the market models of the oscillator [Relative Strength Index](#). The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

### Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>· Reverse behind the oversold level — the oscillator turned upwards and its value at the analyzed bar is behind the oversold level (default value is 30).</td>
</tr>
<tr>
<td></td>
<td>· Failed swing — the oscillator rises higher than the previous peak at the analyzed bar.</td>
</tr>
<tr>
<td></td>
<td>· Divergence — the first analyzed bottom of the oscillator is lower than the previous one, and the corresponding price bottom is lower than the previous one.</td>
</tr>
<tr>
<td>Signal Type</td>
<td></td>
</tr>
<tr>
<td>----------------</td>
<td></td>
</tr>
<tr>
<td>Description of Conditions</td>
<td></td>
</tr>
</tbody>
</table>

- **Double divergence** — the oscillator forms three consequent bottoms, each of them is higher than the previous one; and the price formed three corresponding bottoms, and each of them is lower than the previous one.

- **Head/Shoulders** — the oscillator formed three consequent bottoms, and the middle one is lower than the others.
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
</table>
| For selling | - Reverse behind the overbought level – the oscillator turned downwards and its value at the analyzed bar is behind the overbought level (default value is 70).  
- Failed swing – the oscillator falls lower than the previous bottom at the analyzed bar. |
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Divergence</td>
<td>the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak.</td>
</tr>
<tr>
<td>Double divergence</td>
<td>the oscillator formed three consequent peaks, each of them is lower than the previous one; and the price formed three corresponding peaks, each of them is higher than the previous one.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>Head/Shoulders</td>
<td>the oscillator formed three consequent peaks, and the mid one is higher than the others.</td>
</tr>
</tbody>
</table>

No objections to buying

Value of the oscillator grows at the analyzed bar.

No objections to selling

Value of the oscillator falls at the analyzed bar.

Note

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).

Adjustable Parameters
This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodRSI</td>
<td>Period of calculation of the oscillator.</td>
</tr>
<tr>
<td>Applied</td>
<td>A <a href="#">price series</a> used for calculation of the oscillator.</td>
</tr>
</tbody>
</table>
### Signals of the Oscillator Relative Vigor Index

This module of signals is based on the market models of the oscillator Relative Vigor Index. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

### Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>Crossing of the main and signal line — the main line is above the signal line at the analyzed bar and below the signal line at the previous one.</td>
</tr>
<tr>
<td>For selling</td>
<td>Crossing of the main and signal line — the main line is below the signal line at the analyzed bar and above the signal line at the previous one.</td>
</tr>
<tr>
<td>No objections</td>
<td>Value of the oscillator grows at the analyzed bar.</td>
</tr>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>to buying</td>
<td></td>
</tr>
<tr>
<td>No objections to selling</td>
<td>Value of the oscillator falls at the analyzed bar.</td>
</tr>
</tbody>
</table>

### Note

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).

### Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodRVI</td>
<td>Period of calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Signals of the Oscillator Stochastic

This module of signals is based on the market models of the oscillator Stochastic. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• <strong>Reverse</strong> – the oscillator turned upwards (the oscillator rises at the analyzed bar and falls at the previous one).</td>
</tr>
<tr>
<td></td>
<td>• Crossing of the main and signal line – the main line is above the signal line at the analyzed bar and below the signal line at the previous one.</td>
</tr>
<tr>
<td></td>
<td>• Divergence – the first analyzed bottom of the oscillator is higher than the previous one, and the corresponding price bottom is lower than the previous one.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td><strong>Double divergence</strong></td>
<td>the oscillator form three consequent bottoms, each of them is higher than the previous one; and the price formed three corresponding bottoms, and each of them is lower than the previous one.</td>
</tr>
<tr>
<td><strong>Reverse</strong></td>
<td>the oscillator turned downwards (the oscillator falls at the analyzed bar and rises at the previous one).</td>
</tr>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>· Crossing of the main and signal line – the main line is below the signal line at the analyzed bar and above the signal line at the previous one.</td>
</tr>
<tr>
<td>· Divergence – the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak.</td>
</tr>
<tr>
<td>Signal Type</td>
</tr>
<tr>
<td>-------------</td>
</tr>
<tr>
<td><strong>Double divergence</strong></td>
</tr>
</tbody>
</table>

- **No objections to buying** | Value of the oscillator grows at the analyzed bar. |
- **No objections to selling** | Value of the oscillator falls at the analyzed bar. |

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
# Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodK</td>
<td>Period of calculation of the main line of the oscillator.</td>
</tr>
<tr>
<td>PeriodD</td>
<td>Period of averaging of the main line of the oscillator.</td>
</tr>
<tr>
<td>PeriodSlow</td>
<td>Period of slowing.</td>
</tr>
<tr>
<td>Applied</td>
<td>A price series used for calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Signals of the Oscillator Triple Exponential Average

This module of signals is based on the market models of the oscillator *Triple Exponential Average*. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• Reverse — the oscillator turned upwards (the oscillator rises at the analyzed bar and falls at the previous one).</td>
</tr>
<tr>
<td></td>
<td>• Crossing the zero level — the main line is above the zero level at the analyzed bar and below the zero level at the previous one.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>Divergence</td>
<td>- the first analyzed bottom of the oscillator is higher than the previous one, and the corresponding price bottom is lower than the previous one.</td>
</tr>
<tr>
<td>Reverse</td>
<td>- the oscillator turned downwards (the oscillator falls at the analyzed bar and rises at the previous one).</td>
</tr>
<tr>
<td>Crossing the zero level</td>
<td>- the main line is below the zero level at the analyzed bar and above the zero level at the previous one.</td>
</tr>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>· <strong>Divergence</strong> – the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak.</td>
</tr>
</tbody>
</table>

### Adjustable Parameters

<table>
<thead>
<tr>
<th>No objections to buying</th>
<th>Value of the oscillator grows at the analyzed bar.</th>
</tr>
</thead>
<tbody>
<tr>
<td>No objections to selling</td>
<td>Value of the oscillator falls at the analyzed bar.</td>
</tr>
</tbody>
</table>

**Note**

Depending on the mode of operation of an Expert Advisor (“Every tick” or “Open prices only”) an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodTriX</td>
<td>Period of calculation of the oscillator.</td>
</tr>
<tr>
<td>Applied</td>
<td>A price series used for calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Signals of the Indicator Triple Exponential Moving Average

This module of signals is based on the market models of the indicator Triple Exponential Moving Average. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

Conditions of Generation of Signals

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator rises (weak signal of a roll-back from the indicator line).</td>
</tr>
<tr>
<td></td>
<td>• Moving Average crossover. The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator rises (strong signal).</td>
</tr>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>• Formed breakout.</strong> The lower shadow of the bar has crossed the indicator (the Open and Close prices of the analyzed bar are above the indicator, and the Low price is below the indicator) and the indicator rises (weak signal of a roll-back from the indicator).</td>
</tr>
<tr>
<td><strong>• Failed breakout.</strong> The price has crossed the indicator upwards (the Open price of the analyzed bar is below the indicator and the Close price is above the indicator) and the indicator falls (weak signal of a roll-back from the indicator line).</td>
</tr>
<tr>
<td><strong>• Moving Average crossover.</strong> The price has crossed the indicator downwards (the Open price of the analyzed bar is above the indicator and the Close price is below the indicator) and the indicator falls (strong signal).</td>
</tr>
<tr>
<td>Signal Type</td>
</tr>
<tr>
<td>-------------</td>
</tr>
<tr>
<td>Formed breakout.</td>
</tr>
</tbody>
</table>

- **No objections to buying**
  The price is above the indicator.

- **No objections to selling**
  The price is below the indicator.

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
### Adjustable Parameters

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Weight</strong></td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td><strong>PeriodMA</strong></td>
<td>Period of averaging of the indicator.</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Shift of the indicator along the time axis (in bars).</td>
</tr>
<tr>
<td><strong>Method</strong></td>
<td>Method of averaging.</td>
</tr>
<tr>
<td><strong>Applied</strong></td>
<td>A <strong>price series</strong> used for calculation of the indicator.</td>
</tr>
</tbody>
</table>
**Signals of the Oscillator Williams Percent Range**

This module of signals is based on the market models of the oscillator Williams Percent Range. The mechanism of making trade decisions based on signals obtained from the modules is described in a separate section.

**Conditions of Generation of Signals**

Below you can find the description of conditions when the module passes a signal to an Expert Advisor.

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>For buying</td>
<td>• Reverse behind the oversold level — the oscillator turned upwards and its value at the analyzed bar is behind the oversold level (default value is -80).</td>
</tr>
<tr>
<td></td>
<td>• Divergence — the first analyzed bottom of the oscillator is higher than the previous one, and the corresponding price bottom is lower than the previous one.</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>For selling</strong></td>
<td>• <strong>Reverse behind the overbought level</strong> — the oscillator turned downwards and its value at the analyzed bar is behind the overbought level (default value is -20).</td>
</tr>
<tr>
<td></td>
<td>• <strong>Divergence</strong> — the first analyzed peak of the oscillator is lower than the previous one, and the corresponding price peak is higher than the previous peak.</td>
</tr>
</tbody>
</table>

| No objections to buying | Value of the oscillator grows at the analyzed bar. |
| No objections to selling | Value of the oscillator falls at the analyzed bar. |

**Note**

Depending on the mode of operation of an Expert Advisor ("Every tick" or "Open prices only") an analyzed bar is either the current bar (with index 0), or the last formed bar (with index 1).
Remember that the oscillator Williams Percent Range has a reversed scale. Its maximum value is -100, and minimum is 0.

**Adjustable Parameters**

This module has the following adjustable parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Weight of signal of the module in the interval 0 to 1.</td>
</tr>
<tr>
<td>PeriodWPR</td>
<td>Period of calculation of the oscillator.</td>
</tr>
</tbody>
</table>
Trailing Stop classes

This section contains technical details of working with trailing stop classes and description of the relevant components of the MQL5 standard library.

The use of these classes will save time when creating (and testing) trading strategies.

MQL5 Standard Library (in terms of trading strategies) is placed in the terminal directory, in the Include\Expert\Trailing folder.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CTrailingFixedPips</td>
<td>This class implements Trailing Stop algorithm based on fixed points</td>
</tr>
<tr>
<td>CTrailingMA</td>
<td>This class implements Trailing Stop algorithm based on the values of Moving Average indicator</td>
</tr>
<tr>
<td>CTrailingNone</td>
<td>A stub class, it does not uses any Trailing Stop algorithm</td>
</tr>
<tr>
<td>CTrailingPSAR</td>
<td>This class implements Trailing Stop algorithm based on the values of Parabolic SAR indicator</td>
</tr>
</tbody>
</table>
CTrailingFixedPips

CTrailingFixedPips is a class with implementation of Trailing Stop algorithm based on fixed points trailing.

CTrailingFixedPips class implements the following algorithm of trailing open positions: If Stop Loss level is equal to zero, Stop Loss order modification condition is considered unfulfilled, therefore there is no suggestion to change a position's Stop Loss. Otherwise, the check of whether the price has moved in favorable direction is performed.

If a position has a Stop Loss order, it checks the minimal allowed Stop Loss distance to the current price. If the position has no Stop Loss level, the distance between the current and open prices is checked. If the distance exceeds Stop Loss level, the system suggests to set a new Stop Loss price.

If Stop Loss modification condition is fulfilled and Take Profit is not equal to zero, the system suggests setting a new Take Profit price.

If Expert Advisor class has been initialized with the flag every_tick=false, it will perform all operations (trading, trailing, etc) only at the new bar on a working symbol and timeframe. In this case, setting Take Profit order allows you to close position when the price moves in the position direction before a new bar appears.

Description

CTrailingFixedPips implements the Trailing Stop algorithm at a specified "distance" from the current price (in points).

Declaration

```cpp
class CTrailingFixedPips: public CExpertTrailing
```

Title

```
#include <Expert\Trailing\CTrailingFixedPips.mqh>
```

Inheritance hierarchy

```
CObject
    CExpertBase
        CExpertTrailing
            CTrailingFixedPips
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Initialization</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>StopLevel</td>
<td>Sets the value of Stop Loss level</td>
</tr>
<tr>
<td>ProfitLevel</td>
<td>Sets the value of Take Profit level</td>
</tr>
<tr>
<td>virtual ValidationSettings</td>
<td>Checks the settings</td>
</tr>
</tbody>
</table>

Check Trailing Methods
Initialization

| virtual CheckTrailingStopLong | Check Trailing Stop conditions of a long position |
| virtual CheckTrailingStopShort | Check Trailing Stop conditions of a short position |

Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries, InitIndicators
StopLevel

Sets the value of Stop Loss level.

```c
void StopLevel(
    int stop_level // level
)
```

**Parameters**

*stop_loss*

[in] The value of Stop Loss level (in conventional 2/4-digit points).

**Note**

If Stop Loss level is equal to 0, the Trailing Stop is not used.
**ProfitLevel**

Sets the value of Take Profit level.

```cpp
void ProfitLevel(
    int profit_level  // level
)
```

**Parameters**

- `profit_level`  
  - [in] The value of Take Profit level (in conventional 2/4-digit points).

**Note**

If profit level is equal to 0, the Trailing Stop is not used.
ValidationSettings

Checks the settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

true - successful, otherwise - false.

Note

The function checks Take Profit and Stop Loss levels. The correct values are 0 and values greater than the minimal indentation in points from the current close price to place Stop orders.
CheckTrailingStopLong

Checks Trailing Stop conditions of a long position.

```cpp
virtual bool CheckTrailingStopLong(
    CPositionInfo* position, // pointer
    double& sl,              // reference to Stop Loss
    double& tp               // reference to Take Profit
)
```

**Parameters**

- `position`
  - [in] Pointer to `CPositionInfo` object.

- `sl`
  - [in][out] Reference to variable for Stop Loss price.

- `tp`
  - [in][out] Reference to variable for Take Profit price.

**Return Value**

true - conditions are satisfied, otherwise - false.

**Note**

If Stop Loss level is equal to 0, the condition is not fulfilled (exit). If position already has Stop Loss price, its value is assumed as a base price, otherwise the position open price is assumed as a base price. If the current Bid price is higher than base price+stop loss level, it suggests to set new Stop Loss price. In this case, if position already has Take Profit price, it suggests to set new Take Profit price equal to Bid price+take profit level.
CheckTrailingStopShort

Checks Trailing Stop conditions of a short position.

```cpp
virtual bool CheckTrailingStopShort(
    CPositionInfo* position,       // pointer
    double&   sl,                  // reference to Stop Loss
    double&   tp                    // reference to Take Profit
)
```

**Parameters**

- `position`  
  [in] Pointer to `CPositionInfo` object.

- `sl`  
  [in][out] Reference to variable for Stop Loss price.

- `tp`  
  [in][out] Reference to variable for Take Profit price.

**Return Value**

true - conditions are satisfied, otherwise - false.

**Note**

If Stop Loss level is equal to 0, the condition is not fulfilled (exit). If position already has Stop Loss price, its value is assumed as a base price, otherwise the position open price is assumed as a base price. If the current Ask price is lower than base price - stop loss level, it suggests to set new Stop Loss price. In this case, if position already has Take Profit price, it suggests to set new Take Profit price equal to Ask price - take profit level.
CTrailingMA

CTrailingMA is a class with implementation of Trailing Stop algorithm based on the values of moving average indicator.

Description

CTrailingMA class implements Trailing Stop algorithm based on the values of moving average indicator of the previous (completed) bar.

Declaration

```c
class CTrailingMA: public CExpertTrailing
```

Title

```c
#include <Expert\Trailing\TrailingMA.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertTrailing
      - CTrailingMA

Class Methods by Groups

<table>
<thead>
<tr>
<th>Initialization</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Period</strong></td>
<td>Sets period of moving average</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Sets shift of moving average</td>
</tr>
<tr>
<td><strong>Method</strong></td>
<td>Sets smoothing method of moving average</td>
</tr>
<tr>
<td><strong>Applied</strong></td>
<td>Sets applied price of moving average</td>
</tr>
<tr>
<td>virtual <strong>InitIndicators</strong></td>
<td>Initializes indicators and timeseries</td>
</tr>
<tr>
<td>virtual <strong>ValidationSettings</strong></td>
<td>Checks the settings</td>
</tr>
</tbody>
</table>

Check Trailing Methods

| virtual **CheckTrailingStopLong** | Check Trailing Stop conditions of a long position |
| virtual **CheckTrailingStopShort** | Check Trailing Stop conditions of a short position |

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase
Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare

InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume,
RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries
Period

Sets period of a moving average.

```c
void Period(
    int period    // period
)
```

Parameters

- `period`
  - [in] Period of a moving average.
**Shift**

Sets shift of a moving average.

```c
void Shift(
    int shift  // parameter
)
```

**Parameters**

- `shift`
  - `[in]` Shift of a moving average.
**Method**

Sets smoothing method of a moving average.

```c
void Method(
    ENUM_MA_METHOD method  // parameter
)
```

**Parameters**

*method*

[in] Smoothing method (from `ENUM_MA_METHOD` enumeration) of a moving average.
Applied

Sets applied price of a moving average.

```c
void Applied(
    ENUM_APPLIED_PRICE applied // parameter
)
```

Parameters

- **applied**
  
InitIndicators

Initializes indicators and timeseries.

```cpp
virtual bool InitIndicators(
    CIndicators* indicators  // pointer
)
```

**Parameters**

*indicators*

[in] Pointer to indicators and timeseries collection (CExpert class member).

**Return Value**

true - successful, otherwise - false.
ValidationSettings

Checks the settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

true - successful, otherwise - false.

Note

The function checks the period of moving average, the correct values are positive.
CheckTrailingStopLong

Checks Trailing Stop conditions of a long position.

```cpp
virtual bool CheckTrailingStopLong(
    CPositionInfo* position,  // pointer
    double& sl,              // reference
    double& tp                // reference
)
```

**Parameters**

- `position`  
  [in] Pointer to `CPositionInfo` object.

- `sl`  
  [in][out] Reference to variable for Stop Loss price.

- `tp`  
  [in][out] Reference to variable for Take Profit price.

**Return Value**

- `true` - conditions are satisfied, otherwise - `false`.

**Note**

First it calculates the maximal allowed Stop Loss price closest to the current price and calculates Stop Loss price using the values of moving average indicator of the previous (completed) bar. If position already has Stop Loss price, its value is assumed as a base price, otherwise the base price is the open price of the position. If the calculated Stop Loss price is higher than base price and lower than maximal allowed Stop Loss price, it suggests to set new Stop Loss price.
CheckTrailingStopShort

Checks Trailing Stop conditions of a short position.

```cpp
virtual bool CheckTrailingStopShort(
    CPositionInfo* position,  // pointer
    double& sl,               // reference
    double& tp                 // reference
)
```

Parameters

- **position**
  - [in] Pointer to `CPositionInfo` object.
- **sl**
  - [in][out] Reference to variable for Stop Loss price.
- **tp**
  - [in][out] Reference to variable for Take Profit price.

Return Value

- `true` - conditions are satisfied, otherwise - `false`.

Note

First it calculates the minimal allowed Stop Loss price closest to the current price and calculates Stop Loss price using the values of moving average indicator of the previous (completed) bar. If position already has Stop Loss price, its value is assumed as a base price, otherwise the base price is the open price of the position. If the calculated Stop Loss price is lower than base price and higher than minimal allowed Stop Loss price, it suggests to set new Stop Loss price.
CTrailingNone

CTrailingNone is a stub class. This class should be used at initialization of trailing object in CExpert class if your strategy does not use Trailing Stop.

Description

CTrailingNone class does not implement any Trailing Stop algorithm. The methods of checking Trailing Stop conditions always return false.

Declaration

```cpp
class CTrailingNone: public CExpertTrailing
```

Title

```cpp
#include <Expert\Trailing\TrailingNone.mqh>
```

Inheritance hierarchy

- CObject
- CExpertBase
  - CExpertTrailing
    - CTrailingNone

Class Methods by Groups

<table>
<thead>
<tr>
<th>Check Trailing Methods</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual <code>CheckTrailingStopLong</code></td>
<td>A stub method for checking Trailing Stop conditions of a long position</td>
</tr>
<tr>
<td>virtual <code>CheckTrailingStopShort</code></td>
<td>A stub method for checking Trailing Stop conditions of a short position</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, ValidationSettings, SetPriceSeries, SetOtherSeries, InitIndicators

Methods inherited from class CExpertTrailing

- `CheckTrailingStopLong`, `CheckTrailingStopShort`
CheckTrailingStopLong

Checks Trailing Stop conditions of a long position.

```cpp
virtual bool CheckTrailingStopLong(
    CPositionInfo* position,  // pointer
    double&       sl,        // reference
    double&       tp          // reference
)
```

**Parameters**

- `position`  
  [in] Pointer to `CPositionInfo` object.

- `sl`  
  [in][out] Reference to variable for Stop Loss price.

- `tp`  
  [in][out] Reference to variable for Take Profit price.

**Return Value**

- true - conditions are satisfied, otherwise - false.

**Note**

The function always returns false.
CheckTrailingStopShort

Checks Trailing Stop conditions of a short position.

```cpp
virtual bool CheckTrailingStopShort(
    CPositionInfo* position,  // pointer
    double& sl,               // reference
    double& tp                 // reference
)
```

**Parameters**

- `position` 
  
    [in] Pointer to `CPositionInfo` object.

- `sl` 
  
    [in][out] Reference to variable for Stop Loss price.

- `tp` 
  
    [in][out] Reference to variable for Take Profit price.

**Return Value**

  true - conditions are satisfied, otherwise - false.

**Note**

  The function always returns false.
CTrailingPSAR

CTrailingPSAR is a class with implementation of Trailing Stop algorithm based on the values of Parabolic SAR indicator.

Description

CTrailingPSAR class implements the Trailing Stop algorithm based on the values of Parabolic SAR indicator of the previous (completed) bar.

Declaration

```cpp
class CTrailingPSAR: public CExpertTrailing
```

Include

```cpp
#include <Expert\Trailing\TrailingParabolicSAR.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertTrailing
      - CTrailingPSAR

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, ValidationSettings, SetPriceSeries, SetOtherSeries
Step

Sets the value of step of Parabolic SAR indicator.

```cpp
void Step(
    double step               // parameter
)
```

Parameters

step

Maximum

Sets the value of maximum of Parabolic SAR indicator.

```cpp
void Maximum{
    double maximum  // parameter
}
```

Parameters

maximum

**InitIndicators**

Initializes indicators and timeseries.

```cpp
virtual bool InitIndicators(
    CIndicators* indicators  // pointer
)
```

**Parameters**

- `indicators`  
  `[in]` Pointer to indicators and timeseries collection (**Expert** class member).

**Return Value**

- `true` - successful, otherwise - `false`. 
CheckTrailingStopLong

Checks Trailing Stop conditions of a long position.

```cpp
virtual bool CheckTrailingStopLong(
    CPositionInfo* position,       // pointer
    double& sl,                    // reference
    double& tp)                    // reference
```

**Parameters**

- `position`  
  [in] Pointer to `CPositionInfo` object.

- `sl`  
  [in][out] Reference to variable for Stop Loss price.

- `tp`  
  [in][out] Reference to variable for Take Profit price.

**Return Value**

- `true` - conditions are satisfied, otherwise - `false`.

**Note**

First it calculates the maximal allowed Stop Loss price closest to the current price and calculates Stop Loss price using the values of Parabolic SAR indicator of the previous (completed) bar. If position already has Stop Loss price, its value is assumed as a base price, otherwise the position open price is assumed as a base price. If the calculated Stop Loss price is higher than base price and lower than maximal allowed Stop Loss price, it suggests to set new Stop Loss price.
CheckTrailingStopShort

Checks Trailing Stop conditions of a short position.

```cpp
virtual bool CheckTrailingStopShort(
    CPositionInfo* position,  // pointer
    double& sl,              // reference
    double& tp                // reference
);
```

**Parameters**

- `position`
  - [in] Pointer to `CPositionInfo` object.
- `sl`
  - [in][out] Reference to variable for Stop Loss price.
- `tp`
  - [in][out] Reference to variable for Take Profit price.

**Return Value**

- `true` - conditions are satisfied, otherwise - `false`.

**Note**

First it calculates the minimal allowed Stop Loss price closest to the current price and calculates Stop Loss price using the values of Parabolic SAR indicator of the previous (completed) bar. If position already has Stop Loss price, its value is assumed as a base price, otherwise the position open price is assumed as a base price. If the calculated Stop Loss price is lower than base price and higher than minimal allowed Stop Loss price, it suggests to set new Stop Loss price.
Money Management classes

This section contains technical details of working with money and risk management classes and description of the relevant components of the MQL5 standard library.

The use of these classes will save time when creating (and testing) trading strategies.

MQL5 Standard Library (in terms of money and risk management classes) is placed in the terminal directory, in the Include\Expert\Money\ folder.

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<td>This class implements money management algorithm based on trading with variable lot size, depending on results of the previous deals.</td>
</tr>
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</table>
CMoneyFixedLot

CMoneyFixedLot is the class designed to implement money management algorithm based on trading with predefined fixed lot size.

Description

CMoneyFixedLot implements money management algorithm based on trading with predefined fixed lot size.

Declaration

```cpp
class CMoneyFixedLot: public CExpertMoney
```

Title

```cpp
#include <Expert\Money\MoneyFixedLot.mqh>
```

Inheritance hierarchy

- CObject
- CExpertBase
- CExpertMoney
  - CMoneyFixedLot

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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries, InitIndicators

Methods inherited from class CExpertMoney

- Percent, CheckReverse, CheckClose
Lots

Sets trading volume (in lots).

```c
void Lots(
    double lots  // number of lots
)
```

Parameters

- `lots`
  
ValidationSettings

Checks the settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

true - successful, otherwise - false.

Note

Checks if the predefined fixed lot falls within the range of allowed values and is multiple of change step.
CheckOpenLong

Gets trade volume for a long position.

```cpp
virtual double CheckOpenLong(
    double price,   // price
    double sl       // Stop Loss price
)
```

**Parameters**

*price*


*sl*


**Return Value**

Trade volume for a long position.

**Note**

The function always returns the predefined fixed trade volume.
CheckOpenShort

Gets trade volume for a short position.

```cpp
virtual double CheckOpenShort(
    double price,      // price
    double sl          // Stop Loss price
)
```

**Parameters**

*price*


*sl*


**Return Value**

Trade volume for a short position.

**Note**

The function always returns the predefined fixed trade volume.
CMoneyFixedMargin

CMoneyFixedMargin is the class designed to implement money management algorithm based on trading with predefined fixed margin.

Description

CMoneyFixedMargin implements money management algorithm based on trading with predefined fixed margin.

Declaration

```cpp
class CMoneyFixedMargin: public CExpertMoney
```

Title

```cpp
#include <Expert\Money\MoneyFixedMargin.mqh>
```

Inheritance hierarchy

- CObject
- CExpertBase
  - CExpertMoney
    - CMoneyFixedMargin

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries, InitIndicators

Methods inherited from class CExpertMoney

- Percent, ValidationSettings, CheckReverse, CheckClose
CheckOpenLong

Gets trade volume for a long position.

```cpp
virtual double CheckOpenLong(
    double price,     // price
    double sl         // Stop Loss price
)
```

**Parameters**

- **price**
  - [in] Estimated open price.
- **sl**
  - [in] Estimated Stop Loss price.

**Return Value**

Trade volume for a long position.

**Note**

The function returns trade volume for a long position with a fixed predefined margin. The margin is defined by Percent parameter of `CExpertMoney` base class.
CheckOpenShort

Gets trade volume for a short position.

```cpp
virtual double CheckOpenShort(
    double price,     // price
    double sl         // Stop Loss price
)
```

**Parameters**

- `price`  

- `sl`  
  [in] Estimated Stop Loss price.

**Return Value**

- Trade volume for a short position.

**Note**

The function returns trade volume for a short position with a predefined fixed margin. The margin is defined by Percent parameter of `CExpertMoney` base class.
CMoneyFixedRisk

CMoneyFixedRisk is a class with implementation of money management algorithm with fixed predefined risk.

Description

CMoneyFixedRisk class implements the money management algorithm with fixed predefined risk.

Declaration

```cpp
class CMoneyFixedRisk : public CExpertMoney
```

Title

```cpp
#include <Expert\Money\MoneyFixedRisk.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertMoney
      - CMoneyFixedRisk

Class Methods by Groups

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<td>virtual CheckOpenShort</td>
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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries, InitIndicators

Methods inherited from class CExpertMoney

- Percent, ValidationSettings, CheckReverse
CheckOpenLong

Gets trade volume for a long position.

```cpp
virtual double CheckOpenLong(
    double price, // price
    double sl     // Stop Loss price
)
```

**Parameters**

- `price`  
  - `[in]` Estimated open price.

- `sl`  
  - `[in]` Estimated Stop Loss price.

**Return Value**

Trade volume for a long position.

**Note**

The function returns trade volume for a long position with a fixed predefined risk level. The risk is defined by Percent parameter of `CExpertMoney` base class.
CheckOpenShort

Gets trade volume for a short position.

```cpp
virtual double CheckOpenShort(
    double price, // price
    double sl     // Stop Loss price
)
```

Parameters

- `price`
  - [in] Estimated open price.

- `sl`
  - [in] Estimated Stop Loss price.

Return Value

Trade volume for a short position.

Note

The function returns trade volume for a short position with a fixed predefined risk level. The risk is defined by Percent parameter of `CExpertMoney` base class.
CMoneyNone

CMoneyNone is a class with implementation of the "absence" of money and risk management.

Description

CMoneyNone class implements trading with minimal allowed lot.

Declaration

```cpp
class CMoneyNone: public CExpertMoney
```

Title

```cpp
#include <Expert\Money\MoneyNone.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertMoney
      - CMoneyNone

Class Methods by Groups

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<td>virtual CheckOpenLong</td>
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<td>virtual CheckOpenShort</td>
<td>Gets trade volume for a short position</td>
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</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume,
- RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries,
- InitIndicators

Methods inherited from class CExpertMoney

- Percent, CheckReverse, CheckClose
ValidationSettings

Checks the settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

true - successful, otherwise - false.

Note

The function always returns true.
CheckOpenLong

Gets trade volume for a long position.

```cpp
virtual double CheckOpenLong(
    double price,  // price
    double sl      // Stop Loss price
)
```

Parameters
- `price`  
  - [in] Estimated open price.
- `sl`  
  - [in] Estimated Stop Loss price.

Return Value
- Trade volume for a long position.

Note
- The function always returns the minimal lot size.
CheckOpenShort

Gets trade volume for a short position.

```cpp
virtual double CheckOpenShort(
    double price,  // price
    double sl      // Stop Loss price
)
```

**Parameters**

*price*


*sl*

[in] Estimated Stop Loss price.

**Return Value**

Trade volume for a short position.

**Note**

The function always returns the minimal lot size.
CMoneySizeOptimized

CMoneySizeOptimized is a class with implementation of money and risk management algorithm depending on results of the previous deals.

Description

CMoneySizeOptimized implements the market entry algorithm with the lot size depending on results of the previous deals.

Declaration

```cpp
class CMoneySizeOptimized: public CExpertMoney
```

Title

```cpp
#include <Expert\Money\MoneySizeOptimized.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertMoney
      - CMoneySizeOptimized

Class Methods by Groups

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Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CExpertBase

- InitPhase, TrendType, UsedSeries, EveryTick, Open, High, Low, Close, Spread, Time, TickVolume, RealVolume, Init, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries, InitIndicators

Methods inherited from class CExpertMoney

- Percent, CheckReverse, CheckClose
**DecreaseFactor**

Sets the value of decrease factor.

```cpp
void DecreaseFactor(
    double decrease_factor  // decrease factor
)
```

**Parameters**

- `decrease_factor`
  - [in] Decrease factor.

**Note**

The `DecreaseFactor` defines the open position volume decreasing coefficient (compared with the volume of a previous position) for the case of consecutive loss trades.
ValidationSettings

Checks the settings.

```cpp
virtual bool ValidationSettings()
```

Return Value

true - successful, otherwise - false.

Note

If the value of decrease factor is negative, it returns false, otherwise it returns true.
CheckOpenLong

Gets trade volume for a long position.

```cpp
virtual double CheckOpenLong(
    double price,     // price
    double sl         // Stop Loss price
)
```

**Parameters**

- **price**
  - [in] Estimated open price.

- **sl**
  - [in] Estimated Stop Loss price.

**Return Value**

Trade volume for long position.

**Note**

The function returns trade volume for a long position considering results of previous deals.
CheckOpenShort

Gets trade volume for a short position.

```cpp
virtual double CheckOpenShort(
    double price,   // price
    double sl       // Stop Loss price
)
```

Parameters

- **price**
  - [in] Estimated open price.

- **sl**
  - [in] Estimated Stop Loss price.

Return Value

- Trade volume for a long position.

Note

- The function returns trade volume for a short position considering results of previous deals.
Classes for Creating Control Panels and Dialogs

This section contains technical details of working with classes for creation of control panels and dialogs, as well as description of the relevant components of the MQL5 standard library.

The use of these classes will save time when developing custom interactive MQL5 applications, including Expert Advisors and indicators.

MQL5 Standard Library (in terms of classes for creation of control panels and dialogs) is placed in the terminal data folder, in the MQL5\Include\Controls.

Find the examples of working with classes in the following articles:

- How to create a graphical panel of any complexity level
- Improving Panels: Adding transparency, changing background color and inheriting from CAppDialog/CWndClient
- Adding a control panel to an indicator or an Expert Advisor in no time
- Create your own graphical panels in MQL5
- Creating active control panels in MQL5 for trading

The sample Expert Advisor, which illustrates the operation of these classes, can be found in MQL5\Expert\Examples\Controls.

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## CRect

CRect is a class of the rectangular area of the chart.

### Description

CRect is a class of the area, it is defined by both coordinates of the upper-left and lower-right corners of a rectangle in Cartesian coordinates.

### Declaration

```cpp
class CRect
```

### Title

```cpp
#include <Controls\Rect.mqh>
```

### Class Methods by Groups

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**Left (Get Method)**

Gets the X coordinate of the upper-left corner.

```cpp
int Left()
```

**Return Value**

X coordinate of the upper-left corner.

**Left (Set Method)**

Sets the X coordinate of the upper-left corner.

```cpp
void Left(
    const int x  // x coordinate
)
```

**Parameters**

x  

[in] New X coordinate of the upper-left corner.

**Return Value**

None.
Top (Get Method)

Gets the Y coordinate of the upper-left corner.

```cpp
int Top()
```

Return Value

Y coordinate of the upper-left corner.

Top (Set Method)

Sets the Y coordinate of the upper-left corner.

```cpp
void Top(const int y // y coordinate)
```

Parameters

- **y**
  - [in] New Y coordinate of the upper-left corner.

Return Value

None.
Right (Get Method)

Gets the X coordinate of the lower-right corner.

```cpp
int Right()
```

Return Value

X coordinate of the lower-right corner.

Right (Set Method)

Sets the X coordinate of the lower-right corner.

```cpp
void Right(
    const int x // x coordinate
)
```

Parameters

- `x` [in] New X coordinate of the lower-right corner.

Return Value

None.
Bottom (Get Method)

Gets the Y coordinate of the lower-right corner.

```c
int Bottom()
```

Return Value

Y coordinate of the lower-right corner.

Bottom (Set Method)

Sets the Y coordinate of the lower-right corner.

```c
void Bottom(
    const int y  // y coordinate
)
```

Parameters

- `y`
  
  [in] New Y coordinate of the lower-right corner.

Return Value

None.
Width (Get Method)

Gets the width of the area.

```
int Width()
```

Return Value

Width of the area.

Width (Set Method)

Sets new width of the area.

```
virtual bool Width(
    const int w  // width
)
```

Parameters

`w`


Return Value

true - successful, otherwise - false.
**Height (Get Method)**

Gets the height of the area.

```cpp
int Height()
```

**Return Value**

Height of the area.

**Height (Set Method)**

Sets new height of the area.

```cpp
virtual bool Height(
    const int h // height
)
```

**Parameters**

- `h`
  

**Return Value**

- `true` - successful, otherwise - `false`. 
**SetBound**

Sets new coordinates of the area using CRect class coordinates.

```cpp
void SetBound(
    const &CRect rect // CRect class
)
```

**Parameters**

- `l`  
  [in] X coordinate of the upper-left corner.

- `t`  
  [in] Y coordinate of the upper-left corner.

- `r`  
  [in] X coordinate of the lower-right corner.

- `b`  
  [in] Y coordinate of the lower-right corner.

**Return Value**

None.
Move

Performs the absolute displacement of the area coordinates.

```c
void Move(...)
{
    const int x, // X coordinate
    const int y  // Y coordinate
}
```

Parameters

- `x`
  - [in] New X coordinate.

- `y`
  - [in] New Y coordinate.

Return Value

None.
Shift

Performs the relative displacement (shift) of the area coordinates.

```cpp
void Shift(
    const int dx,  // delta X
    const int dy   // delta Y
)
```

Parameters

- `dx`  
  [in] Delta X.

- `dy`  
  [in] Delta Y.

Return Value

None.
Contains

Checks if the point is inside the CRect class area.

```cpp
bool Contains(
    const int x,  // X coordinate
    const int y   // Y coordinate
)
```

Parameters

- \(x\)  
  [in] X coordinate.

- \(y\)  
  [in] Y coordinate.

Return Value

true - the point is inside the area (including borders), otherwise - false.
Format

Gets the area coordinates as a string.

```c
string Format(
    string & fmt,  // format
) const
```

Parameters

- `fmt`
  - [in] String with format.

Return Value

String with the area coordinates.
CDateTime

CDateTime is a structure for working with date and time.

Description

CDateTime is a structure derived from MqlDateTime, it is used for operation with date and time in controls.

Declaration

```cpp
struct CDateTime
```

Title

```cpp
#include <Tools\DateTime.mqh>
```

Methods

**Properties**

- `MonthName` Gets month name
- `ShortMonthName` Gets short name of the month
- `DayName` Gets full name of the day in a week
- `ShortDayName` Gets short name of the day in a week
- `DaysInMonth` Gets number of days in month

Get/Set methods

- `DateTime` Gets/sets date and time
- `Date` Sets date
- `Time` Sets time
- `Sec` Sets seconds
- `Min` Sets minutes
- `Hour` Sets hour
- `Day` Sets day of the month
- `Mon` Sets month
- `Year` Sets year

Additional methods

- `SecDec` Subtracts specified number of seconds
- `SecInc` Adds specified number of seconds
- `MinDec` Subtracts specified number of minutes
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</tr>
</tbody>
</table>
MonthName

Gets month name.

```cpp
string MonthName() const
```

Gets month name by index.

```cpp
string MonthName(
    const int num // month index
) const
```

**Parameters**

- `num`
  - [in] Month index (1-12).

**Return Value**

- Full month name.
**ShortMonthName**

Gets short month name.

```cpp
string ShortMonthName() const
```

Gets short month name by index.

```cpp
string ShortMonthName(const int num // month index)
```

**Parameters**

- `num`
  
  [in] Month index (1-12).

**Return Value**

Short month name.
DayName

Gets full name of the day in a week.

```cpp
string DayName() const
```

Gets full name of the day in a week by index.

```cpp
string DayName(
    const int num // day index
) const
```

**Parameters**

`num`

[in] Day index (0-6).

**Return Value**

Full name of the day.
ShortDayName

Gets short name of the day in a week.

```cpp
string ShortDayName() const
```

Gets short name of the day in a week by index.

```cpp
string ShortDayName(
    const int num // day index
) const
```

Parameters

`num`

[in] Day index (0-6).

Return Value

Short name of the day.
DaysInMonth

Gets number of days in month.

```cpp
int DaysInMonth() const
```

Return Value

Number of days in month.
DateTime (Get Method)

Gets date and time.

```cpp
dateTime DateTime()
```

Return Value

Value of `dateTime` type.

DateTime (Set Method dateTime)

Sets date and time with `dateTime` type.

```cpp
void DateTime(
    const dateTime value // date and time
)
```

Parameters

- `value`
  
  [in] Value of `dateTime` type.

Return Value

None.

DateTime (Set Method MqlDateTime)

Sets date and time with `MqlDateTime` type.

```cpp
void DateTime(
    const MqlDateTime &value // date and time
)
```

Parameters

- `value`
  
  [in] Value of `MqlDateTime` type.

Return Value

None.
Date (Set Method datetime)

Sets date with `datetime` type.

```c
void Date(const datetime value); // date
```

**Parameters**

- `value`
  - [in] Value of `datetime` type.

**Return Value**

None.

Date (Set Method MqlDateTime)

Sets date with `MqlDateTime` type.

```c
void Date(const MqlDateTime &value); // date
```

**Parameters**

- `value`
  - [in] Value of `MqlDateTime` type.

**Return Value**

None.
Time (Set Method datetime)

Sets time with `datetime` type.

```cpp
void Time(
    const datetime value  // time
)
```

Parameters

- `value` 
  - [in] Value of `datetime` type.

Return Value

None.

Time (Set Method MqlDateTime)

Sets time with `MqlDateTime` type.

```cpp
void Time(
    const MqlDateTime &value  // time
)
```

Parameters

- `value` 
  - [in] Value of `MqlDateTime` type.

Return Value

None.
Sec

Sets seconds.

```cpp
void Sec(
    const int value  // seconds
)
```

Parameters

value

[in] Seconds.

Return Value

None.
Min

Sets minutes.

```cpp
void Min(
    const int value  // minutes
)
```

Parameters

value


Return Value

None.
Hour

Sets hour.

```c
void Hour(
    const int value    // hour
)
```

Parameters

value

[in] Hour.

Return Value

None.
Day

Sets day of the month.

```cpp
void Day(
    const int value  // day of month
)
```

Parameters

- `value`
  - `[in]` Day of month.

Return Value

None.
Mon

Sets month.

```c
void Mon(
    const int value  // month
)
```

Parameters

- `value`
  - `[in]` Month.

Return Value

None.
Year

Sets year.

```cpp
void Year(
    const int value   // year
)
```

Parameters

- `value` [in] Year.

Return Value

None.
SecDec

Subtracts specified number of seconds.

```c
void SecDec(
    int delta=1 // seconds
);
```

**Parameters**

`delta`

[in] Seconds to subtract.

**Return Value**

None.
SecInc

Adds specified number of seconds.

```c
void SecInc(
    int delta=1  // seconds
)
```

**Parameters**

delta

[in] Seconds to add.

**Return Value**

None.
**MinDec**

Subtracts specified number of minutes.

```c
void MinDec(
    int delta=1 // minutes
)
```

**Parameters**

- `delta`
  
  [in] Minutes to subtract.

**Return Value**

None.
MinInc

Adds specified number of minutes.

```c
void MinInc(
    int delta=1  // minutes
)
```

**Parameters**

delta

[in] Minutes to add.

**Return Value**

None.
HourDec

Subtracts specified number of hours.

```cpp
void HourDec(
    int delta=1  // hours
)
```

Parameters

delta

[in] Hours to subtract.

Return Value

None.
HourInc

Adds specified number of hours.

```c
void HourInc(
    int delta=1 // hours
)
```

**Parameters**

*delta*

[in] Hours to add.

**Return Value**

None.
**DayDec**

Subtracts specified number of days.

```c
void DayDec(
    int delta=1       // days
)
```

**Parameters**

- `delta`

  [in] Days to subtract.

**Return Value**

None.
DayInc

Adds specified number of days.

```cpp
void DayInc(
    int delta=1  // days
)
```

Parameters

delta
  [in] Days to add.

Return Value

None.
**MonDec**

Subtracts specified number of months.

```c
void MonDec(
    int delta=1    // months
)
```

**Parameters**

`delta`

[in] Months to subtract.

**Return Value**

None.
MonInc

Adds specified number of months.

```c
void MonInc(
    int delta=1  // months
)
```

**Parameters**

- `delta`
  - [in] Months to add.

**Return Value**

None.
YearDec

Subtracts specified number of years.

```c
void YearDec(
    int delta=1 // years
)
```

Parameters

delta

[in] Years to subtract.

Return Value

None.
YearInc

Adds specified number of years.

```cpp
void YearInc(
    int delta=1 // years
)
```

Parameters

delta

[in] Years to add.

Return Value

None.
**CWnd**

CWnd is a base class for all Standard Library controls.

**Description**

CWnd class is the implementation of the base control class.

**Declaration**

```cpp
#include <Controls/Wnd.mqh>
```

**Inheritance hierarchy**

- CObject
  - CWnd

**Direct descendants**

- CDragWnd, CWndContainer, CWndObj

**Class Methods by Groups**

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</table>
### Create and destroy

- **Deactivate**  
  Deactivates the control

### State flags

- **StateFlags**  
  Gets/sets the control state flags
- **StateFlagsSet**  
  Sets the control state flags  
- **StateFlagsReset**  
  Resets the control state flags

### Properties flags

- **PropFlags**  
  Gets/sets the control properties flags
- **PropFlagsSet**  
  Sets the control properties flags
- **PropFlagsReset**  
  Resets the control properties flags

### Mouse operations

- **MouseX**  
  Gets/saves the mouse X coordinate
- **MouseY**  
  Gets/saves the mouse Y coordinate
- **MouseFlags**  
  Gets/saves the mouse buttons state
- **MouseFocusKill**  
  Kills mouse focus

### Internal event handlers

- **OnCreate**  
  "Create" event handler
- **OnDestroy**  
  "Destroy" event handler
- **OnMove**  
  "Move" event handler
- **OnResize**  
  "Resize" event handler
- **OnEnable**  
  "Enable" event handler
- **OnDisable**  
  "Disable" event handler
- **OnShow**  
  "Show" event handler
- **OnHide**  
  "Hide" event handler
- **OnActivate**  
  "Activate" event handler
- **OnDeactivate**  
  "Deactivate" event handler
- **OnClick**  
  "Click" event handler
- **OnChange**  
  "Change" event handler

### Mouse event handlers

- **OnMouseDown**  
  "MouseDown" event handler
- **OnMouseUp**  
  "MouseUp" event handler
## Create and destroy

### Drag event handlers

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### Drag object

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</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Save, Load, Type, Compare
Create

Creates a control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,    // x1 coordinate
    const int y1,    // y1 coordinate
    const int x2,    // x2 coordinate
    const int y2    // y2 coordinate
);
```

**Parameters**

- `chart`
  - [in] ID of the chart, at which the control is created.

- `name`
  - [in] Unique name of the control.

- `subwin`
  - [in] Chart subwindow, at which the control is created.

- `x1`
  - [in] X coordinate of the upper-left corner.

- `y1`
  - [in] Y coordinate of the upper-left corner.

- `x2`
  - [in] X coordinate of the lower-right corner.

- `y2`
  - [in] Y coordinate of the lower-right corner.

**Return Value**

- `true` - successful, otherwise - `false`.

**Note**

Base class method only saves the creation parameters and always returns `true`. 
Destroy

Destroys a control.

```cpp
virtual bool Destroy()
```

Return Value

true - successful, otherwise - false.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,       // ID
    const long& lparam, // event parameter
    const double& dparam, // event parameter
    const string& sparam // event parameter
)
```

**Parameters**

*id*

[in] Event ID.

*lparam*


*dparam*

[in] Event parameter of `double` type, passed by reference.

*sparam*

[in] Event parameter of `string` type, passed by reference.

**Return Value**

true - event has been processed, otherwise - false.
OnMouseEvent

Mouse event handler (the CHARTEVENT_MOUSE_MOVE chart event).

```cpp
virtual bool OnMouseEvent(
    const int x,  // x coordinate
    const int y,  // y coordinate
    const int flags // flags
)
```

**Parameters**

- `x`  
  [in] X coordinate of the mouse cursor relative to the upper-left corner of the chart.

- `y`  
  [in] Y coordinate of the mouse cursor relative to the upper-left corner of the chart.

- `flags`  

**Return Value**

- `true` - event has been processed, otherwise - `false`.

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Name

Gets control name.

```
string Name() const
```

Return Value

Control name.
ControlsTotal

Gets the number of controls in the container.

```cpp
int ControlsTotal() const
```

Return Value

Number of controls in container.

Note

The base class method does not have the container, it provides the access to container for its heirs and always returns 0.
Control

Gets the control from the container by index.

```cpp
CWnd* Control(
    const int ind // index
) const
```

### Parameters

- `ind`
  - [in] Control index.

### Return Value

A pointer to the control.

### Note

The base class method does not have the container, it provides the access to container for its heirs and always returns NULL.
ControlFind

Gets the control from container by specified ID.

```cpp
virtual CWnd* ControlFind(
    const long id   // ID
)
```

**Parameters**

- `id`  
  - [in] Identifier of the control to find.

**Return Value**

- Pointer to the control from the container.

**Note**

The base class method does not have the container, it provides the access to container for its heirs. If the specified ID matches the container's one, it returns a pointer to itself (this).
Rect

Gets the pointer to the CRect class object.

```cpp
const CRect* Rect() const
```

Return Value

Pointer to the CRect class object.
Left (Get Method)

Gets the X coordinate of the upper-left corner of the control.

```cpp
int Left()
```

Return Value

X coordinate of the upper-left corner of the control.

Left (Set Method)

Sets the X coordinate of the upper-left corner of the control.

```cpp
void Left(
    const int x  // coordinate
)
```

Parameters

x

[in] New X coordinate of the upper-left corner.

Return Value

None.
Top (Get Method)

Gets the Y coordinate of the upper-left corner of the control.

```cpp
int Top()
```

Return Value

Y coordinate of the upper-left corner of the control.

Top (Set Method)

Sets the Y coordinate of the upper-left corner of the control.

```cpp
void Top(
    const int y // y coordinate
)
```

Parameters

y

[in] New Y coordinate of the upper-left corner.

Return Value

None.
Right (Get Method)

Gets the X coordinate of the lower-right corner of the control.

```cpp
int Right()
```

Return Value

X coordinate of the lower-right corner.

Right (Set Method)

Sets the X coordinate of the lower-right corner of the control.

```cpp
void Right(
    const int x  // x coordinate
)
```

Parameters

x

[in] New X coordinate of the lower-right corner.

Return Value

None.
**Bottom (Get Method)**

Gets the Y coordinate of the lower-right corner of the control.

```c
int Bottom()
```

**Return Value**

Y coordinate of the lower-right corner of the control.

**Bottom (Set Method)**

Sets the Y coordinate of the lower-right corner of the control.

```c
void Bottom(
    const int y  // y coordinate
)
```

**Parameters**

- `y`
  - `[in]` New Y coordinate of the lower-right corner.

**Return Value**

None.
**Width (Get Method)**

Gets the control width.

```cpp
int Width()
```

**Return Value**

Width of the control.

**Width (Set Method)**

Sets the width of the control.

```cpp
virtual bool Width(
    const int w  // width
)
```

**Parameters**

- `w`
  

**Return Value**

- `true` - successful, otherwise - `false`. 
**Height (Get Method)**

Gets the control height.

```
int Height()
```

**Return Value**

Height of the control.

---

**Height (Set Method)**

Sets new height of the control.

```
virtual bool Height(
    const int h // height
)
```

**Parameters**

- `h`
  

**Return Value**

- `true` - successful, otherwise - `false`. 
**Move**

Performs absolute displacement of a control.

```cpp
void Move(
    const int x,  // x coordinate
    const int y   // y coordinate
)
```

**Parameters**

- **x**
  - `[in]` New X coordinate of the upper-left point.

- **y**
  - `[in]` New Y coordinate of the upper-left point.

**Return Value**

- `true` - successful, otherwise - `false`. 
Shift

Performs the relative shift of a control.

```c
void Shift(
    const int dx,  // delta X
    const int dy   // delta Y
)
```

Parameters

dx
[in] Delta X.
dy
[in] Delta Y.

Return Value

ture - successful, otherwise - false.
Resize

Sets a size of the control.

```c
virtual bool Resize(
    const int w,
    const int h
)
```

Parameters


Return Value

- `true` - successful, otherwise - `false`.
Contains

Checks if the point is inside the control area of the chart.

```cpp
bool Contains(
    const int x,  // X coordinate
    const int y   // Y coordinate
)
```

Parameters

- x
  - [in] X coordinate.

- y
  - [in] Y coordinate.

Return Value

- true - the point is inside the area (including borders), otherwise - false.

Contains

Checks if the specified control is inside the control area of the chart.

```cpp
bool Contains(
    const CWnd* control  // pointer
)
```

Parameters

- control
  - [in] Object pointer.

Return Value

- true - the specified control is inside the area (including borders), otherwise - false.
Alignment

Sets alignment parameters of the control.

```c
void Alignment(
    const int flags, // flags
    const int left,  // offset
    const int top,   // offset
    const int right, // offset
    const int bottom // offset
)
```

Parameters

- **flags**

- **left**
  - [in] Fixed offset from the left border.

- **top**
  - [in] Fixed offset from the top border.

- **right**
  - [in] Fixed offset from the right border.

- **bottom**
  - [in] Fixed offset from the bottom border.

Return Value

None.

Note

Alignment flags:

```c
enum WND_ALIGN_FLAGS
{
    WND_ALIGN_NONE=0,          // no align
    WND_ALIGN_LEFT=1,          // align left
    WND_ALIGN_TOP=2,           // align top
    WND_ALIGN_RIGHT=4,         // align right
    WND_ALIGN_BOTTOM=8,        // align bottom
    WND_ALIGN_WIDTH = WND_ALIGN_LEFT|WND_ALIGN_RIGHT,  // align width
    WND_ALIGN_HEIGHT=WND_ALIGN_TOP|WND_ALIGN_BOTTOM,  // align height
    WND_ALIGN_CLIENT=WND_ALIGN_WIDTH|WND_ALIGN_HEIGHT, // align height and width
}
```
Align

Performs control alignment in the specified chart area.

```cpp
virtual bool Align(
    const CRect* rect // pointer
)
```

Parameters

- `rect`
  - [in] Pointer to the object with chart area coordinates.

Return Value

- true - successful, otherwise - false.

Note

- The alignment parameters must be specified (no alignment by default).
**Id (Get Method)**

Gets the control ID.

```cpp
long Id() const
```

**Return Value**

The control identifier.

**Id (Set Method)**

Sets the value of the control ID.

```cpp
virtual long Id(
    const long id // identifier
)
```

**Parameters**

- `id`

**Return Value**

None.
isEnabled

Checks the control ability to respond to user's actions.

```cpp
bool isEnabled() const
```

Return Value

- true - control is enabled, otherwise - false.
Enable

Enables the control ability to respond to user's actions.

```cpp
virtual bool Enable()
```

Return Value

true - successful, otherwise - false.

Note

If the control is enabled, it is able to process the external events.
Disable

Disables the control ability to respond to user's actions.

```cpp
virtual bool Disable()
```

Return Value

- true - successful, otherwise - false.

Note

The disabled control is not able to process the external events.
isVisible

Checks whether the control is visible.

```cpp
bool isVisible() const
```

Return Value

- true - control is shown on the chart, otherwise - false.
Visible

Sets the visibility flag.

```cpp
virtual bool Visible(
    const bool flag  // flag
)
```

**Parameters**

*flag*


**Return Value**

true - successful, otherwise - false.
Show

Shows the control.

```cpp
virtual bool Show()
```

Return Value

- `true` - successful, otherwise - `false`. 
Hide

Hides the control.

virtual bool Hide()

Return Value

ture - successful, otherwise - false.
IsActive

Gets a value indicating whether the control is active.

```cpp
bool IsActive() const
```

Return Value

- true - control is active, otherwise - false.
Activate

Activates the control.

```cpp
virtual bool Activate();
```

Return Value

true - successful, otherwise - false.

Note

The control becomes active when the mouse cursor is hovering over it.
Deactivate

Deactivates the control.

```cpp
virtual bool Deactivate()
```

Return Value

true - successful, otherwise - false.

Note

The control becomes inactive when the mouse cursor is out off the control.
StateFlags (Get Method)

Gets the control state flags.

```cpp
int StateFlags()
```

Return Value

The control state flags.

StateFlags (Set Method)

Sets the control state flags.

```cpp
virtual void StateFlags(
    const int flags  // flags
)
```

Parameters

`flags`


Return Value

None.
StateFlagsSet

Sets the control state flags.

```
virtual void StateFlagsSet(
    const int flags // flags
);
```

Parameters

- **flags**
  - [in] Flags to set.

Return Value

None.
StateFlagsReset

Resets the control state flags.

virtual void StateFlagsReset(
    const int flags // flags
)

Parameters

flags
   [in] Flags to reset.

Return Value

None.
PropFlags (Get Method)

Gets the control properties flags.

```cpp
void PropFlags(
    const int flags // flags
)
```

Return Value

The control properties flags.

PropFlags (Set Method)

Sets the control properties flags.

```cpp
virtual void PropFlags(
    const int flags // flags
)
```

Parameters

flags


Return Value

None.
PropFlagsSet

Sets the control properties flags.

```cpp
virtual void PropFlagsSet(
    const int flags    // flags
)
```

Parameters

`flags`

[in] Flags to set.

Return Value

None.
**PropFlagsReset**

Resets the control properties flags.

```cpp
virtual void PropFlagsReset(
    const int flags // flags
)
```

**Parameters**

- `flags`
  - [in] Flags to reset.

**Return Value**

None.
MouseX (Set Method)

Saves the mouse X coordinate.

```c
void MouseX(
    const int value  // coordinate
)
```

Parameters

- `value`
  - [in] The X coordinate of the mouse.

Return Value

None.

MouseX (Get Method)

Gets the saved X coordinate of the mouse.

```c
int MouseX()
```

Return Value

The X coordinate of the mouse.
**MouseY (Set Method)**

Saves the mouse Y coordinate.

```cpp
void MouseY(
    const int value  // coordinate
)
```

**Parameters**

`value`


**Return Value**

None.

---

**MouseY (Get Method)**

Gets the saved Y coordinate of the mouse.

```cpp
int MouseY()
```

**Return Value**

The Y coordinate of the mouse.
MouseFlags (Set Method)

Saves the state of mouse buttons.

```cpp
virtual void MouseFlags(
    const int value  // state
)
```

**Parameters**

`value`


**Return Value**

None.

MouseFlags (Get Method)

Gets the saved state of mouse buttons.

```cpp
int MouseFlags()
```

**Return Value**

State of mouse buttons.
MouseFocusKill

Clears the saved state of mouse buttons and deactivates the control.

```cpp
bool MouseFocusKill(
    const long id=CONTROLS_INVALID_ID  // id
)
```

**Parameters**

- `id=CONTROLS_INVALID_ID`
  
  [in] Identifier of the control, that received mouse focus.

**Return Value**

The control deactivation result.
OnCreate

The virtual handler of the internal "Create" event.

```cpp
virtual bool OnCreate()
```

Return Value

- true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
**OnDestroy**

The virtual handler of the internal “Destroy” event.

```
virtual bool OnDestroy()
```

**Return Value**

true - event processed, otherwise - false.

**Note**

The base class method does nothing and always returns true.
OnMove

The virtual handler of the internal "Move" event.

```cpp
virtual bool OnMove()
```

Return Value

- true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
**OnResize**

The virtual handler of the internal "Resize" event.

```cpp
virtual bool OnResize()
```

**Return Value**

- true - event processed, otherwise - false.

**Note**

The base class method does nothing and always returns true.
OnEnable

The virtual handler of the internal "Enable" event (if enabled, it can respond to user interaction).

```cpp
virtual bool OnEnable()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnDisable

The virtual handler of the internal “Disable” event (if disabled, it cannot respond to user interaction).

    virtual bool OnDisable()

Return Value

    true - event processed, otherwise - false.

Note

    The base class method does nothing and always returns true.
OnShow

The virtual handler of the internal "Show" event.

```cpp
virtual bool OnShow()
```

**Return Value**

- true - event processed, otherwise - false.

**Note**

The base class method does nothing and always returns true.
OnHide

The virtual handler of the internal "Hide" event.

```cpp
virtual bool OnHide()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnActivate

The virtual handler of the internal "Activate" event.

```cpp
virtual bool OnActivate()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnDeactivate

The virtual handler of the internal "Deactivate" event.

```cpp
virtual bool OnDeactivate()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnClick

The virtual handler of the internal "Click" event (mouse click).

```cpp
virtual bool OnClick()
```

Return Value

true - event processed, otherwise - false.
OnChange

The virtual handler of the internal "Change" event.

```cpp
virtual bool OnChange()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnMouseDown

The virtual handler of the "MouseDown" (mouse click) event.

```cpp
virtual bool OnMouseDown()
```

Return Value

true - event processed, otherwise - false.

Note

The "MouseDown" event occurs when left mouse button is pressed on the control.
OnMouseUp

The virtual handler of the "MouseUp" (mouse button release) event.

```cpp
virtual bool OnMouseUp()
```

Return Value

true - event processed, otherwise - false.

Note

The "MouseUp" event occurs when left mouse button is released on the control.
OnDragStart

The virtual handler of the "DragStart" (start dragging) event.

```cpp
virtual bool OnDragStart()
```

Return Value

- true - event processed, otherwise - false.

Note

The "DragStart" event occurs at the start of control dragging operation.
OnDragProcess

The virtual handler of the "DragProcess" (dragging) event.

```cpp
virtual bool OnDragProcess(
    const int x,  // x coordinate
    const int y   // y coordinate
)
```

Parameters

- `x`
  - [in] Current X coordinate of mouse cursor.

- `y`

Return Value

- true - event processed, otherwise - false.

Note

- The "DragProcess" event occurs when the control is dragged.
OnDragEnd

The virtual handler of the "DragEnd" event.

```cpp
virtual bool OnDragEnd()
```

Return Value

true - event processed, otherwise - false.

Note

The "DragEnd" event occurs when control drag process is finished.
DragObjectCreate

Creates drag object.

```cpp
virtual bool DragObjectCreate()
```

**Return Value**

true - successful, otherwise - false.

**Note**

true - event processed, otherwise - false.
DragObjectDestroy

Destroys drag object.

```cpp
virtual bool DragObjectDestroy()
```

Return Value

true - successful, otherwise - false.
**CWндObj**

**CWндObj** is a base class for simple controls (based on chart objects) of the Standard Library.

**Description**

**CWндObj** class implements base methods of the simple control.

**Declaration**

```cpp
class CWндObj : public CWnd
```

**Title**

```cpp
#include <ControlsWndObj.mqh>
```

**Inheritance hierarchy**

```
CObject
 CWnd
     CWндObj
```

**Direct descendants**

```
CBmpButton, CButton, CEdit, CLabel, CPanel, CPicture
```

**Class Methods by Groups**

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### Methods inherited from class CObject

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### Methods inherited from class CWnd

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OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id, // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

**Parameters**

*id*

[in] Event ID.

*lparam*


*dparam*

[in] Event parameter of `double` type, passed by reference.

*sparam*

[in] Event parameter of `string` type, passed by reference.

**Return Value**

true - event processed, otherwise - false.
Text (Get method)

Gets the `OBJPROP_TEXT` (text) property of the chart object.

```csharp
string Text();
```

Return Value

The value of the `OBJPROP_TEXT` property.

Text (Set method)

Sets the `OBJPROP_TEXT` (text) property of the chart object.

```csharp
bool Text(
    const string value // value
);
```

Parameters

- `value`
  - `[in]` New value of the `OBJPROP_TEXT` property.

Return Value

- `true` - successful, otherwise - `false`. 
Color (Get method)

Gets the OBJPROP_COLOR (color) property of the chart object.

```cpp
  color  Color();
```

Return Value

The value of the OBJPROP_COLOR property.

Color (Set method)

Sets the OBJPROP_COLOR (color) property of the chart object.

```cpp
  bool  Color(
      const color  value  // value
  );
```

Parameters

- `value`
  
  [in] New value of the OBJPROP_COLOR property.

Return Value

true - successful, otherwise - false.
ColorBackground (Get method)

Gets the OBJPROP_BGCOLOR (background color) of the chart object.

```cpp
color ColorBackground()
```

Return Value

The value of the OBJPROP_BGCOLOR property.

ColorBackground (Set method)

Sets the OBJPROP_BGCOLOR (background color) property of the chart object.

```cpp
bool ColorBackground{
    const color value      // value
}
```

Parameters

value


Return Value

true - successful, otherwise - false.
ColorBorder (Get method)

Gets the OBJPROP_BORDER_COLOR (border color) property of the chart object.

```cpp
color ColorBorder()
```

**Return Value**

The value of the OBJPROP_BORDER_COLOR property.

---

ColorBorder (Set method)

Sets the OBJPROP_BORDER_COLOR (border color) property of the chart object.

```cpp
bool ColorBorder(
    const color value  // value
)
```

**Parameters**

`value`


**Return Value**

true - successful, otherwise - false.
Font (Get method)

Gets the OBJPROP_FONT (font) property of the chart object.

```cpp
string Font();
```

**Return Value**

The value of the OBJPROP_FONT property.

Font (Set method)

Sets the OBJPROP_FONT (font) property of the chart object.

```cpp
bool Font(const string value); // value
```

**Parameters**

- `value`  

**Return Value**

true - successful, otherwise - false.
FontSize (Get method)

Gets the OBJPROP_FONTIZE (font size) property of the chart object.

```csharp
int FontSize()
```

Return Value

The value of the OBJPROP_FONTIZE property.

FontSize (Set method)

Sets the OBJPROP_FONTIZE (font size) property of the chart object.

```csharp
bool FontSize(
    const int value    // value
)
```

Parameters

value

[in] New value of the OBJPROP_FONTIZE property.

Return Value

true - successful, otherwise - false.
ZOrder (Get method)

Gets the OBJPROP_ZORDER property of the chart object.

```cpp
long ZOrder()
```

Return Value

The value of the OBJPROP_ZORDER property.

ZOrder (Set method)

Sets the OBJPROP_ZORDER property of the chart object.

```cpp
bool ZOrder(
            const long value // value
)
```

Parameters

value


Return Value

true - successful, otherwise - false.
OnObjectCreate

The virtual handler of chart object `CHARTEVENT_OBJECT_CREATE` event.

```cpp
virtual bool OnObjectCreate()
```

Return Value

- true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnObjectChange

The virtual handler of chart object `CHART_EVENT_OBJECT_CHANGE` event.

```cpp
virtual bool OnObjectChange()
```

Return Value

- true - event processed, otherwise - false.
OnObjectDelete

The virtual handler of chart object CHARTEVENT_OBJECT_DELETE event.

virtual bool OnObjectDelete()

Return Value

true - event processed, otherwise - false.
OnObjectDrag

The virtual handler of chart object `CHART_EVENT_OBJECT_DRAG` event.

```cpp
virtual bool OnObjectDrag()
```

Return Value

- true - event processed, otherwise - false.
OnSetText

The virtual handler of control "SetText" (change of the OBJPROP_TEXT property) event.

```c++
virtual bool OnSetText()
```

Return Value

- true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnSetColor

The virtual handler of control "SetColor" (change of the OBJPROP_COLOR property) event.

```cpp
virtual bool OnSetColor()
```

Return Value

- true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnSetColorBackground

The virtual handler of control "SetColorBackground" (change of the OBJPROP_BGCOLOR property) event.

```cpp
virtual bool OnSetColorBackground()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnSetFont

The virtual handler of “SetFont” (change of the OBJPROP.FONT property) event.

```cpp
virtual bool OnSetFont()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnSetFontSize

The virtual handler of "SetFontSize" (change of the OBJPROP_FONTSIZE property) event.

```cpp
virtual bool OnSetFontSize()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnSetZOrder

The virtual handler of “SetZOrder” (change of the OBJPROP_ZORDER property) event.

```cpp
virtual bool OnSetZOrder()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnDestroy

The virtual handler of control "Destroy" internal event.

```cpp
virtual bool OnDestroy()
```

Return Value

- true - event processed, otherwise - false.
**OnChange**

The virtual handler of control "Change" internal event.

```c
virtual bool OnChange()
```

**Return Value**

true - event processed, otherwise - false.
CWndContainer

CWndContainer is a base class for a complex control (containing dependent controls) of the Standard library.

Description

CWndContainer class implements base methods of the complex control.

Declaration

```cpp
class CWndContainer : public CWnd
```

Title

```cpp
#include <Controls\WndContainer.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndContainer

Direct descendants

- CCheckBox, CComboBox, CDateDropList, CDatePicker, CDialog, CRadioButton, CScroll, CSpinEdit, CWndClient

Class Methods by Groups

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</tr>
<tr>
<td>Create, Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, IsVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFlags, MouseFocusKill, BringToTop</td>
<td></td>
</tr>
</tbody>
</table>
**Destroy**

Destroys all the container controls.

```cpp
virtual bool Destroy()
```

**Return Value**

- `true` - successful, otherwise - `false`. 
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,  // ID
    const long& lparam,  // parameter
    const double& dparam,  // parameter
    const string& sparam  // parameter
) {
}
```

**Parameters**

- `id`[
  - [in] Event ID.

- `lparam`[
  - [in] Event parameter of `long` type, passed by reference.

- `dparam`[
  - [in] Event parameter of `double` type, passed by reference.

- `sparam`[
  - [in] Event parameter of `string` type, passed by reference.

**Return Value**

- true - event processed, otherwise - false.
OnMouseEvent

Mouse event handler.

```cpp
class OnMouseEvent {
  virtual bool OnMouseEvent(
    const int x,    // x coordinate
    const int y,    // y coordinate
    const int flags // flags
  )
}
```

Parameters

- **x**
  - [in] X coordinate of the mouse cursor relative to the upper-left corner of the chart.

- **y**
  - [in] Y coordinate of the mouse cursor relative to the upper-left corner of the chart.

- **flags**
  - [in] Flag of mouse buttons states.

Return Value

- true - event processed, otherwise - false.
ControlsTotal

Gets the number of controls in the container.

```
int ControlsTotal(const)  // const
```

Return Value

Number of controls in the container.
Control

Gets control from the container by index.

```cpp
HWND* Control(
    const int ind  // index
) const
```

Parameters

- `ind`
  - [in] Index of the control needed.

Return Value

- Pointer to the control, otherwise NULL if the control is not found.
ControlFind

Gets control from the container by identifier.

```cpp
virtual CWnd* ControlFind(
    const long id // id
)
```

**Parameters**

`id`

[in] Control ID.

**Return Value**

Pointer to the control, otherwise NULL if the control is not found.
Add

Adds a control to a group (container).

```cpp
bool Add(
    CWnd& control // reference
)
```

Parameters

control

[in] Control to add, passed by reference.

Return Value

true - successful, otherwise - false.
Delete

Deletes control from a group (container).

```cpp
bool Delete(
    CWnd& control  // reference
)
```

Parameters

control

[in] Control to delete, passed by reference.

Return Value

true - successful, otherwise - false.
**Move**

Performs an absolute displacement of all controls of the container.

```cpp
virtual bool Move(
    const int x,  // X coordinate
    const int y  // Y coordinate
)
```

**Parameters**

- `x`
  - [in] New X coordinate of the upper-left corner.

- `y`
  - [in] New Y coordinate of the upper-left corner.

**Return Value**

true - successful, otherwise - false.
Shift
Performs the relative shift of the coordinates for all controls of the container.

```cpp
virtual bool Shift(
    const int dx,  // delta X
    const int dy   // delta Y
);
```

**Parameters**

- `dx`  
  `[in]` Delta X.

- `dy`  
  `[in]` Delta Y.

**Return Value**

true · successful, otherwise · false.
**Id**

Sets the ID for all controls of the container.

```cpp
virtual long Id(const long id) // identifier
```

**Parameters**

`id`

[in] Base group identifier.

**Return Value**

Number of identifiers used by container controls.
Enable

Enables all the controls of the container.

```
virtual bool Enable()
```

Return Value

true - successful, otherwise - false.
Disable

Disables all controls of the container.

```cpp
virtual bool Disable()
```

Return Value

true - successful, otherwise - false.
Show

Shows all controls of the container.

```cpp
virtual bool Show()
```

Return Value

- true - successful, otherwise - false.
Hide

Hides all controls of the container.

```cpp
virtual bool Hide()
```

Return Value

- `true` - successful, otherwise - `false`. 
MouseFocusKill

Clears the saved state of mouse buttons and deactivates all controls in the container.

```cpp
bool MouseFocusKill(
    const long id=CONTROLS_INVALID_ID // id
);
```

Parameters

- `id=CONTROLS_INVALID_ID`
  - [in] Identifier of the control, that received mouse focus.

Return Value

The controls deactivation result.
Save

Saves container information to file.

```cpp
virtual bool Save(
    const int file_handle  // handle
)
```

**Parameters**

- `file_handle`
  
  [in] Handle of the binary file previously opened for writing.

**Return Value**

- `true` - successful, otherwise - `false`. 
Load

Loads container information from file

```cpp
virtual bool Load(
    const int file_handle // handle
)
```

**Parameters**

- `file_handle`
  
  [in] Handle of the binary file previously opened for reading.

**Return Value**

- `true` - successful, otherwise - `false`. 
OnResize

The virtual handler of control “Resize” internal event.

```cpp
virtual bool OnResize()
```

**Return Value**

true - event processed, otherwise - false.

**Note**

The base class method does nothing and always returns true.
OnActivate

The virtual handler of control "Activate" internal event.

```cpp
virtual bool OnActivate()
```

Return Value

- true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnDeactivate

The virtual handler of control "Deactivate" internal event.

```
virtual bool OnDeactivate()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
CLabel

CLabel is class of the simple control based on "Text label" chart object.

Description

CLabel is intended for creation of simple non-editable text labels.

Declaration

```cpp
class CLabel : public CWndObj
```

Title

```cpp
#include <Controls\Label.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndObj
      - CLabel

Result of the code provided below:

![Image of CLabel in action]

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Create</th>
<th>Creates control</th>
</tr>
</thead>
</table>

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Create

Properties change event handlers

**OnSetText**  "SetText" event handler

**OnSetColor**  "SetColor" event handler

**OnSetFont**  "SetFont" event handler

**OnSetFontSize**  "SetFontSize" event handler

Internal event handlers

**OnCreate**  "Create" internal event handler

**OnShow**  "Show" internal event handler

**OnHide**  "Hide" internal event handler

**OnMove**  "Move" internal event handler

Methods inherited from class CObject

Prev, Prev, Next, Next, **Save, Load, Type, Compare**

Methods inherited from class CWnd

Destroy, **OnMouseEvent**, Name, ControlsTotal, Control, ControlFind, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Move, Move, Shift, Contains, Contains, Alignment, Align, Id, Id, IsEnabled, Enable, Disable, IsVisible, Visible, Show, Hide, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

Methods inherited from class CWndObj

**OnEvent**, Text, Text, Color, Color, ColorBackground, ColorBackground, ColorBorder, ColorBorder, Font, Font, FontSize, FontSize, ZOrder, ZOrder

Example of creating a panel with text label:

```mql5
//+------------------------------------------------------------------+
//|                                                Controls
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
// | defines                                                          |
//+------------------------------------------------------------------+
#property copyright "Copyright 2017, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Control Panels and Dialogs. Demonstration class CLabel"
#include <Controls\Dialog.mqh>
#include <Controls\Label.mqh>
//+------------------------------------------------------------------+
// | defines                                                          |
//+------------------------------------------------------------------+
```
//--- indents and gaps
#define INDENT_LEFT (11) // indent from left (with allowance
#define INDENT_TOP (11) // indent from top (with allowance
#define INDENT_RIGHT (11) // indent from right (with allowance
#define INDENT_BOTTOM (11) // indent from bottom (with allowance
#define CONTROLS_GAP_X (5) // gap by X coordinate
#define CONTROLS_GAP_Y (5) // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH (100) // size by X coordinate
#define BUTTON_HEIGHT (20) // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT (20) // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH (150) // size by X coordinate
#define LIST_HEIGHT (179) // size by Y coordinate
#define RADIO_HEIGHT (56) // size by Y coordinate
#define CHECK_HEIGHT (93) // size by Y coordinate

//+------------------------------------------------------------------+
//| Class CControlsDialog                                            |
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CLabel             m_label;    // CLabel object
public:
    CControlsDialog(void);
    ~CControlsDialog(void);
//--- create
    virtual bool Create(const long chart, const string name, const int subwin, const
//--- chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const
protected:
//--- create dependent controls
    bool CreateLabel(void);
//--- handlers of the dependent controls events
    void OnClickLabel(void);
};
//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)

EVENT_MAP_END(CAppDialog)
//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CControlsDialog::CControlsDialog(void)
{
//+------------------------------------------------------------------+
//| Destructor                                                         |
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog()
{

}
//+------------------------------------------------------------------+
//| Create                                                            |
//+------------------------------------------------------------------+
bool CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
    if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return (false);

    //--- create dependent controls
    if (!CreateLabel())
        return (false);

    //--- succeed
    return (true);
}
//+------------------------------------------------------------------+
//| Create the "CLabel"                                               |
//+------------------------------------------------------------------+
bool CControlsDialog::CreateLabel()
{
    //--- coordinates
    int x1=INDENT_RIGHT;
    int y1=INDENT_TOP+CONTROLS_GAP_Y;
    int x2=x1+100;
    int y2=y1+20;

    //--- create
    if (!m_label.Create(m_chart_id, m_name+"Label", m_subwin, x1, y1, x2, y2))
        return (false);
    if (!m_label.Text("Label"))
        return (false);
    if (!Add(m_label))
        return (false);

    //--- succeed
    return (true);
}
//+------------------------------------------------------------------+
//| Global Variables                                                  |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;
//+------------------------------------------------------------------+
//| Expert initialization function                                    |
//+------------------------------------------------------------------+
int OnInit()
{

```c
//--- create application dialog
if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
    return(INIT_FAILED);

//--- run application
ExtDialog.Run();

//--- succeed
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //---
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}

//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, const long& lparam, const double& dparam, const string& sparam)
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
```
Create

Creates new CLabel control.

```cpp
virtual bool Create(
    const long chart,       // chart ID
    const string name,      // name
    const int subwin,       // chart subwindow
    const int x1,           // x1 coordinate
    const int y1,           // y1 coordinate
    const int x2,           // x2 coordinate
    const int y2            // y2 coordinate
)
```

**Parameters**

- `chart` [in] ID of the chart, at which the control is created.
- `name` [in] Unique name of the control.
- `subwin` [in] Subwindow of the chart, at which the control is created.
- `x1` [in] X coordinate of the upper left corner.
- `y1` [in] Y coordinate of the upper left corner.
- `x2` [in] X coordinate of the lower right corner.
- `y2` [in] Y coordinate of the lower right corner.

**Return Value**

- `true` - successful, otherwise - `false`.
OnSetText

The virtual handler of control "SetText" (change of the OBJPROP_TEXT property) event.

```
virtual bool OnSetText()
```

Return Value

true - event processed, otherwise - false.
OnSetColor

The virtual handler of control "SetColor" (change of the OBJPROP_COLOR property) event.

```cpp
virtual bool OnSetColor()
```

Return Value

- true - event processed, otherwise - false.
OnSetFont

The virtual handler of control “SetFont” (change of the OBJPROP_FONT property) event.

virtual bool OnSetFont()

Return Value

true - event processed, otherwise - false.
### OnSetFontSize

The virtual handler of control "SetFontSize" (change of the OBJPROP_FONTSIZE property) event.

```cpp
virtual bool OnSetFontSize()
```

**Return Value**

true - event processed, otherwise - false.
**OnCreate**

The virtual handler of control "Create" internal event.

```c
virtual bool OnCreate()
```

**Return Value**

- true - event processed, otherwise - false.
OnShow

The virtual handler of control "Show" internal event.

```cpp
virtual bool OnShow()
```

Return Value

- true - event processed, otherwise - false.
OnHide

The virtual handler of control "Hide" internal event.

```cpp
virtual bool OnHide()
```

Return Value

true - event processed, otherwise - false.
OnMove

The virtual handler of control "Move" internal event.

```cpp
virtual bool OnMove()
```

Return Value

- true - event processed, otherwise - false.
CBmpButton

CBmpButton is class of the simple control based on “Bitmap label” chart object.

Description

CBmpButton is intended for creation of buttons with graphic image.

Declaration

```cpp
class CBmpButton : public CWndObj
```

Title

```cpp
#include <Controls\BmpButton.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndObj
    - CBmpButton

Result of the code provided below:

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Create</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Creates control</td>
</tr>
</tbody>
</table>
### Create

#### Properties

- **Border**
  - Gets/sets the “Border” property of the control

- **BmpNames**
  - Sets the name of bmp files of the control

- **BmpOffName**
  - Gets/sets the name of bmp file for the OFF state

- **BmpOnName**
  - Gets/sets the name of bmp file for the ON state

- **BmpPassiveName**
  - Gets/sets the name of bmp file for the passive state

- **BmpActiveName**
  - Gets/sets the name of bmp file for the active state

- **State**
  - **Pressed**
    - Gets/sets the state of the control
  - **Locking**
    - Gets/sets the “Locking” property of the control

#### Internal event handlers

- **OnSetZOrder**
  - “SetZOrder” internal event handler

- **OnCreate**
  - “Create” internal event handler

- **OnShow**
  - “Show” internal event handler

- **OnHide**
  - “Hide” internal event handler

- **OnMove**
  - “Move” internal event handler

- **OnChange**
  - “Change” internal event handler

- **OnActivate**
  - “Activate” internal event handler

- **OnDeactivate**
  - “Deactivate” internal event handler

- **OnMouseDown**
  - “MouseDown” internal event handler

- **OnMouseUp**
  - “MouseUp” internal event handler

### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

### Methods inherited from class CWnd

- Destroy, OnMouseEvent, Name, ControlsTotal, Control, ControlFind, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Move, Move, Shift, Contains, Contains, Alignment, Align, Id, Id, IsEnabled, Enable, Disable, IsVisible, Visible, Show, Hide, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop
Methods inherited from class CObject
Prev, Prev, Next, Next, Save, Load, Type, Compare

Methods inherited from class CWndObj
OnEvent, Text, Text, Color, Color, ColorBackground, ColorBackground, ColorBorder, ColorBorder, Font, Font, FontSize, FontSize, ZOrder, ZOrder

Example of creating a panel with Bitmap label:

```cpp
//+------------------------------------------------------------------+
//|                                            ControlsBmpButton.mq5 |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#define INDENT_LEFT                         (11) // indent from left (with allowance for border width)
define INDENT_TOP                      (11) // indent from top (with allowance for border width)
define INDENT_RIGHT                    (11) // indent from right (with allowance for border width)
define INDENT_BOTTOM                   (11) // indent from bottom (with allowance for border width)
define CONTROLS_GAP_X                   (5)  // gap by X coordinate
define CONTROLS_GAP_Y                   (5)  // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH                     (100) // size by X coordinate
define BUTTON_HEIGHT                   (20)  // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT                      (20)  // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH                      (150) // size by X coordinate
#define LIST_HEIGHT                      (179) // size by Y coordinate
define RADIO_HEIGHT                    (56)  // size by Y coordinate
define CHECK_HEIGHT                    (93)  // size by Y coordinate
//+------------------------------------------------------------------+

class CControlsDialog : public CAppDialog
{
private:
    CBmpButton        m_bmpbutton1;     // CBmpButton object
    CBmpButton        m_bmpbutton2;     // CBmpButton object
```
public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const
    //--- chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
    //--- create dependent controls
    bool CreateBmpButton1(void);
    bool CreateBmpButton2(void);
    //--- handlers of the dependent controls events
    void OnClickBmpButton1(void);
    void OnClickBmpButton2(void);
};

//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CLICK, m_bmpbutton1, OnClickBmpButton1)
ON_EVENT(ON_CLICK, m_bmpbutton2, OnClickBmpButton2)
EVENT_MAP_END(CAppDialog)

//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CControlsDialog::CControlsDialog(void)
{
}

//+------------------------------------------------------------------+
//| Destructor                                                       |
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog(void)
{
}

//+------------------------------------------------------------------+
//| Create                                                           |
//+------------------------------------------------------------------+
bool CControlsDialog::Create(const long chart, const string name, const int subwin, const
{
    if(!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return(false);
    //--- create dependent controls
    if(!CreateBmpButton1())
        return(false);
    if(!CreateBmpButton2())
        return(false);
    //--- succeed

return (true);
}

//+------------------------------------------------------------------+
//| Create the "BmpButton1" button                                   |
//+------------------------------------------------------------------+
bool CControlsDialog::CreateBmpButton1(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+BUTTON_WIDTH;
    int y2=y1+BUTTON_HEIGHT;
    //--- create
    if(!m_bmpbutton1.Create(m_chart_id,m_name+"BmpButton1",m_subwin,x1,y1,x2,y2))
        return (false);
    //--- sets the name of bmp files of the control CBmpButton
    m_bmpbutton1.BmpNames("\Images\euro.bmp","\Images\dollar.bmp");
    if(!Add(m_bmpbutton1))
        return (false);
    //--- succeed
    return (true);
}

//+------------------------------------------------------------------+
//| Create the "BmpButton2" fixed button                             |
//+------------------------------------------------------------------+
bool CControlsDialog::CreateBmpButton2(void)
{
    //--- coordinates
    int x1=INDENT_LEFT+2*(BUTTON_WIDTH+CONTROLS_GAP_X);
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+BUTTON_WIDTH;
    int y2=y1+BUTTON_HEIGHT;
    //--- create
    if(!m_bmpbutton2.Create(m_chart_id,m_name+"BmpButton2",m_subwin,x1,y1,x2,y2))
        return (false);
    //--- sets the name of bmp files of the control CBmpButton
    m_bmpbutton2.BmpNames("\Images\euro.bmp","\Images\dollar.bmp");
    if(!Add(m_bmpbutton2))
        return (false);
    m_bmpbutton2.Locking(true);
    //--- succeed
    return (true);
}

//+------------------------------------------------------------------+
//| Event handler                                                    |
//+------------------------------------------------------------------+
void CControlsDialog::OnClickBmpButton1(void)
{
    Comment(__FUNCTION__);
void CControlsDialog::OnClickBmpButton2(void)
{
    if(m_bmpbutton2.Pressed())
        Comment(__FUNCTION__" State of the control is: On");
    else
        Comment(__FUNCTION__" State of the control is: Off");
}

int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
}

void OnDeinit(const int reason)
{
    //---
    Comment(" ");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}

void OnChartEvent(const int id, // event ID
                  const long& lparam, // event parameter of the long type
                  const double& dparam, // event parameter of the double type
                  const string& sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates new CBmpButton control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,     // x1 coordinate
    const int y1,     // y1 coordinate
    const int x2,     // x2 coordinate
    const int y2      // y2 coordinate
) {
}
```

Parameters

- **chart**
  - [in] ID of the chart, at which the control is created.

- **name**
  - [in] Unique name of the control.

- **subwin**
  - [in] Subwindow of the chart, at which the control is created.

- **x1**
  - [in] X coordinate of the upper left corner.

- **y1**
  - [in] Y coordinate of the upper left corner.

- **x2**
  - [in] X coordinate of the lower right corner.

- **y2**
  - [in] Y coordinate of the lower right corner.

Return Value

- true - successful, otherwise - false.
**Border (Get method)**

Gets the “Border” (border width) property of the control.

```cpp
int Border() const
```

**Return Value**

The “Border” property.

**Border (Set method)**

Sets the “Border” (border width) property of the control.

```cpp
bool Border(
    const int value // value
)
```

**Parameters**

- `value`
  

**Return Value**

- true - successful, otherwise - false.
BmpNames

Sets the name of bmp files of the control

```cpp
bool BmpNames(
    const string off="", // file name
    const string on=""    // file name
)
```

**Parameters**

- `off=""`  
  [in] Name of bmp file for OFF state.

- `on=""`  
  [in] Name of bmp file for ON state.

**Return Value**

- true · successful, otherwise · false.
BmpOffName (Get method)

Gets the name of bmp file for OFF state.

```cpp
string BmpOffName() const
```

Return Value

Name of bmp file for OFF state.

BmpOffName (Set method)

Sets the name of bmp file for OFF state.

```cpp
bool BmpOffName(
    const string& name  // file name
)
```

Parameters

name

[in] Name of bmp file for OFF state.

Return Value

true - successful, otherwise - false.
BmpOnName (Get method)

Gets the name of bmp file for ON state.

```cpp
string BmpOnName() const
```

Return Value

Name of bmp file for ON state.

BmpOnName (Set method)

Sets the name of bmp file for ON state.

```cpp
bool BmpOnName(
    const string name  // file name
)
```

Parameters

- **name**
  
  [in] Name of bmp file for ON state.

Return Value

- true - successful, otherwise - false.
BmpPassiveName (Get method)

Gets the name of bmp file for the control passive state.

```cpp
string BmpPassiveName() const
```

Return Value

Name of bmp file for the control passive state.

BmpPassiveName (Set method)

Sets the name of bmp file for the passive state.

```cpp
bool BmpPassiveName(
    const string name  // file name
)
```

Parameters

- `name`
  
  [in] Name of bmp file for the control passive state.

Return Value

- `true` - successful, otherwise - `false`.
BmpActiveName (Get method)

Gets the name of bmp file for the active state.

```
string BmpActiveName() const
```

Return Value

Name of bmp file for the active state.

Note

The control becomes active when the mouse cursor is hovering over it.

BmpActiveName (Set method)

Sets the name of bmp file for the active state.

```
bool BmpActiveName(
    const string name // file name
)
```

Parameters

name

[in] Name of bmp file for the active state.

Return Value

true - successful, otherwise - false.
**Pressed (Get method)**

Gets the state ("Pressed" property) of the control.

```cpp
bool Pressed() const
```

**Return Value**

Control state.

**Pressed (Set method)**

Sets the state ("Pressed" property) of the control.

```cpp
bool Pressed(
    const bool pressed // state
)
```

**Parameters**

`pressed`

[in] New control state.

**Return Value**

true - successful, otherwise - false.
Locking (Get method)

Gets the “Locking” property of the control.

```cpp
bool Locking() const
```

Return Value

The value of “Locking” property.

Locking (Set method)

Sets new value of the “Locking” property of the control.

```cpp
void Locking(
    const bool locking // value
)
```

Parameters

`locking`


Return Value

None.
OnSetZOrder

The virtual handler of control "SetZOrder" (change of the OBJPROP_ZORDER property) event.

```cpp
virtual bool OnSetZOrder()
```

Return Value

- true - event processed, otherwise - false.
OnCreate

The virtual handler of control “Create” internal event.

```cpp
virtual bool OnCreate()
```

**Return Value**

`true` - event processed, otherwise - `false`. 
OnShow

The virtual handler of control “Show” internal event.

```cpp
virtual bool OnShow()
```

Return Value

- true - event processed, otherwise - false.
OnHide

The virtual handler of control "Hide" internal event.

```cpp
virtual bool onHide()
```

Return Value

true - event processed, otherwise - false.
OnMove

The virtual handler of control "Move" internal event.

```cpp
virtual bool OnMove()
```

Return Value

true - event processed, otherwise - false.
OnChange

The virtual handler of control “Change” internal event.

```cpp
virtual bool OnChange()
```

Return Value

true - event processed, otherwise - false.
OnActivate

The virtual handler of control “Activate” internal event.

```cpp
virtual bool OnActivate()
```

Return Value

- true - event processed, otherwise - false.
OnDeactivate

The virtual handler of control "Deactivate" internal event.

```cpp
virtual bool OnDeactivate()
```

Return Value

- true - event processed, otherwise - false.
OnMouseDown

The virtual handler of control "MouseDown" event.

```cpp
virtual bool OnMouseDown()
```

Return Value

- true - event processed, otherwise - false.
OnMouseUp

The virtual handler of control "MouseUp" (mouse button release) event.

```cpp
virtual bool OnMouseUp()
```

**Return Value**

true - event processed, otherwise - false.
CButton

CButton is a class of a simple control based on "Button" chart object.

Description

CButton class is intended for creation of simple buttons.

Declaration

```cpp
class CButton : public CWndObj
```

Title

```
#include <Controls\Button.mqh>
```

Inheritance hierarchy

```
CObject
   CWnd
      CWndObj
         CButton
```

Result of the code provided below:

![Chart with buttons](chart.png)

Class Methods by Groups

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## Create

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</tr>
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### Properties change event handlers

- **OnSetText**  
  "SetText" event handler
- **OnSetColor**  
  "SetColor" event handler
- **OnSetColorBackground**  
  "SetColorBackground" event handler
- **OnSetColorBorder**  
  "SetColorBorder" event handler
- **OnSetFont**  
  "SetFont" event handler
- **OnSetFontSize**  
  "SetFontSize" event handler

### Internal event handlers

- **OnCreate**  
  "Create" internal event handler
- **OnShow**  
  "Show" internal event handler
- **OnHide**  
  "Hide" internal event handler
- **OnMove**  
  "Move" internal event handler
- **OnResize**  
  "Resize" internal event handler
- **OnMouseDown**  
  "MouseDown" internal event handler
- **OnMouseUp**  
  "MouseUp" internal event handler

### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

### Methods inherited from class CWnd

- Destroy, OnMouseEvent, Name, ControlsTotal, Control, ControlFind, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Move, Move, Shift, Contains, Contains, Alignment, Align, Id, Id, IsEnabled, Enable, Disable, IsVisible, Visible, Show, Hide, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

### Methods inherited from class CWndObj

- OnEvent, Text, Text, Color, Color, ColorBackground, ColorBackground, ColorBorder, ColorBorder, Font, Font, FontSize, FontSize, ZOrder, ZOrder

### Example of creating a panel with button:

```cpp
//+------------------------------------------------------------------+
//|                                               ControlsButton.mq5 |
```

© 2000-2021, MetaQuotes Ltd
```cpp
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright  "Copyright 2017, MetaQuotes Software Corp."
#property link       "https://www.mql5.com"
#property version    "1.00"
#property description "Control Panels and Dialogs. Demonstration class CButton"
#include <Controls\Dialog.mqh>
#include <Controls\Button.mqh>
//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDENT_LEFT        (11)         // indent from left (with allowance for border width)
#define INDENT_TOP          (11)         // indent from top (with allowance for border width)
#define INDENT_RIGHT        (11)         // indent from right (with allowance for border width)
#define INDENT_BOTTOM       (11)         // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X       (5)          // gap by X coordinate
#define CONTROLS_GAP_Y       (5)          // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH         (100)        // size by X coordinate
#define BUTTON_HEIGHT        (20)         // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT          (20)         // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH          (150)        // size by X coordinate
#define LIST_HEIGHT          (179)        // size by Y coordinate
#define RADIO_HEIGHT         (56)         // size by Y coordinate
#define CHECK_HEIGHT         (93)         // size by Y coordinate
//+------------------------------------------------------------------+
//| Class CControlsDialog                                              |
//| Usage: main dialog of the Controls application                    |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CButton m_button1;   // the button object
    CButton m_button2;   // the button object
    CButton m_button3;   // the fixed button object
public:
    CControlsDialog(void);
    ~CControlsDialog(void);
    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const char* chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const string &sparam);
protected:
```

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//--- create dependent controls
bool CreateButton1(void);
bool CreateButton2(void);
bool CreateButton3(void);

//--- handlers of the dependent controls events
void OnClickButton1(void);
void OnClickButton2(void);
void OnClickButton3(void);

bool CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
    if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return(false);

    //--- create dependent controls
    if (!CreateButton1())
        return(false);
    if (!CreateButton2())
        return(false);
    if (!CreateButton3())
        return(false);

    //--- succeed
    return(true);
}
bool CControlsDialog::CreateButton1(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+BUTTON_WIDTH;
    int y2=y1+BUTTON_HEIGHT;
    //--- create
    if(!m_button1.Create(m_chart_id,m_name+"Button1",m_subwin,x1,y1,x2,y2))
        return(false);
    if(!m_button1.Text("Button1"))
        return(false);
    if(!Add(m_button1))
        return(false);
    //--- succeed
    return(true);
}

bool CControlsDialog::CreateButton2(void)
{
    //--- coordinates
    int x1=INDENT_LEFT+(BUTTON_WIDTH+CONTROLS_GAP_X);
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+BUTTON_WIDTH;
    int y2=y1+BUTTON_HEIGHT;
    //--- create
    if(!m_button2.Create(m_chart_id,m_name+"Button2",m_subwin,x1,y1,x2,y2))
        return(false);
    if(!m_button2.Text("Button2"))
        return(false);
    if(!Add(m_button2))
        return(false);
    //--- succeed
    return(true);
}

bool CControlsDialog::CreateButton3(void)
{
    //--- coordinates
    int x1=INDENT_LEFT+2*(BUTTON_WIDTH+CONTROLS_GAP_X);
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+BUTTON_WIDTH;
    int y2=y1+BUTTON_HEIGHT;
    //--- create
    if(!m_button3.Create(m_chart_id,m_name+"Button3",m_subwin,x1,y1,x2,y2))
        return(false);
    if(!m_button3.Text("Button3"))
        return(false);
    if(!Add(m_button3))
        return(false);
    //--- succeed
    return(true);
}
return (false);
if (!m_button3.Text("Locked"))
    return (false);
if (!Add(m_button3))
    return (false);
    m_button3.Locking (true);
    //--- succeed
    return (true);
}
//--- Event handler
void CControlsDialog::OnClickButton1 (void)
{
    Comment (__FUNCTION__);
}
//--- Event handler
void CControlsDialog::OnClickButton2 (void)
{
    Comment (__FUNCTION__);
}
//--- Event handler
void CControlsDialog::OnClickButton3 (void)
{
    if (m_button3.Pressed())
        Comment (__FUNCTION__ +" State of the control: On");
    else
        Comment (__FUNCTION__ +" State of the control: Off");
}
//--- Global Variables
CControlsDialog ExtDialog;
//--- Expert initialization function
int OnInit()
{
    //--- create application dialog
    if (!ExtDialog.Create (0,"Controls",0,40,40,380,344))
        return (INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return (INIT_SUCCEEDED);
void OnDeinit(const int reason)
{
    //--- clear comments
    Comment(""');
    //--- destroy dialog
    ExtDialog.Destroy(reason);}

void OnChartEvent(const int id,       // event ID
    const long& lparam, // event parameter of the long type
    const double& dparam, // event parameter of the double type
    const string& sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id, lparam, dparam, sparam);
}
Create

Creates new CButton control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,    // coordinate
    const int y1,    // coordinate
    const int x2,    // coordinate
    const int y2    // coordinate
)
```

Parameters
chart
  [in] ID of the chart, at which the control is created.

name
  [in] Unique name of the control.

subwin
  [in] Subwindow of the chart, at which the control is created.
x1
  [in] X coordinate of the upper left corner.
y1
  [in] Y coordinate of the upper left corner.
x2
  [in] X coordinate of the lower right corner.
y2
  [in] Y coordinate of the lower right corner.

Return Value
true - successful, otherwise - false.
Pressed (Get method)

Gets the state ("Pressed" property) of the control.

```cpp
bool Pressed() const
```

Return Value

"Pressed" property of the control.

Pressed (Set method)

Sets the state ("Pressed" property) of the control.

```cpp
bool Pressed(const bool pressed // state
}
```

Parameters

`pressed`

[in] New control state.

Return Value

true - successful, otherwise - false.
Locking (Get method)

Gets the “Locking” property of the control.

```cpp
bool Locking() const
```

Return Value

The value of “Locking” property.

Locking (Set method)

Sets the value of “Locking” property of the control.

```cpp
void Locking(
    const bool locking  // value
)
```

Parameters

`locking`


Return Value

None.
OnSetText

The virtual handler of control "SetText" (change of the OBJPROP_TEXT property) event.

```cpp
virtual bool OnSetText()
```

Return Value

- true - event processed, otherwise - false.
OnSetColor

The virtual handler of control "SetColor" (change of the OBJPROP_COLOR property) event.

```cpp
virtual bool OnSetColor()
```

Return Value

true - event processed, otherwise - false.
OnSetColorBackground

The virtual handler of control “SetColorBackground” (change of the OBJPROP_BGCOLOR property) event.

```cpp
virtual bool OnSetColorBackground()
```

Return Value

- true - event processed, otherwise - false.
OnSetColorBorder

The virtual handler of control “SetColorBorder” (change of the OBJPROP_BORDER_COLOR property) event.

```cpp
virtual bool OnSetColorBackground()
```

**Return Value**

true - event processed, otherwise - false.
**OnSetFont**

The virtual handler of control "SetFont" (change of the `OBJPROP_FONT` property) event.

```cpp
virtual bool OnSetFont()
```

**Return Value**

- true - event processed, otherwise - false.
OnSetFontSize

The virtual handler of control "SetFontSize" (change of the OBJPROP_FONT_SIZE property) event.

```cpp
virtual bool OnSetFontSize()
```

Return Value

true - event processed, otherwise - false.
OnCreate

The virtual handler of control "Create" internal event.

```cpp
virtual bool OnCreate()
```

Return Value

- true - event processed, otherwise - false.
OnShow

The virtual handler of control "Show" internal event.

virtual bool OnShow()

Return Value

true - event processed, otherwise - false.
OnHide

The virtual handler of control "Hide" internal event.

```
virtual bool onHide()
```

Return Value

- true - event processed, otherwise - false.
OnMove

The virtual handler of control "Move" internal event.

```cpp
virtual bool OnMove()
```

Return Value

- true - event processed, otherwise - false.
OnResize

The virtual handler of control "Resize" internal event.

```cpp
virtual bool OnResize()
```

Return Value

- true - event processed, otherwise - false.
OnMouseDown

The virtual handler of control "MouseDown" event handler.

```cpp
virtual bool OnMouseDown()
```

Return Value

true - event processed, otherwise - false.

Note

The "MouseDown" event occurs when left mouse button is pressed on the control.
OnMouseUp

The virtual handler of control "MouseUp" (left mouse button release) event.

```cpp
virtual bool OnMouseUp()
```

Return Value

true - event processed, otherwise - false.

Note

The "MouseUp" event occurs when left mouse button is released on the control.
CEdit

CEdit is class of the simple control based on “Edit” chart object.

Description

CEdit class is intended for creation of controls, in which the user can enter text.

Declaration

```cpp
class CEdit : public CWndObj
```

Title

```cpp
#include <Controls\Edit.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndObj
      - CEdit

Result of the code provided below:

![Image of CEdit control in MQL5 environment]

Class Methods by Groups

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</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Save, Load, Type, Compare

**Methods inherited from class CWnd**

- Destroy, OnMouseEvent, Name, ControlsTotal, Control, ControlFind, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Move, Move, Shift, Contains, Contains, Alignment, Align, Id, Id, IsEnabled, Enable, Disable, IsVisible, Visible, Show, Hide, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

**Methods inherited from class CWndObj**
Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare

Text, Text, Color, Color, ColorBackground, ColorBackground, ColorBorder, ColorBorder, Font, Font,
FontSize, FontSize, ZOrder, ZOrder

Example of creating a panel with Edit control:

```cpp
#include <Controls\Edit.mqh>

class CControlsDialog : public CAppDialog
{
private:
    CEdit m_edit; // CEdit object

public:
```
CControlsDialog(void);  
~CControlsDialog(void);

//--- create
virtual bool Create(const long chart, const string name, const int subwin, const
//--- chart event handler

protected:
    //--- create dependent controls
    bool CreateEdit(void);
};

//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CControlsDialog::CControlsDialog(void)
{
}
//+------------------------------------------------------------------+
//| Destructor                                                       |
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog(void)
{
}
//+------------------------------------------------------------------+
//| Create                                                           |
//+------------------------------------------------------------------+
bool CControlsDialog::Create(const long chart, const string name, const int subwin, const
{
    if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return (false);
    //--- create dependent controls
    if (!CreateEdit())
        return (false);
    //--- succeed
    return (true);
}
//+------------------------------------------------------------------+
//| Create the display field                                         |
//+------------------------------------------------------------------+
bool CControlsDialog::CreateEdit(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP;
    int x2=ClientAreaWidth()-INDENT_RIGHT;
    int y2=y1+EDIT_HEIGHT;
    //--- create
    if (!m_edit.Create(m_chart_id, m_name+"Edit", m_subwin, x1, y1, x2, y2))
        return (false);
    //--- allow editing the content
if(!m_edit.ReadOnly(false))
    return(false);
if(!Add(m_edit))
    return(false);
//--- succeed
    return(true);
}
//+------------------------------------------------------------------+
//| Global Variables                                                  |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;
//+------------------------------------------------------------------+
//| Expert initialization function                                  |
//+------------------------------------------------------------------+
int OnInit()
{
//--- create application dialog
    if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
//--- run application
    ExtDialog.Run();
//--- succeed
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
//--- clear comments
    Comment("");
//--- destroy dialog
    ExtDialog.Destroy(reason);
}
//+------------------------------------------------------------------+
//| Expert chart event function                                       |
//+------------------------------------------------------------------+
void OnChartEvent(const int id,   // event ID
    const long& lparam,   // event parameter of the long type
    const double& dparam, // event parameter of the double type
    const string& sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates CEdit control

```cpp
virtual bool Create(
    const long chart,  // chart ID
    const string name, // name
    const int subwin,  // chart subwindow
    const int x1,      // coordinate
    const int y1,      // coordinate
    const int x2,      // coordinate
    const int y2       // coordinate
)
```

Parameters

- `chart` [in] ID of the chart, at which the control is created.
- `name` [in] Unique name of the control.
- `subwin` [in] Subwindow of the chart, at which the control is created.
- `x1` [in] X coordinate of the upper left corner.
- `y1` [in] Y coordinate of the upper left corner.
- `x2` [in] X coordinate of the lower right corner.
- `y2` [in] Y coordinate of the lower right corner.

Return Value

- true - successful, otherwise - false.
**ReadOnly (Get Method)**

Gets the “ReadOnly” property of the control.

```cpp
bool ReadOnly()
```

**Return Value**

The value of “ReadOnly” property.

**ReadOnly (Set Method)**

Sets the value of “ReadOnly” property of the control.

```cpp
bool ReadOnly(
    const bool flag // value
)
```

**Parameters**

*flag*

[in] New value of “ReadOnly” property.

**Return Value**

true - successful, otherwise - false.
**TextAlign (Get method)**

Gets the value of “TextAlign” property (text alignment mode) of the control.

```cpp
ENUM_ALIGN_MODE TextAlign() const
```

**Return Value**

Value of “TextAlign” property of the control.

**TextAlign (Set method)**

Sets new value of “TextAlign” property (text alignment mode) of the control.

```cpp
bool TextAlign(
    ENUM_ALIGN_MODE align  // property value
)
```

**Parameters**

`align`

[IN] New value of “TextAlign” property.

**Return Value**

true - successful, false - cannot change the property.
OnObjectEndEdit

The virtual handler of \texttt{CHARTEVENT\_OBJECT\_ENDED} chart object event.

\begin{verbatim}
virtual bool OnObjectEndEdit()
\end{verbatim}

Return Value

true - event processed, otherwise - false.
OnSetText

The virtual handler of control "SetText" (change of the OBJPROP_TEXT property) event.

virtual bool OnSetText()  

Return Value

true - event processed, otherwise - false.
OnSetColor

The virtual handler of control "SetColor" (change of the OBJPROP_COLOR property) event.

```cpp
virtual bool OnSetColor()
```

Return Value

true - event processed, otherwise - false.
**OnSetColorBackground**

The virtual handler of control “SetColorBackground” (change of the `OBJPROP_BGCOLOR` property) event.

```cpp
virtual bool OnSetColorBackground()
```

**Return Value**

true - event processed, otherwise - false.
OnSetColorBorder

The virtual handler of control "SetColorBorder" (change of the \texttt{OBJPROP\_BORDER\_COLOR} property) event.

\begin{verbatim}
    virtual bool OnSetColorBackground()
\end{verbatim}

\textbf{Return Value}

true - event processed, otherwise - false.
OnSetFont

The virtual handler of control "SetFont" (change of the OBJPROP_FONT property) event.

```cpp
virtual bool OnSetFont()
```

Return Value

true - event processed, otherwise - false.
OnSetFontSize

The virtual handler of control "SetFontSize" (change of the OBJPROP_FONT_SIZE property) event.

```cpp
virtual bool OnSetFontSize()
```

Return Value

true - event processed, otherwise - false.
OnSetZOrder

The virtual handler of control "SetOrder" (change of the OBJPROP_ZORDER property) event.

    virtual bool OnSetZOrder()  

Return Value

    true - event processed, otherwise - false.
OnCreate

The virtual handler of control "Create" internal event.

```cpp
virtual bool OnCreate()
```

Return Value

- true - event processed, otherwise - false.
**OnShow**

The virtual handler of control "Show" internal event.

```cpp
virtual bool OnShow()
```

**Return Value**

- `true` - event processed, otherwise - `false`. 
OnHide

The virtual handler of control "Hide" internal event.

```
virtual bool OnHide()
```

Return Value

- true - event processed, otherwise - false.
OnMove

The virtual handler of control "Move" internal event.

```cpp
virtual bool OnMove()
```

Return Value

true - event processed, otherwise - false.
## OnResize

The virtual handler of control "Resize" internal event.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>virtual bool OnResize()</code></td>
<td></td>
</tr>
</tbody>
</table>

**Return Value**

- true - event processed, otherwise - false.
OnChange

The virtual handler of control "Change" internal event.

```cpp
virtual bool OnChange()
```

Return Value

true - event processed, otherwise - false.
**OnClick**

The virtual handler of control "Click" (mouse button click) internal event.

```cpp
virtual bool OnClick()
```

**Return Value**

- true - event processed, otherwise - false.
**CPanel**

CPanel is a class of the simple control based on "Rectangle label" chart object.

**Description**

CPanel class is intended to combine the controls with similar functions in the group.

**Declaration**

```cpp
class CPanel : public CWndObj
```

**Title**

```cpp
#include <Controls\Panel.mqh>
```

**Inheritance hierarchy**

- CObject
- CWnd
- CWndObj
- CPanel

Result of the code provided below:

![CPanel example image]

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
</tbody>
</table>
Create

Chart object properties

**BorderType**

Gets the "BorderType" property of the chart object

Chart object event handlers

**OnSetText**

"SetText" event handler

**OnSetColorBackground**

"SetColorBackground" event handler

**OnSetColorBorder**

"SetColorBorder" event handler

Internal event handlers

**OnCreate**

"Create" internal event handler

**OnShow**

"Show" internal event handler

**OnHide**

"Hide" internal event handler

**OnMove**

"Move" internal event handler

**OnResize**

"Resize" internal event handler

**OnChange**

"Change" internal event handler

Methods inherited from class CObject

Prev, Prev, Next, Next, **Save**, **Load**, **Type**, **Compare**

Methods inherited from class CWnd


Methods inherited from class CWndObj

**OnEvent**, **Text**, **Text**, **Color**, **Color**, **ColorBackground**, **ColorBackground**, **ColorBorder**, **ColorBorder**, **ColorBorder**, **ColorBorder**, **ColorBorder**, **ColorBorder**

Font, **Font**, **FontSize**, **FontSize**, **ZOrder**, **ZOrder**

Example of creating a panel with Rectangle label:

```cpp
//+------------------------------------------------------------------+
//|                                                ControlsPanel.mq5 |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2017, MetaQuotes Software Corp."
#property link    "https://www.mql5.com"
#property version "1.00"
```


```cpp
#include <Controls\Dialog.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDENT_LEFT (11) // indent from left (with allowance for border width)
#define INDENT_TOP (11) // indent from top (with allowance for border width)
#define INDENT_RIGHT (11) // indent from right (with allowance for border width)
#define INDENT_BOTTOM (11) // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X (5) // gap by X coordinate
#define CONTROLS_GAP_Y (5) // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH (100) // size by X coordinate
#define BUTTON_HEIGHT (20) // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT (20) // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH (150) // size by X coordinate
#define LIST_HEIGHT (179) // size by Y coordinate
#define RADIO_HEIGHT (56) // size by Y coordinate
#define CHECK_HEIGHT (93) // size by Y coordinate

//+------------------------------------------------------------------+
//| Class CControlsDialog                                            |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
public:
    CControlsDialog(void);
    ~CControlsDialog(void);
    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const
protected bool CreatePanel(void); //--- create dependent controls
};

//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CControlsDialog::CControlsDialog(void)
{
    }

//+------------------------------------------------------------------+
//| Destructor                                                       |
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog(void)
{
    }

```
bool CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
    if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return (false);
    //--- create dependent controls
    if (!CreatePanel())
        return (false);
    //--- succeed
    return (true);
}

bool CControlsDialog::CreatePanel(void)
{
    //--- coordinates
    int x1=20;
    int y1=20;
    int x2=ExtDialog.Width()/3;
    int y2=ExtDialog.Height()/3;
    //--- create
    if (!my_white_border.Create(0, ExtDialog.Name() + "MyWhiteBorder", m_subwin, x1, y1, x2, y2))
        return (false);
    if (!my_white_border.ColorBackground(CONTROLS_DIALOG_COLOR_BG))
        return (false);
    if (!my_white_border.ColorBorder(CONTROLS_DIALOG_COLOR_BORDER_LIGHT))
        return (false);
    if (!ExtDialog.Add(my_white_border))
        return (false);
    my_white_border.Alignment(WND_ALIGN_CLIENT, 0, 0, 0, 0);
    //--- succeed
    return (true);
}

//| Global Variables
//|---------------------------------
CControlsDialog ExtDialog;
//---
CPanel my_white_border;  // object CPanel
bool pause=true;    // true - pause

//| Expert initialization function
//|---------------------------------
int OnInit()
{

}
//---
EventSetTimer(3);
pause=true;
//--- create application dialog
if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
    return(INIT_FAILED);
//--- run application
ExtDialog.Run();
//--- succeed
    return(INIT_SUCCEEDED);
}
//--+------------------------------------------------------------------+-
//--| Expert deinitialization function                                |
//--+------------------------------------------------------------------+-
void OnDeinit(const int reason)
{
//-- clear comments
    Comment("");
//-- destroy dialog
    ExtDialog.Destroy(reason);
}
//--+------------------------------------------------------------------+-
//--| Expert chart event function                                      |
//--+------------------------------------------------------------------+-
void OnChartEvent(const int id, const long& lparam, const double& dparam, const string& sparam)
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
//--+------------------------------------------------------------------+-
//--|  Timer                                                          |
//--+------------------------------------------------------------------+-
void OnTimer()
{
    pause=!pause;
}
Create

Creates new CPanel control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,     // coordinate
    const int y1,     // coordinate
    const int x2,     // coordinate
    const int y2      // coordinate
)
```

Parameters

- `chart`
  - [in] ID of the chart, at which the control is created.

- `name`
  - [in] Unique name of the control.

- `subwin`
  - [in] Subwindow of the chart, at which the control is created.

- `x1`
  - [in] X coordinate of the upper left corner.

- `y1`
  - [in] Y coordinate of the upper left corner.

- `x2`
  - [in] X coordinate of the lower right corner.

- `y2`
  - [in] Y coordinate of the lower right corner.

Return Value

- `true` - successful, otherwise - `false`.
**BorderType (Get method)**

Gets the “BorderType” property of the chart object.

```cpp
ENUM_BORDER_TYPE BorderType()
```

**Return Value**

The value of “BorderType” property.

**BorderType (Set method)**

Sets new value of “BorderType” property of the chart object.

```cpp
bool BorderType(const ENUM_BORDER_TYPE type) // value
```

**Parameters**

*type*

[in] New value of “BorderType” property.

**Return Value**

true - successful, otherwise - false.
OnSetText

The virtual handler of control "SetText" (change of the OBJPROP_TEXT property) event.

```cpp
virtual bool OnSetText()
```

Return Value

- true - event processed, otherwise - false.
OnSetColorBackground

The virtual handler of control "SetColorBackground" (change of the OBJPROP_BGCOLOR property) event.

```cpp
virtual bool OnSetColorBackground()
```

Return Value

true - event processed, otherwise - false.
OnSetColorBorder

The virtual handler of control "SetColorBorder" (change of the OBJPROP_BORDER_COLOR property) event.

```cpp
virtual bool OnSetColorBackground()
```

Return Value

- true - event processed, otherwise - false.
OnCreate

The virtual handler of control "Create" internal event.

```
virtual bool OnCreate()
```

Return Value

true - event processed, otherwise - false.
OnShow

The virtual handler of control "Show" internal event.

```cpp
virtual bool OnShow()
```

**Return Value**

- true - event processed, otherwise - false.
OnHide

The virtual handler of control "Hide" internal event.

```cpp
virtual bool OnHide()
```

Return Value

true - event processed, otherwise - false.
OnMove

The virtual handler of control "Move" internal event.

```c
virtual bool OnMove()
```

Return Value

- true - event processed, otherwise - false.
OnResize

The virtual handler of control "Resize" internal event.

```cpp
virtual bool OnResize() {
    // Implementation goes here
}
```

**Return Value**

- true - event processed, otherwise - false.
OnChange

The virtual handler of control "Change" internal event.

```cpp
virtual bool OnChange()
```

Return Value

true - event processed, otherwise - false.
**CPicture**

CPicture is a class of the simple control based on “Bitmap Label” object.

**Description**

CPicture class is intended for creation of simple graphic images.

**Declaration**

```cpp
class CPicture : public CWndObj
```

**Title**

```cpp
#include <Controls\Picture.mqh>
```

**Inheritance hierarchy**

- `CObject`
  - `CWnd`
    - `CWndObj`
      - `CPicture`

Result of the code provided below:

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
</tbody>
</table>
### Create

<table>
<thead>
<tr>
<th>Chart object properties</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Border</strong></td>
<td>Gets/sets the border width of the chart object</td>
</tr>
<tr>
<td><strong>BmpName</strong></td>
<td>Gets/sets the name of bmp file of the control</td>
</tr>
</tbody>
</table>

### Internal events

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnCreate</strong></td>
<td>“Create” internal event handler</td>
</tr>
<tr>
<td><strong>OnShow</strong></td>
<td>“Show” internal event handler</td>
</tr>
<tr>
<td><strong>OnHide</strong></td>
<td>“Hide” internal event handler</td>
</tr>
<tr>
<td><strong>OnMove</strong></td>
<td>“Move” internal event handler</td>
</tr>
<tr>
<td><strong>OnChange</strong></td>
<td>“Change” internal event handler</td>
</tr>
</tbody>
</table>

### Methods inherited from class CObject

- Prev, Prev, Next, Next, Save, Load, Type, Compare

### Methods inherited from class CWnd

- Destroy, OnMouse, Name, ControlsTotal, Control, ControlFind, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Move, Move, Shift, Contains, Contains, Alignment, Align, Id, Id, IsEnabled, Enable, Disable, IsVisible, Visible, Show, Hide, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

### Methods inherited from class CWndObj

- OnEvent, Text, Text, Color, Color, ColorBackground, ColorBackground, ColorBorder, ColorBorder, Font, Font, FontSize, FontSize, ZOrder, ZOrder

### Example of creating a panel with Bitmap label:

```cpp
//+------------------------------------------------------------------+
//|                                              ControlsPicture.m  |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2017, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Control Panels and Dialogs. Demonstration class CPicture"
#include <Controls\Dialog.mqh>
#include <Controls\Picture.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
```

© 2000-2021, MetaQuotes Ltd
# define INCREMENT_LEFT (11)  // indent from left (with allowance for border width)
# define INCREMENT_TOP (11)   // indent from top (with allowance for border width)
# define INCREMENT_RIGHT (11) // indent from right (with allowance for border width)
# define INCREMENT_BOTTOM (11) // indent from bottom (with allowance for border width)
//--- for buttons
# define BUTTON_WIDTH (100)   // size by X coordinate
# define BUTTON_HEIGHT (20)   // size by Y coordinate
//--- for the indication area
# define EDIT_HEIGHT (20)     // size by Y coordinate
//--- for group controls
# define GROUP_WIDTH (150)    // size by X coordinate
# define LIST_HEIGHT (179)    // size by Y coordinate
# define RADIO_HEIGHT (56)    // size by Y coordinate
# define CHECK_HEIGHT (93)    // size by Y coordinate

//+------------------------------------------------------------------+
//| Class CControlsDialog                                           |
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CPicture m_picture;  // CPicture object

public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    //--- create
dependent controls
    bool Create(const long chart, const string name, const int subwin, const
    //--- chart event handler
    bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
    //--- create dependent controls
    bool CreatePicture(void);
    //--- handlers of the dependent controls events
    void OnClickPicture(void);

    //+------------------------------------------------------------------+
    //| Event Handling                                                   |
    //+------------------------------------------------------------------+

    EVENT_MAP_BEGIN(CControlsDialog)
    ON_EVENT(ON_CLICK, m_picture, OnClickPicture)
    EVENT_MAP_END(CAppDialog)
    //+------------------------------------------------------------------+
    //| Constructor                                                       |
    //+------------------------------------------------------------------+
    CControlsDialog::CControlsDialog(void)


CControlsDialog::~CControlsDialog()
{
}

// Destructor

CControlsDialog::CControlsDialog()
{
}

// Create

bool CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
    if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return (false);

    //--- create dependent controls
    if (!CreatePicture())
        return (false);

    //--- succeed
    return (true);
}

// Create the "Picture"

bool CControlsDialog::CreatePicture()
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+32;
    int y2=y1+32;

    //--- create
    if (!m_picture.Create(m_chart_id, m_name+"Picture", m_subwin, x1, y1, x2, y2))
        return (false);

    //--- set the name of bmp files to display the CPicture control
    m_picture.BmpName("\Images\euro.bmp");

    if (!Add(m_picture))
        return (false);

    //--- succeed
    return (true);
}

// Event handler

void CControlsDialog::OnClickPicture()
{
    Comment(__FUNCTION__);
}
//+------------------------------------------------------------------+
//| Global Variables                                                |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;
//+------------------------------------------------------------------+
//| Expert initialization function                                  |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create application dialog
    if (!ExtDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- clear comments
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}
//+------------------------------------------------------------------+
//| Expert chart event function                                    |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, // event ID
    const long& lparam, // event parameter of the long type
    const double& dparam, // event parameter of the double type
    const string& sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates new CPicture control.

```cpp
virtual bool Create(
    const long chart,         // chart ID
    const string name,        // name
    const int subwin,         // chart subwindow
    const int x1,             // coordinate
    const int y1,             // coordinate
    const int x2,             // coordinate
    const int y2              // coordinate
  )
```

**Parameters**

- `chart`  
  [in] ID of the chart, at which the control is created.

- `name`  
  [in] Unique name of the control.

- `subwin`  
  [in] Subwindow of the chart, at which the control is created.

- `x1`  
  [in] X coordinate of the upper left corner.

- `y1`  
  [in] Y coordinate of the upper left corner.

- `x2`  
  [in] X coordinate of the lower right corner.

- `y2`  
  [in] Y coordinate of the lower right corner.

**Return Value**

- `true` - successful, otherwise - `false`. 
**Border (Get method)**

Gets the “Border” (border width) property of the control.

```cpp
int Border() const
```

**Return Value**

The “Border” property.

**Border (Set method)**

Sets the “Border” (border width) property of the control.

```cpp
bool Border(
    const int value // value
)
```

**Parameters**

- `value`
  

**Return Value**

- `true` - successful, otherwise - `false`.
**BmpName (Get method)**

Gets the name of bmp file of the control.

```cpp
string BmpName() const
```

**Return Value**

Name of bmp file of the control.

**BmpName (Set method)**

Sets the name of bmp file of the control.

```cpp
bool BmpName(
    const string name  // file name
)
```

**Parameters**

`name`

[in] Name of bmp file of the control.

**Return Value**

true - successful, otherwise - false.
OnCreate

The virtual handler of control “Create” internal event.

```c
virtual bool OnCreate()
```

Return Value

- true - event processed, otherwise - false.
OnShow

The virtual handler of control "Show" internal event.

```cpp
virtual bool OnShow()
```

Return Value

true - event processed, otherwise - false.
OnHide

The virtual handler of control "Hide" internal event.

```
virtual bool OnHide()
```

**Return Value**

true - event processed, otherwise - false.
**OnMove**

The virtual handler of control "Move" internal event.

```cpp
virtual bool OnMove()
```

**Return Value**

- `true` - event processed, otherwise - `false`. 
OnChange

The virtual handler of control "Change" internal event.

```cpp
virtual bool OnChange()
```

Return Value

- true - event processed, otherwise - false.
CScroll

CScroll is a base class for creation of scroll bars.

Description

CScroll is a complex control (with dependent controls), it contains the base functionality for creation of scroll bars. The base class itself is not used as a separate control, two of its heirs (CScrollV and CScrollH classes) are used as controls.

Declaration

```cpp
class CScroll : public CWndContainer
```

Title

```cpp
#include <Controls\Scrolls.mqh>
```

Inheritance hierarchy

- CObject
- CWnd
  - CWndContainer
  - CScroll

Direct descendants

- CScrollH, CScrollV

Class Methods by Groups

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<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
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<td>Creates control</td>
</tr>
<tr>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>CreateBack</td>
<td>Creates background button</td>
</tr>
<tr>
<td>CreateInc</td>
<td>Creates increment button of the scroll bar</td>
</tr>
<tr>
<td>CreateDec</td>
<td>Creates decrement button of the scroll bar</td>
</tr>
<tr>
<td>OnEvent</td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>MinPos</td>
<td>Gets/sets the minimal position</td>
</tr>
<tr>
<td>MaxPos</td>
<td>Gets/sets the maximal position</td>
</tr>
<tr>
<td>CurrPos</td>
<td>Gets/sets the current position</td>
</tr>
</tbody>
</table>
Create

CreateThumb
Creates thumb button (can be dragged) of the scroll bar

Dependent controls event handlers

OnClickInc
Event handler used for handling increment button events

OnClickDec
Event handler used for handling decrement button events

Internal event handlers

OnShow
“Create” internal event handler

OnHide
“Hide” internal event handler

OnChangePos
“ChangePosition” internal event handler

Object drag handlers

OnThumbDragStart
“ThumbDragStart” event handler

OnThumbDragProcess
“ThumbDragProcess” event handler

OnThumbDragEnd
“ThumbDragEnd” event handler

Position
CalcPos
Gets scroll bar position by coordinate

Methods inherited from class CObject
Prev, Prev, Next, Next, Type, Compare

Methods inherited from class CWnd
Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, IsVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

Methods inherited from class CWndContainer
Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Show, Hide, Save, Load
Create

Creates new CScroll control.

```cpp
virtual bool Create(
    const long chart,    // chart ID
    const string name,   // name
    const int subwin,    // chart subwindow
    const int x1,        // coordinate
    const int y1,        // coordinate
    const int x2,        // coordinate
    const int y2)        // coordinate
)
```

**Parameters**

- `chart`  
  [in] ID of the chart, at which the control is created.

- `name`  
  [in] Unique name of the control.

- `subwin`  
  [in] Subwindow of the chart, at which the control is created.

- `x1`  
  [in] X coordinate of the upper left corner.

- `y1`  
  [in] Y coordinate of the upper left corner.

- `x2`  
  [in] X coordinate of the lower right corner.

- `y2`  
  [in] Y coordinate of the lower right corner.

**Return Value**

- `true` - successful, otherwise `false`. 
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,       // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

Parameters

- `id`  
  [in] Event ID.

- `lparam`  

- `dparam`  

- `sparam`  

Return Value

- `true` - event processed, otherwise - `false`.
MinPos (Get method)

Gets the value of "MinPos" (minimal position) of the CScroll control.

```cpp
int MinPos() const
```

Return Value

New value of "MinPos" property.

MinPos (Set method)

Sets the value of "MinPos" (minimal position) of the CScroll control.

```cpp
void MinPos(
    const int value // value
)
```

Parameters

value


Return Value

None.
**MaxPos (Get method)**

Gets the value of “MaxPos” (maximal position) of the CScroll control.

```csharp
int MaxPos() const
```

**Return Value**

New value of “MaxPos” property.

**MaxPos (Set method)**

Sets the value of “MaxPos” (maximal position) of the CScroll control.

```csharp
void MaxPos(  
const int value // value  
)
```

**Parameters**

`value`


**Return Value**

None.
**CurrPos (Get method)**

Gets the value of “CurrPos” (current position) of the CScroll control.

```cpp
int CurrPos() const
```

**Return Value**

New value of “CurrPos” property.

**CurrPos (Set method)**

Sets the value of “CurrPos” (current position) of the CScroll control.

```cpp
void CurrPos(
    const int value  // value
)
```

**Parameters**

- `value`
  

**Return Value**

None.
CreateBack

Creates background button of the CScroll control.

virtual bool CreateBack()

Return Value

true - successful, otherwise - false.
**CreateInc**

Creates increment button of CScroll control.

```c
virtual bool CreateInc()
```

**Return Value**

- `true` - successful, otherwise - `false`. 
CreateDec

Creates decrement button of CScroll control.

```cpp
virtual bool CreateDec()
```

Return Value

- `true` - successful, otherwise - `false`. 
CreateThumb

Creates thumb button (can be dragged) of CScroll control.

```
virtual bool CreateThumb()
```

Return Value

true - successful, otherwise - false.
OnClickInc

The virtual handler of the control "ClickInc" (left mouse button click on the increment button) internal event.

```cpp
virtual bool OnClickInc()
```

Return Value

true - event processed, otherwise - false.
**OnClickDec**

The virtual handler of the control "ClickDec" (left mouse button click on the decrement button) internal event.

```cpp
virtual bool OnClickDec()
```

**Return Value**

true - event processed, otherwise - false.
**OnShow**

The virtual handler of the control “Show” event.

```cpp
virtual bool OnShow()
```

**Return Value**

- true - event processed, otherwise - false.
OnHide

The virtual handler of the control "Hide" internal event.

```cpp
virtual bool OnHide()
```

Return Value

True - event processed, otherwise - false.
OnChangePos

The virtual handler of the control "ChangePos" (position change) internal event.

```cpp
virtual bool OnChangePos()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnThumbDragStart

The virtual handler of the control “ThumbDragStart” (drag start) event.

```cpp
virtual bool OnThumbDragStart()
```

Return Value

true - event processed, otherwise - false.

Note

The “ThumbDragStart” event occurs at start of the drag operation.
OnThumbDragProcess

The virtual handler of the control "ThumbDragProcess" event.

```cpp
virtual bool OnThumbDragProcess(
    const int x,  // x coordinate
    const int y   // y coordinate
)
```

Parameters

- `x`  

- `y`  

Return Value

- true - event processed, otherwise - false.

Note

The "ThumbDragProcess" occurs when the scroll bar control (thumb button) is moved.
OnThumbDragEnd

The virtual handler of the control "ThumbDragEnd" (drag process finished) event.

```cpp
virtual bool OnThumbDragEnd()
```

Return Value

- true - event processed, otherwise - false.

Note

The "ThumbDragEnd" occurs when the drag operation of the scroll bar control (thumb button) is finished.
CalcPos

Gets the control scroll bar position by coordinate.

```cpp
virtual int CalcPos(
    const int coord  // coordinate
)
```

**Parameters**

`coord`

[in] Scroll bar coordinate.

**Return Value**

Scroll bar position.
CScrollIV

CScrollIV is a class of the "Vertical scroll bar" complex control.

Description

CScrollIV class is intended for creation of vertical scroll bars.

Declaration

```cpp
class CScrollIV : public CScroll
```

Title

```cpp
#include <Controls\Scrolls.mqh>
```

Inheritance hierarchy

CObject
  CWnd
    CWndContainer
      CScroll
        CScrollIV
```

Result of the code provided below:

Class Methods by Groups
Dependent controls

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
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<td>CreateInc</td>
<td>Creates scroll bar increment button</td>
</tr>
<tr>
<td>CreateDec</td>
<td>Creates scroll bar decrement button</td>
</tr>
<tr>
<td>CreateThumb</td>
<td>Creates scroll bar thumb button (can be dragged)</td>
</tr>
</tbody>
</table>

Internal event handlers

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnResize</td>
<td>“Resize” internal event handler</td>
</tr>
<tr>
<td>OnChangePos</td>
<td>“ChangePosition” internal event handler</td>
</tr>
</tbody>
</table>

Drag event handlers

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnThumbDragStart</td>
<td>“ThumbDragStart” event handler</td>
</tr>
<tr>
<td>OnThumbDragProcess</td>
<td>“ThumbDragProcess” event handler</td>
</tr>
<tr>
<td>OnThumbDragEnd</td>
<td>“ThumbDragEnd” event handler</td>
</tr>
<tr>
<td>Position</td>
<td>Gets scroll bar position by coordinate</td>
</tr>
<tr>
<td>CalcPos</td>
<td>Gets scroll bar position by coordinate</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Type, Compare

Methods inherited from class CWnd

- Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, isVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

Methods inherited from class CWndContainer

- Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Show, Hide, Save, Load

Methods inherited from class CScroll

- Create, OnEvent, MinPos, MinPos, MaxPos, MaxPos, CurrPos, CurrPos

Example of creating a panel with vertical scrollbar:

```cpp
//+------------------------------------------------------------------+
//|                                              ControlsScroll
V.mq55 |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mq
5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2017, MetaQuotes Software Corp."
#property link "https://www.mq5.com"
#property version "1.00"
```

© 2000-2021, MetaQuotes Ltd
#property description "Control Panels and Dialogs. Demonstration class CScrollV"
#include <Controls\Dialog.mqh>
#include <Controls\Scrolls.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDENT_LEFT (11)     // indent from left (with allowance for border width)
#define INDENT_TOP (11)      // indent from top (with allowance for border width)
#define INDENT_RIGHT (11)    // indent from right (with allowance for border width)
#define INDENT_BOTTOM (11)   // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X (5)    // gap by X coordinate
#define CONTROLS_GAP_Y (5)    // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH (100)   // size by X coordinate
#define BUTTON_HEIGHT (20)   // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT (20)     // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH (150)    // size by X coordinate
#define LIST_HEIGHT (179)    // size by Y coordinate
#define RADIO_HEIGHT (56)    // size by Y coordinate
#define CHECK_HEIGHT (93)    // size by Y coordinate
//+------------------------------------------------------------------+
//| Class CControlsDialog                                            |
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CScrollV m_scroll_v;     // CScrollV object

public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const int
        chart_event_handler)
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
    //--- create dependent controls
    bool CreateScrollV(void);
    //--- handlers of the dependent controls events
    void OnScrollInc(void);
    void OnScrollDec(void);
};

//+------------------------------------------------------------------+
//| Event Handling                                                  |
//+------------------------------------------------------------------+

© 2000-2021, MetaQuotes Ltd
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_SCROLL_INC,m_scroll_v,OnScrollInc)
ON_EVENT(ON_SCROLL_DEC,m_scroll_v,OnScrollDec)
EVENT_MAP_END(CAppDialog)
//+------------------------------------------------------------------+
// Constructor
CControlsDialog::CControlsDialog(void)
{
}
// Destructor
CControlsDialog::~CControlsDialog(void)
{
}
// Create
bool CControlsDialog::Create(const long chart,const string name,const int subwin,const int x1,const int y1,const int x2,const int y2)
{
    if(!CAppDialog::Create(chart,name,subwin,x1,y1,x2,y2))
        return(false);
    //--- create dependent controls
    if(!CreateScrollV())
        return(false);
    //--- succeed
    return(true);
}
// Create the CScrollsV object
bool CControlsDialog::CreateScrollV(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP;
    int x2=x1+18;
    int y2=y1+LIST_HEIGHT;
    //--- create
    if(!m_scroll_v.Create(m_chart_id,m_name+"ScrollV",m_subwin,x1,y1,x2,y2))
        return(false);
    //--- set up the scrollbar
    m_scroll_v.MinPos(0);
    //--- set up the scrollbar
    m_scroll_v.MaxPos(10);
    if(!Add(m_scroll_v))
        return(false);
Comment("Position of the scrollbar ", m_scroll_v.CurrPos());
//--- succeed
        return(true);
}  
// Event handler
//---

void CControlsDialog::OnScrollInc(void)
{
    Comment("Position of the scrollbar ", m_scroll_v.CurrPos());
}
//---

void CControlsDialog::OnScrollDec(void)
{
    Comment("Position of the scrollbar ", m_scroll_v.CurrPos());
}
//---

CControlsDialog ExtDialog;
//---

int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
}
//---

don Deinit(const int reason)
{
    //--- clear comments
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}
//---

void OnChartEvent(const int id,  // event ID
const long& lparam,  // event parameter of the long type
const double& dparam, // event parameter of the double type
const string& sparam)  // event parameter of the string type
{
    ExtDialog.ChartEvent(id, lparam, dparam, sparam);
}
**CreateInc**

Creates increment button of the control.

```cpp
virtual bool CreateInc()
```

**Return Value**

- true - successful, otherwise - false.
CreateDec

Creates decrement button of the control.

```
virtual bool CreateDec()
```

Return Value

true - successful, otherwise - false.
CreateThumb

Creates thumb button (can be dragged) of the control.

\[
\text{virtual bool CreateThumb()}
\]

Return Value

true - successful, otherwise - false.
OnResize

The virtual handler of the control "Resize" internal event.

```cpp
virtual bool OnResize()
```

**Return Value**

- true - event processed, otherwise - false.
**OnChangePos**

The virtual handler of the control "ChangePos" (position change) internal event.

```cpp
virtual bool OnChangePos()
```

Return Value

- true - event processed, otherwise - false.
OnThumbDragStart

The virtual handler of the control "ThumbDragStart" (drag start) event.

```cpp
virtual bool OnThumbDragStart()
```

Return Value

- `true` - event processed, otherwise - `false`.

Note

The "ThumbDragStart" event occurs at start of the drag operation.
OnThumbDragProcess

The virtual handler of the control “ThumbDragProcess” event.

```cpp
virtual bool OnThumbDragProcess(
    const int x,  // x coordinate
    const int y   // y coordinate
)
```

Parameters

- `x`  

- `y`  

Return Value

- `true` - event processed, otherwise - `false`.

Note

- The “ThumbDragProcess” occurs when the scroll bar control (thumb button) is moved.
OnThumbDragEnd

The virtual handler of the control "ThumbDragEnd" (drag process finished) event.

```
virtual bool OnThumbDragEnd()
```

Return Value

true - event processed, otherwise - false.

Note

The "ThumbDragEnd" occurs when the drag operation of the scroll bar control (thumb button) is finished.
CalcPos

Gets the control scroll bar position by coordinate.

```cpp
virtual int CalcPos(
    const int coord // coordinate
)
```

**Parameters**

`coord`

[in] Scroll bar coordinate.

**Return Value**

Scroll bar position.
CScrollH

CScrollH is a class of the "Horizontal scroll bar" complex control.

Description

CScrollH is intended for creation of horizontal scroll bars.

Declaration

```
class CScrollH : public CScroll
```

Title

```
#include <Controls\Scrolls.mqh>
```

Inheritance hierarchy

```
CObject
  CWnd
    CWndContainer
      CScroll
        CScrollH
```

Result of the code provided below:

Class Methods by Groups
### Dependent controls

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CreateInc</code></td>
<td>Creates scroll bar increment button</td>
</tr>
<tr>
<td><code>CreateDec</code></td>
<td>Creates scroll bar decrement button</td>
</tr>
<tr>
<td><code>CreateThumb</code></td>
<td>Creates scroll bar thumb button (can be dragged)</td>
</tr>
</tbody>
</table>

### Internal event handlers

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnResize</code></td>
<td>“Resize” internal event handler</td>
</tr>
<tr>
<td><code>OnChangePos</code></td>
<td>“ChangePosition” internal event handler</td>
</tr>
</tbody>
</table>

### Drag event handlers

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnThumbDragStart</code></td>
<td>“ThumbDragStart” event handler</td>
</tr>
<tr>
<td><code>OnThumbDragProcess</code></td>
<td>“ThumbDragProcess” event handler</td>
</tr>
<tr>
<td><code>OnThumbDragEnd</code></td>
<td>“ThumbDragEnd” event handler</td>
</tr>
</tbody>
</table>

### Position

The `CalcPos` method gets scroll bar position by coordinate.

### Methods inherited from class `CObject`

- Prev, Prev, Next, Next, `Type`, `Compare`

### Methods inherited from class `CWnd`

- `Name`, `ControlsTotal`, `Control`, `Rect`, `Left`, `Left`, `Top`, `Top`, `Right`, `Right`, `Bottom`, `Bottom`, `Width`, `Width`, `Height`, `Height`, `Size`, `Size`, `Size`, `Contains`, `Contains`, `Alignment`, `Align`, `Id`, `IsEnabled`, `IsVisible`, `Visible`, `IsActive`, `Activate`, `Deactivate`, `StateFlags`, `StateFlags`, `StateFlagsSet`, `StateFlagsReset`, `PropFlags`, `PropFlags`, `PropFlagsSet`, `PropFlagsReset`, `MouseX`, `MouseX`, `MouseY`, `MouseY`, `MouseFlags`, `MouseFlags`, `MouseFocusKill`, `BringToTop`

### Methods inherited from class `CWndContainer`

- `Destroy`, `OnMouseEvent`, `ControlsTotal`, `Control`, `ControlFind`, `MouseFocusKill`, `Add`, `Add`, `Delete`, `Delete`, `Move`, `Move`, `Shift`, `Id`, `Enable`, `Disable`, `Show`, `Hide`, `Save`, `Load`

### Methods inherited from class `CScroll`

- `Create`, `OnEvent`, `MinPos`, `MinPos`, `MaxPos`, `MaxPos`, `CurrPos`, `CurrPos`

### Example of creating a panel with horizontal scrollbar:

```mql5
//+------------------------------------------------------------------+
//|                                              ControlsScroll
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2017, MetaQuotes Software Corp."
property link "https://www.mql5.com"
property version "1.00"
```
#property description "Control Panels and Dialogs. Demonstration class CScrollH"
#include <Controls\Dialog.mqh>
#include <Controls\Scrolls.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
#define INDENT_LEFT     (11)  // indent from left (with allowance for border width)
#define INDENT_TOP      (11)  // indent from top (with allowance for border width)
#define INDENT_RIGHT    (11)  // indent from right (with allowance for border width)
#define INDENT_BOTTOM   (11)  // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X   (5)   // gap by X coordinate
#define CONTROLS_GAP_Y   (5)   // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH     (100) // size by X coordinate
#define BUTTON_HEIGHT    (20)  // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT      (20)  // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH      (150) // size by X coordinate
#define LIST_HEIGHT      (179) // size by Y coordinate
#define RADIO_HEIGHT     (56)  // size by Y coordinate
#define CHECK_HEIGHT     (93)  // size by Y coordinate
//+------------------------------------------------------------------+
//| Class CControlsDialog                                            |
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CScrollH m_scroll_v;     // CScrollH object

public:
    CControlsDialog(void);
    ~CControlsDialog(void);
    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2);
    //--- chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const string &sparam);

protected:
    //--- create dependent controls
    bool CreateScrollsH(void);
    //--- handlers of the dependent controls events
    void OnScrollInc(void);
    void OnScrollDec(void);
};

//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_SCROLL_INC, m_scroll_v, OnScrollInc)
ON_EVENT(ON_SCROLL_DEC, m_scroll_v, OnScrollDec)
EVENT_MAP_END(CAppDialog)

//+------------------------------------------------------------------+
// Constructor
//+------------------------------------------------------------------+
CControlsDialog::CControlsDialog(void)
{
}
//+------------------------------------------------------------------+
// Destructor
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog(void)
{
}
//+------------------------------------------------------------------+
// Create
//+------------------------------------------------------------------+
bool CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
    return(false);
//--- create dependent controls
if (!CreateScrollsH())
    return(false);
//--- succeed
return(true);
}
//+------------------------------------------------------------------+
// Create the CScrollsH object
//+------------------------------------------------------------------+
bool CControlsDialog::CreateScrollsH(void)
{
//--- coordinates
int x1=INDENT_LEFT;
int y1=INDENT_TOP;
int x2=x1+3*BUTTON_WIDTH;
int y2=y1+18;
//--- create
if (!m_scroll_v.Create(m_chart_id, m_name+"ScrollsH", m_subwin, x1, y1, x2, y2))
    return(false);
//--- set up the scrollbar
m_scroll_v.MinPos(0);
//--- set up the scrollbar
m_scroll_v.MaxPos(10);
if (!Add(m_scroll_v))
    return(false);
Comment("Position of the scrollbar ", m_scroll_v.CurrPos());
//--- succeed
    return(true);
//| Event handler
//+------------------------------------------------------------------+
void CControlsDialog::OnScrollInc(void)
{
    Comment("Position of the scrollbar ", m_scroll_v.CurrPos());
}
//+------------------------------------------------------------------+
//| Event handler                                                    |
//+------------------------------------------------------------------+
void CControlsDialog::OnScrollDec(void)
{
    Comment("Position of the scrollbar ", m_scroll_v.CurrPos());
}
//+------------------------------------------------------------------+
//| Global Variables                                                 |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0, "Controls", 0, 40, 40, 380, 344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- clear comments
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}
//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, // event ID
```c
const long& lparam,  // event parameter of the long type
const double& dparam, // event parameter of the double type
const string& sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id, lparam, dparam, sparam);
}
```
CreateInc

Creates increment button of the control.

```cpp
virtual bool CreateInc()
```

Return Value

true - successful, otherwise - false.
CreateDec

Creates decrement button of the control.

```
virtual bool CreateDec()
```

Return Value

true - successful, otherwise - false.
CreateThumb

Creates thumb button (can be dragged) of the control.

```cpp
virtual bool CreateThumb()
```

Return Value

- `true` - successful, otherwise - `false`. 
OnResize

The virtual handler of the control "Resize" internal event.

```cpp
virtual bool OnResize()
```

Return Value

- true - event processed, otherwise - false.
**OnChangePos**

The virtual handler of the control "ChangePos" (position change) internal event.

```cpp
virtual bool OnChangePos()
```

**Return Value**

true - event processed, otherwise - false.
**OnThumbDragStart**

The virtual handler of the control "ThumbDragStart" (drag start) event.

```cpp
virtual bool OnThumbDragStart()
```

**Return Value**

true - event processed, otherwise - false.

**Note**

The "ThumbDragStart" event occurs at start of the drag operation.
OnThumbDragProcess

The virtual handler of the control “ThumbDragProcess” event.

```cpp
virtual bool OnThumbDragProcess(
    const int x,       // x coordinate
    const int y        // y coordinate
);
```

**Parameters**

- **x**
  

- **y**
  

**Return Value**

true - event processed, otherwise - false.

**Note**

The “ThumbDragProcess” occurs when the scroll bar control (thumb button) is moved.
OnThumbDragEnd

The virtual handler of the control "ThumbDragEnd" (drag process finished) event.

```cpp
virtual bool OnThumbDragEnd()
```

Return Value

true - event processed, otherwise - false.

Note

The "ThumbDragEnd" occurs when the drag operation of the scroll bar control (thumb button) is finished.
CalcPos

Gets the control scroll bar position by coordinate.

```cpp
virtual int CalcPos(
    const int coord      // coordinate
)
```

**Parameters**

- `coord`
  - `[in]` Scroll bar coordinate.

**Return Value**

Scroll bar position.
**CWndClient**

CWndClient is a class of the “Client area” complex control (with dependent controls). It is a base class for creation of scroll bars area.

**Description**

CWndClient implements the functionality for creation of client area with scroll bars.

**Declaration**

```cpp
class CWndClient : public CWndContainer
```

**Title**

```
#include <Controls\WndClient.mqh>
```

**Inheritance hierarchy**

- CObject
  - CWnd
    - CWndContainer
      - CWndClient

**Direct descendants**

- CCheckGroup, CListView, CRadioGroup

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
</tbody>
</table>

**Chart event handler**

| OnEvent         | Event handler of all chart events |

**Properties**

<table>
<thead>
<tr>
<th>ColorBackground</th>
<th>Sets background color</th>
</tr>
</thead>
<tbody>
<tr>
<td>ColorBorder</td>
<td>Sets border color</td>
</tr>
<tr>
<td>BorderType</td>
<td>Sets border type</td>
</tr>
</tbody>
</table>

**Settings**

<table>
<thead>
<tr>
<th>VScrolled</th>
<th>Gets/sets the flag indicating that vertical scroll bar is used</th>
</tr>
</thead>
<tbody>
<tr>
<td>HScrolled</td>
<td>Gets/sets the flag indicating that horizontal scroll bar is used</td>
</tr>
</tbody>
</table>

**Dependent controls**
<table>
<thead>
<tr>
<th>CREATE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates background for scroll bar</td>
</tr>
<tr>
<td><strong>CreateBack</strong></td>
<td>Creates vertical scroll bar</td>
</tr>
<tr>
<td><strong>CreateScrollV</strong></td>
<td>Creates horizontal scroll bar</td>
</tr>
</tbody>
</table>

**Internal event handlers**

<table>
<thead>
<tr>
<th>EVENT</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnResize</strong></td>
<td>“Resize” internal event handler</td>
</tr>
</tbody>
</table>

**Dependent controls event handlers**

<table>
<thead>
<tr>
<th>EVENT</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnVScrollShow</strong></td>
<td>“Show” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnVScrollHide</strong></td>
<td>“Hide” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnHScrollShow</strong></td>
<td>“Show” internal event handler (virtual) of HScroll dependent control</td>
</tr>
<tr>
<td><strong>OnHScrollHide</strong></td>
<td>“Hide” internal event handler (virtual) of HScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineDown</strong></td>
<td>“ScrollLineDown” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineUp</strong></td>
<td>“ScrollLineUp” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineLeft</strong></td>
<td>“ScrollLineLeft” internal event handler (virtual) of HScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineRight</strong></td>
<td>“ScrollLineRight” internal event handler (virtual) of HScroll dependent control</td>
</tr>
</tbody>
</table>

**Resize**

Set new parameters of the control using CRect class coordinates

**Methods inherited from class CObject**
- Prev, Prev, Next, Next, Type, Compare

**Methods inherited from class CWnd**
- Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, IsVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

**Methods inherited from class CWndContainer**

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Methods inherited from class CObject
Prev, Prev, Next, Next, Type, Compare
Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete,
Delete, Move, Move, Shift, Enable, Disable, Hide, Save, Load
Create

Creates new CWndClient control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1, // coordinate
    const int y1, // coordinate
    const int x2, // coordinate
    const int y2 // coordinate
)
```

**Parameters**

- **chart**
  
  [in] ID of the chart, at which the control is created.

- **name**
  
  [in] Unique name of the control.

- **subwin**
  
  [in] Subwindow of the chart, at which the control is created.

- **x1**
  
  [in] X coordinate of the upper left corner.

- **y1**
  
  [in] Y coordinate of the upper left corner.

- **x2**
  
  [in] X coordinate of the lower right corner.

- **y2**
  
  [in] Y coordinate of the lower right corner.

**Return Value**

- true - successful, otherwise - false.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,       // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

**Parameters**

- **id**
  - [in] Event ID.

- **lparam**

- **dparam**
  - [in] Event parameter of `double` type passed by reference.

- **sparam**
  - [in] Event parameter of `string` type passed by reference.

**Return Value**

- `true` - event processed, otherwise - `false`.
ColorBackground

Sets background color of the control.

```cpp
bool ColorBackground(
    const color value // background color
);
```

Parameters

value

[in] Background color of the control.

Return Value

true - successful, otherwise - false.
ColorBorder

Set border color of the control.

```cpp
bool ColorBorder(
    const color value  // color
)
```

**Parameters**

- **value**
  - `[in]` Border color of the control

**Return Value**

- true - successful, otherwise - false.
**BorderType**

Sets border type of the control.

```cpp
bool BorderType(
    const ENUM_BORDER_TYPE type  // value
)
```

**Parameters**

- `type`
  - [in] Border type of the control.

**Return Value**

- `true` - successful, otherwise - `false`. 

VScrolled (Get method)

Gets the flag indicating that vertical scroll bar is used.

```
bool VScrolled()
```

Return Value

true - vertical scroll bar is used, otherwise - false.

VScrolled (Set method)

Sets the flag indicating that vertical scroll bar is used.

```
bool VScrolled(
    const bool flag  // flag
)
```

Parameters

flag


Return Value

true - successful, otherwise - false.
HScrolled (Get method)

Gets the flag indicating that horizontal scroll bar is used.

```cpp
bool HScrolled()
```

Return Value

true - horizontal scroll bar is used, otherwise - false.

HScrolled (Set method)

Sets the flag indicating that horizontal scroll bar is used.

```cpp
bool HScrolled(
    const bool flag  // flag
)
```

Parameters

flag


Return Value

true - successful, otherwise - false.
CreateBack

Creates background button of the control.

```cpp
virtual bool CreateBack()
```

Return Value

true - successful, otherwise - false.
CreateScrollV

Creates vertical scroll bar.

```
virtual bool CreateScrollV()
```

Return Value

- **true** - successful, otherwise - **false**.
CreateScrollH

Creates horizontal scroll bar.

virtual bool CreateScrollH()

Return Value

ture - successful, otherwise - false.
OnResize

The virtual handler of the control "Resize" internal event.

```cpp
virtual bool OnResize()
```

Return Value

- true - event processed, otherwise - false.
OnVScrollShow

The virtual handler of the VScroll (vertical scroll) dependent control “Show” (vertical scroll bar show) internal event.

```cpp
virtual bool OnVScrollShow()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnVScrollHide

The virtual handler of the VScroll (vertical scroll) dependent control “Hide” (vertical scroll bar hide) internal event.

```cpp
virtual bool OnVScrollHide()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnHScrollShow

The virtual handler of the HScroll (horizontal scroll) dependent control “Show” (horizontal scroll bar show) internal event.

```cpp
virtual bool OnHScrollShow()
```

**Return Value**

true - event processed, otherwise - false.

**Note**

The base class method does nothing and always returns true.
OnHScrollHide

The virtual handler of the HScroll (horizontal scroll) dependent control “Hide” (horizontal scroll bar hide) internal event.

```cpp
virtual bool OnHScrollHide()
```

**Return Value**

true - event processed, otherwise - false.

**Note**

The base class method does nothing and always returns true.
OnScrollLineDown

The virtual handler of the VScroll (vertical scroll) dependent control “ScrollLineDown” (vertical scroll line down) internal event.

```cpp
virtual bool OnScrollLineDown()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnScrollLineUp

The virtual handler of the VScroll (vertical scroll) dependent control “ScrollLineUp” (vertical scroll line up) internal event.

```cpp
virtual bool OnScrollLineUp()
```

**Return Value**

true - event processed, otherwise - false.

**Note**

The base class method does nothing and always returns true.
OnScrollLineLeft

The virtual handler of the HScroll (horizontal scroll) dependent control “ScrollLineLeft” (horizontal scroll line left) internal event.

```cpp
virtual bool OnScrollLineLeft()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
OnScrollLineRight

The virtual handler of the HScroll (horizontal scroll) dependent control “ScrollLineRight” (horizontal scroll line right) internal event.

```cpp
virtual bool OnScrollLineRight()
```

Return Value

true - event processed, otherwise - false.

Note

The base class method does nothing and always returns true.
ReBound

Sets new parameters of the control using CRect class coordinates.

```cpp
void ReBound(
    const &CRect rect   // CRect class
)
```

Return Value

None.
**CLListView**

CLListView is a class of the ListView complex control (with dependent controls).

**Description**

CLListView class encapsulates list-control functionality.

**Declaration**

```cpp
class CLListView : public CWndClient
```

**Title**

```
#include <Controls\ListView.mqh>
```

**Inheritance hierarchy**

```
CObject
    CWnd
        CWndContainer
            CWndClient
                CLListView
```

Result of the code provided below:

![Chart Image]

**Class Methods by Groups**
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates control</td>
</tr>
<tr>
<td><strong>Create</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Chart event handlers</strong></td>
<td></td>
</tr>
<tr>
<td><strong>OnEvent</strong></td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td><strong>Settings</strong></td>
<td></td>
</tr>
<tr>
<td><strong>TotalView</strong></td>
<td>Sets the number of items shown on the control</td>
</tr>
<tr>
<td><strong>Add/Delete</strong></td>
<td></td>
</tr>
<tr>
<td><strong>AddItem</strong></td>
<td>Adds an item to control list</td>
</tr>
<tr>
<td><strong>Data</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Select</strong></td>
<td>Selects current list element by index</td>
</tr>
<tr>
<td><strong>SelectByText</strong></td>
<td></td>
</tr>
<tr>
<td><strong>SelectByValue</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Read-only data</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Value</strong></td>
<td>Gets the value of the current list element</td>
</tr>
<tr>
<td><strong>Dependent controls</strong></td>
<td></td>
</tr>
<tr>
<td><strong>CreateRow</strong></td>
<td>Creates a row of the ListView</td>
</tr>
<tr>
<td><strong>Internal event handlers</strong></td>
<td></td>
</tr>
<tr>
<td><strong>OnResize</strong></td>
<td>“Resize” internal event handler (virtual)</td>
</tr>
<tr>
<td><strong>Dependent controls event handlers</strong></td>
<td></td>
</tr>
<tr>
<td><strong>OnVScrollShow</strong></td>
<td>“Show” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnVScrollHide</strong></td>
<td>“Hide” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineDown</strong></td>
<td>“ScrollLineDown” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineUp</strong></td>
<td>“ScrollLineUp” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnItemClick</strong></td>
<td>“ItemClick” internal event handler (virtual)</td>
</tr>
<tr>
<td><strong>Redraw</strong></td>
<td>Redraws the control</td>
</tr>
<tr>
<td><strong>RowState</strong></td>
<td>Sets the state of the specified row</td>
</tr>
<tr>
<td><strong>CheckView</strong></td>
<td>Checks the “visibility” of the specified row</td>
</tr>
</tbody>
</table>
Example of creating a panel with list view control:

```cpp
//+------------------------------------------------------------------+
//|                                                                   |
//|                                                        https://www.mql5.com |
//|                                               Copyright 2017, MetaQuotes Ltd |
//|                                                                  |
//+------------------------------------------------------------------+

#define INDENT_LEFT (11)    // indent from left (with allowance for border width)
#define INDENT_TOP (11)     // indent from top (with allowance for border width)
#define INDENT_RIGHT (11)   // indent from right (with allowance for border width)
#define INDENT_BOTTOM (11)  // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X (5)   // gap by X coordinate
#define CONTROLS_GAP_Y (5)   // gap by Y coordinate

```
```cpp
#define RADIO_HEIGHT (56) // size by Y coordinate
#define CHECK_HEIGHT (93) // size by Y coordinate

//+------------------------------------------------------------------+
//| Class CControlsDialog |
//| Usage: main dialog of the Controls application |
//+------------------------------------------------------------------+

class CControlsDialog : public CAppDialog
{
private:
    CListView m_list_view; // CListView object

public:
    CControlsDialog();
    ~CControlsDialog();

    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const
    //--- chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
    //--- create dependent controls
    bool CCreateListView();
    //--- handlers of the dependent controls events
    void OnChangeListView();
};

//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CHANGE,m_list_view,OnChangeListView)
EVENT_MAP_END(CAppDialog)

//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog()
{
}

//+------------------------------------------------------------------+
//| Destructor                                                       |
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog()
{
}

bool CControlsDialog::Create(const long chart, const string name, const int subwin, const
{
    if(!CAppDialog::Create(chart,name,subwin,x1,y1,x2,y2))
```
return(false);
//--- create dependent controls
if(!CreateListView())
    return(false);
//--- succeed
    return(true);

//+------------------------------------------------------------------+
//| Create the "ListView" element                                    |
//+------------------------------------------------------------------+
bool CControlsDialog::CreateListView(void)
{
    //--- coordinates
    int x1=INDENT_LEFT+GROUP_WIDTH+2*CONTROLS_GAP_X;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y)+
        (BUTTON_HEIGHT+CONTROLS_GAP_Y)+
        (EDIT_HEIGHT+2*CONTROLS_GAP_Y);
    int x2=x1+GROUP_WIDTH;
    int y2=y1+LIST_HEIGHT-CONTROLS_GAP_Y;
    //--- create
    if(!m_list_view.Create(m_chart_id,m_name+"ListView",m_subwin,x1,y1,x2,y2))
        return(false);
    if(!Add(m_list_view))
        return(false);
    //--- fill out with strings
    for(int i=0;i<16;i++)
        if(!m_list_view.AddItem("Item "+IntegerToString(i)))
            return(false);
    //--- succeed
    return(true);
}

void CControlsDialog::OnChangeListView(void)
{
    Comment(__FUNCTION__+" \
    "+m_list_view.Select()+\\");
}

//+------------------------------------------------------------------+
//| Global Variables                                                 |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;

//+------------------------------------------------------------------+
//| Expert initialization function                                  |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
return(INIT_FAILED);

//--- run application
ExtDialog.Run();

//--- succeed
return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- clear comments
    Comment(""");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}

//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, // event ID
    const long& lparam,    // event parameter of the long type
    const double& dparam,  // event parameter of the double type
    const string& sparam)  // event parameter of the string type
{
    ExtDialog.ChartEvent(id, lparam, dparam, sparam);
}
Create

Creates CListView control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1, // coordinate
    const int y1, // coordinate
    const int x2, // coordinate
    const int y2 // coordinate
)
```

Parameters

- `chart`
  - [in] ID of the chart, at which the control is created.

- `name`
  - [in] Unique name of the control.

- `subwin`
  - [in] Subwindow, at which the control is created.

- `x1`
  - [in] X coordinate of the upper left corner.

- `y1`
  - [in] Y coordinate of the upper left corner.

- `x2`
  - [in] X coordinate of the lower right corner.

- `y2`
  - [in] Y coordinate of the lower right corner.

Return Value

- true - successful, otherwise - false.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,  // ID
    const long& lparam,  // parameter
    const double& dparam,  // parameter
    const string& sparam  // parameter
)
```

Parameters

- `id`  
  [in] Event ID.

- `lparam`  

- `dparam`  

- `sparam`  

Return Value

- `true` - event processed, otherwise - false.
TotalView

Sets the number of items shown on the control.

```cpp
bool TotalView(const int value) // number of items shown
```

Parameters

value

[in] The number of items shown on the control.

Return Value

true - successful, otherwise - false.

Note

The number of shown items can be specified only at once.
AddItem

Adds an item to the control list.

```cpp
bool AddItem(
    const string item,  // text
    const long value    // value
)
```

Parameters

item

value
  [in] Value.

Return Value

true - successful, otherwise - false.
Select

Selects current list element by index.

```cpp
bool Select(
    const int index  // index
)
```

Parameters

- `index`
  - [in] Item index.

Return Value

- `true` - successful, otherwise - `false`. 
SelectByText

Selects the current list element by text.

```cpp
bool SelectByText(
    const string text  // text
)
```

**Parameters**

text

  [in] Element text.

**Return Value**

true - successful, otherwise - false.
**SelectByValue**

Selects the current list element by value.

```c
bool SelectByValue(
    const long value      // value
)
```

**Parameters**

value

[in] Value.

**Return Value**

true - successful, otherwise - false.
**Value**

Gets the value of the current list element.

```c
long Value()
```

**Return Value**

The value of the current list element.
CreateRow

Creates a row of the CListView control.

```cpp
bool CreateRow(
    const int index // index
)
```

**Parameters**

- `index`
  - [in] Item index.

**Return Value**

- true - successful, otherwise - false.
OnResize

The virtual handler of the control "Resize" internal event.

```cpp
virtual bool OnResize()
```

Return Value

true - event processed, otherwise - false.
OnVScrollShow

The virtual handler of the VScroll (vertical scroll) dependent control "VScrollShow" (vertical scroll bar show) internal event.

```cpp
virtual bool OnVScrollShow()
```

Return Value

true - event processed, otherwise - false.
OnVScrollHide

The virtual handler of the VScroll (vertical scroll) dependent control “VScrollHide” (vertical scroll bar hide) internal event.

```cpp
virtual bool OnVScrollHide()
```

Return Value

true - event processed, otherwise - false.
OnScrollLineDown

The virtual handler of the VScroll (vertical scroll) dependent control "ScrollLineDown" (vertical scroll line down) internal event.

```cpp
virtual bool OnScrollLineDown()
```

Return Value

- true - event processed, otherwise - false.
OnScrollLineUp

The virtual handler of the VScroll (vertical scroll) dependent control "ScrollLineUp" (vertical scroll line up) internal event.

```cpp
definition of OnScrollLineUp()
```

**Return Value**

true - event processed, otherwise - false.
OnItemClick

The virtual handler of “ItemClick” (mouse button click) internal event on a specified row of CListView control.

```cpp
virtual bool OnItemClick()
    const int index // index
```

Return Value

true - event processed, otherwise - false.
Redraw

Redraws the control.

```cpp
bool Redraw()
```

Return Value

- true - successful, otherwise - false.
RowState

Changes the state of the specified row of the CListView control.

```cpp
bool RowState(
    const int index // index
    const bool select // state
)
```

**Parameters**

- **index**
  - [in] Row index.

- **select**
  - [in] Row state.

**Return Value**

- `true` - successful, otherwise - `false`. 
CheckView

Checks the “visibility” of the specified row of the CListView control.

```cpp
bool CheckView()
```

Return Value

true - selected row is visible, otherwise - false.
CComboBox

CComboBox is a class of the ComboBox complex control (with dependent controls).

Description

ComboBox consists of a list box, combined with a static control, intended for selection. The list-box portion of the control may be dropped down when a user selects the drop-down arrow next to the control.

Declaration

```cpp
class CComboBox : public CWndContainer
```

Title

```cpp
#include <Controls\ComboBox.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndContainer
      - CComboBox

Result of the code provided below:

Class Methods by Groups
### Standard Library

<table>
<thead>
<tr>
<th>Create</th>
<th>Creates control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chart event handlers</td>
<td></td>
</tr>
<tr>
<td><strong>OnEvent</strong></td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td><strong>AddItem</strong></td>
<td>Adds an item to control</td>
</tr>
<tr>
<td>Settings</td>
<td></td>
</tr>
<tr>
<td><strong>ListViewItems</strong></td>
<td>Sets the number of items shown on the control</td>
</tr>
<tr>
<td>Data</td>
<td></td>
</tr>
<tr>
<td><strong>Select</strong></td>
<td>Selects the current list element by index</td>
</tr>
<tr>
<td><strong>SelectByText</strong></td>
<td>Selects the current list element by text</td>
</tr>
<tr>
<td><strong>SelectByValue</strong></td>
<td>Selects the current list element by value</td>
</tr>
<tr>
<td>Read-only data</td>
<td></td>
</tr>
<tr>
<td><strong>Value</strong></td>
<td>Gets the value of the current list element</td>
</tr>
<tr>
<td>Dependent controls</td>
<td></td>
</tr>
<tr>
<td><strong>CreateEdit</strong></td>
<td>Creates dependent control (edit)</td>
</tr>
<tr>
<td><strong>CreateButton</strong></td>
<td>Creates dependent control (button)</td>
</tr>
<tr>
<td><strong>CreateList</strong></td>
<td>Creates dependent control (list view)</td>
</tr>
<tr>
<td>Dependent controls event handlers</td>
<td></td>
</tr>
<tr>
<td><strong>OnClickEdit</strong></td>
<td>“ClickEdit” internal event handler (virtual)</td>
</tr>
<tr>
<td><strong>OnClickButton</strong></td>
<td>“ClickButton” internal event handler (virtual)</td>
</tr>
<tr>
<td><strong>OnChangeList</strong></td>
<td>“ChangeList” internal event handler (virtual)</td>
</tr>
<tr>
<td>Show/Hide the drop-down list</td>
<td></td>
</tr>
<tr>
<td><strong>ListShow</strong></td>
<td>Shows the items list</td>
</tr>
<tr>
<td><strong>ListHide</strong></td>
<td>Hides the items list</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, **Type**, **Compare**

Methods inherited from class CWnd

Methods inherited from class CObject

Prev, Prev, Next, Next, Type, Compare

Methods inherited from class CWndContainer

Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Hide

Example of creating a panel with Combobox control:

```cpp
//+------------------------------------------------------------------+
//|                                             ControlsComboBox.mq5 |
//|                        Copyright 2015, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#include <Controls\Dialog.mqh>
#include <Controls\ComboBox.mqh>

//--- indents and gaps
#define INDENT_LEFT         (11)       // indent from left (with allowance for border width)
#define INDENT_TOP           (11)       // indent from top (with allowance for border width)
#define INDENT_RIGHT         (11)       // indent from right (with allowance for border width)
#define INDENT_BOTTOM        (11)       // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X        (5)        // gap by X coordinate
#define CONTROLS_GAP_Y        (5)        // gap by Y coordinate

//--- for buttons
#define BUTTON_WIDTH         (100)      // size by X coordinate
#define BUTTON_HEIGHT         (20)       // size by Y coordinate

//--- for the indication area
#define EDIT_HEIGHT           (20)       // size by Y coordinate

//--- for group controls
#define GROUP_WIDTH           (150)      // size by X coordinate
#define LIST_HEIGHT           (179)      // size by Y coordinate
#define RADIO_HEIGHT          (56)       // size by Y coordinate
#define CHECK_HEIGHT          (93)       // size by Y coordinate

//+------------------------------------------------------------------+
//|                              CControlsDialog                       |
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+

class CControlsDialog : public CAppDialog
{

private:
    CComboBox         m_combo_box;;        // CComboBox object
```
public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const
    //--- chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
    //--- create dependent controls
    bool CreateComboBox(void);
    //--- handlers of the dependent controls events
    void OnChangeComboBox(void);

    //+------------------------------------------------------------------+
    //| Event Handling                                                  |
    //+------------------------------------------------------------------+
    EVENT_MAP_BEGIN(CControlsDialog)
    ON_EVENT(ON_CHANGE, m_combo_box, OnChangeComboBox)
    EVENT_MAP_END(CAppDialog)

    //+------------------------------------------------------------------+
    //| Constructor                                                      |
    //+------------------------------------------------------------------+
    CControlsDialog::CControlsDialog(void)
    {
    }

    //+------------------------------------------------------------------+
    //| Destructor                                                       |
    //+------------------------------------------------------------------+
    CControlsDialog::~CControlsDialog(void)
    {
    }

bool CControlsDialog::Create(const long chart, const string name, const int subwin, const
    {
    if(!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return(false);
    //--- create dependent controls
    if(!CreateComboBox())
        return(false);
    //--- succeed
    return(true);
    }

    //+------------------------------------------------------------------+
    //| Create the "ComboBox" element                                    |
    //+------------------------------------------------------------------+
bool CControlsDialog::CreateComboBox(void)
{  
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y)+
            (BUTTON_HEIGHT+CONTROLS_GAP_Y)+
            (EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+GROUP_WIDTH;
    int y2=y1+EDIT_HEIGHT;
    //--- create
    if(!m_combo_box.Create(m_chart_id,m_name+"ComboBox",m_subwin,x1,y1,x2,y2))
        return(false);
    if(!Add(m_combo_box))
        return(false);
    //--- fill out with strings
    for(int i=0;i<16;i++)
        if(!m_combo_box.ItemAdd(\"Item \"+IntegerToString(i)))
            return(false);
    //--- succeed
    return(true);
}
//+------------------------------------------------------------------+
//| Event handler                                                    |
//+------------------------------------------------------------------+
void CControlsDialog::OnChangeComboBox(void)
{
    Comment(__FUNCTION__+\"\"+m_combo_box.Select()+\"\");
}
//+------------------------------------------------------------------+
//| Global Variables                                                 |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0,\"Controls\",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
//---
    Comment("");
//--- destroy dialog
    ExtDialog.Destroy(reason);

void OnChartEvent(const int id,       // event ID
    const long& lparam,     // event parameter of the long type
    const double& dparam,   // event parameter of the double type
    const string& sparam)   // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates CComboBox control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,    // coordinate
    const int y1,    // coordinate
    const int x2,    // coordinate
    const int y2    // coordinate
)
```

Parameters

**chart**

[in] ID of the chat, at which the control is created.

**name**

[in] Unique name of the control.

**subwin**

[in] Subwindow of the chart, at which the control is created.

**x1**

[in] X coordinate of the upper left corner.

**y1**

[in] Y coordinate of the upper left corner.

**x2**

[in] X coordinate of the lower right corner.

**y2**

[in] Y coordinate of the lower right corner.

Return Value

true - successful, otherwise - false.
OnEvent

Chart event handler.

```
virtual bool OnEvent(
    const int id,       // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

**Parameters**

- **id**
  - [in] Event ID.

- **lparam**

- **dparam**
  - [in] Event parameter of `double` type passed by reference.

- **sparam**
  - [in] Event parameter of `string` type passed by reference.

**Return Value**

- `true` - event processed, otherwise - `false`.  

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AddItem

Adds an item to the control.

```cpp
bool AddItem(
    const string item,  // text
    const long value    // value
)
```

Parameters

- **item**
  - [in] Text.
  - [in] Value.

Return Value

- true - successful, otherwise - false.
ListViewItems

Sets the number of list elements of the CComboBox control.

```cpp
void ListViewItems(
    const int value  // number of elements
);
```

**Parameters**

- `value`  
  
  [in] Number of the drop-down list elements.

**Return Value**

- true - successful, otherwise - false.
Select

Selects the current list element by index.

```cpp
bool Select(
    const int index  // index
)
```

Parameters

`index`

[in] Item index.

Return Value

true - successful, otherwise - false.
SelectByText

Selects the current list element by a specified text.

```cpp
bool SelectByText(
    const string text // text
)
```

Parameters

text
   [in] Text of the item.

Return Value

true - successful, otherwise - false.
**SelectByValue**

Selects the current list element by a specified value.

```cpp
bool SelectByValue(
    const long value  // value
)
```

**Parameters**

*value*

[in] Value.

**Return Value**

true - successful, otherwise - false.
Value

Gets the value of the current list element.

```c
long Value()
```

Return Value

The value of the current list element.
CreateEdit

Creates dependent control (edit) of the control.

```cpp
virtual bool CreateEdit()
```

Return Value

- true - successful, otherwise - false.
CreateButton

Creates dependent control (button).

```cpp
virtual bool CreateButton()
```

Return Value

true - successful, otherwise - false.
CreateList

Creates dependent control (list view).

virtual bool CreateList()  

Return Value

true - successful, otherwise - false.
**OnClickEdit**

The virtual handler of the control "ClickEdit" (mouse click on the edit) internal event.

```cpp
virtual bool OnClickEdit()
```

**Return Value**

- true - event processed, otherwise - false.
**OnClickButton**

The virtual handler of the "ButtonClick" (mouse click on the button) internal event.

```cpp
virtual bool OnClickButton()
```

**Return Value**

- true - event processed, otherwise - false.
**OnChangeList**

The virtual handler of the "ChangeList" (change of the list) internal event.

```cpp
virtual bool OnChangeList()
```

**Return Value**

true - event processed, otherwise - false.
ListShow

Shows the drop-down list of the control.

```cpp
virtual bool ListShow()
```

Return Value

- true - successful, otherwise - false.
ListHide

Hides the drop-down list of the control.

```cpp
virtual bool ListHide()
```

Return Value

true - successful, otherwise - false.
CCheckBox

CCheckBox is the class of the CheckBox complex control.

Description

CCheckBox control displays a check box that allows a user to select a true or false condition at a mouse click.

Declaration

```cpp
class CCheckBox : public CWndContainer
```

Title

```cpp
#include <Controls\CheckBox.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndContainer
      - CCheckBox

Result of the code provided below:

Class Methods by Groups

<table>
<thead>
<tr>
<th>Group</th>
<th>Description</th>
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</thead>
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</tr>
<tr>
<td>Create</td>
<td></td>
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<tr>
<td>------------------------</td>
<td>----------------------</td>
</tr>
<tr>
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<tr>
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<tr>
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<tr>
<td><strong>Text</strong></td>
<td>Gets/sets text label associated with the control</td>
</tr>
<tr>
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<td>Gets/sets color of text label associated with the control</td>
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<td></td>
</tr>
<tr>
<td><strong>Checked</strong></td>
<td>Gets/sets a value indicating whether the control is checked</td>
</tr>
<tr>
<td>Data</td>
<td></td>
</tr>
<tr>
<td><strong>Value</strong></td>
<td>Gets/sets the value associated with the control</td>
</tr>
<tr>
<td>Dependent controls</td>
<td></td>
</tr>
<tr>
<td><strong>CreateButton</strong></td>
<td>Creates dependent control (button)</td>
</tr>
<tr>
<td><strong>CreateLabel</strong></td>
<td>Creates dependent control (label)</td>
</tr>
<tr>
<td>Dependent controls event handlers</td>
<td></td>
</tr>
<tr>
<td><strong>ClickButton</strong></td>
<td>“ClickButton” internal event handler (virtual)</td>
</tr>
<tr>
<td><strong>ClickLabel</strong></td>
<td>“ClickLabel” internal event handler (virtual)</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject
- Prev, Prev, Next, Next, **Type, Compare**

Methods inherited from class CWnd

Methods inherited from class CWndContainer
- **Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Show, Hide**

Example of creating a panel with Checkbox control:

```c
//+------------------------------------------------------------------+
//|                                             ControlsCheckBox.mq5 |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
```
//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDEXT_LEFT (11)  // indent from left (with allowance for border width)
#define INDEXT_TOP (11)  // indent from top (with allowance for border width)
#define INDEXT_RIGHT (11)  // indent from right (with allowance for border width)
#define INDEXT_BOTTOM (11)  // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X (5)  // gap by X coordinate
#define CONTROLS_GAP_Y (5)  // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH (100)  // size by X coordinate
#define BUTTON_HEIGHT (20)  // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT (20)  // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH (150)  // size by X coordinate
#define LIST_HEIGHT (179)  // size by Y coordinate
#define RADIO_HEIGHT (56)  // size by Y coordinate
#define CHECK_HEIGHT (93)  // size by Y coordinate
//+------------------------------------------------------------------+
//| Class CControlsDialog                                            |
//+------------------------------------------------------------------+
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
  CCheckBox m_check_box1;  // CCheckBox object
  CCheckBox m_check_box2;  // CCheckBox object
public:
  CControlsDialog(void);
  ~CControlsDialog(void);
  //--- create
  virtual bool Create(const long chart, const string name, const int subwin, const
  //--- chart event handler
  virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const
  //--- create dependent controls
  bool CreateCheckBox1(void);
  bool CreateCheckBox2(void);
  //--- handlers of the dependent controls events
  void OnChangeCheckBox1(void);
  void OnChangeCheckBox2(void);
### Event Handling

```cpp
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CHANGE,m_check_box1,OnChangeCheckBox1)
ON_EVENT(ON_CHANGE,m_check_box2,OnChangeCheckBox2)
EVENT_MAP_END(CAppDialog)
```

### Constructor

```cpp
CControlsDialog::CControlsDialog(void)
{
}
```

### Destructor

```cpp
CControlsDialog::~CControlsDialog(void)
{
}
```

### Create

```cpp
bool CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
    if(!CAppDialog::Create(chart,name,subwin,x1,y1,x2,y2))
        return(false);
    //--- create dependent controls
    if(!CreateCheckBox1())
        return(false);
    if(!CreateCheckBox2())
        return(false);
    //--- succeed
    return(true);
}
```

### Create the "CheckBox" element

```cpp
bool CControlsDialog::CreateCheckBox1(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y)+
        (BUTTON_HEIGHT+CONTROLS_GAP_Y)+
        (EDIT_HEIGHT+CONTROLS_GAP_Y)+
        (EDIT_HEIGHT+CONTROLS_GAP_Y)+
        (RADIO_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1-GROUP_WIDTH;
    int y2=y1-BUTTON_HEIGHT;
```
//--- create
if(!m_check_box1.Create(m_chart_id,m_name+"CheckBox1",m_subwin,x1,y1,x2,y2))
    return(false);
if(!m_check_box1.Text("CheckBox1"))
    return(false);
if(!m_check_box1.Color(clrBlue))
    return(false);
if(!Add(m_check_box1))
    return(false);
//--- succeed
    return(true);

//+------------------------------------------------------------------+
//| Create the "CheckBox" element                                    |
//+------------------------------------------------------------------+
bool CControlsDialog::CreateCheckBox2()
{
//--- coordinates
int x1=INDENT_LEFT+GROUP_WIDTH+CONTROLS_GAP_X;
int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y)+(BUTTON_HEIGHT+CONTROLS_GAP_Y)+(EDIT_HEIGHT+CONTROLS_GAP_Y)+(EDIT_HEIGHT+CONTROLS_GAP_Y)+(RADIO_HEIGHT+CONTROLS_GAP_Y);        
int x2=x1+GROUP_WIDTH;
int y2=y1+BUTTON_HEIGHT;
//--- create
if(!m_check_box2.Create(m_chart_id,m_name+"CheckBox2",m_subwin,x1,y1,x2,y2))
    return(false);
if(!m_check_box2.Text("CheckBox2"))
    return(false);
if(!m_check_box2.Color(clrBlue))
    return(false);
if(!Add(m_check_box2))
    return(false);

m_check_box2.Checked(true);
Comment(__FUNCTION__+" : Checked="+IntegerToString(m_check_box2.Checked()));
//--- succeed
    return(true);

//+------------------------------------------------------------------+
//| Event handler                                                    |
//+------------------------------------------------------------------+
void CControlsDialog::OnChangeCheckBox1()
{
    Comment(__FUNCTION__+" : Checked="+IntegerToString(m_check_box1.Checked()));
}
//+------------------------------------------------------------------+
//| Event handler                                                    |
//+------------------------------------------------------------------+
void CControlsDialog::OnChangeCheckBox2(void)
{
    Comment("\_\_FUNCTION\_\_\_" : Checked="\+IntegerToString(m_check_box2.Checked());
}
//+------------------------------------------------------------------+
//| Global Variables                                                 |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
}
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //---
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}
//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, // event ID
    const long &lparam, // event parameter of the long type
    const double &dparam, // event parameter of the double type
    const string &sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates CCheckBox control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,     // coordinate
    const int y1,     // coordinate
    const int x2,     // coordinate
    const int y2      // coordinate
)
```

**Parameters**

- **chart**
  - [in] ID of the chart, at which the control is created.

- **name**
  - [in] Unique name of the control.

- **subwin**
  - [in] Subwindow of the chart, at which the control is created.

- **x1**
  - [in] X coordinate of the upper left corner.

- **y1**
  - [in] Y coordinate of the upper left corner.

- **x2**
  - [in] X coordinate of the lower right corner.

- **y2**
  - [in] Y coordinate of the lower right corner.

**Return Value**

- true - successful, otherwise - false.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int   id,    // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam  // parameter
)
```

Parameters

* `id`  
  [in] Event ID.

* `lparam`  

* `dparam`  

* `sparam`  

Return Value

true - event processed, otherwise - false.
Text (Get method)

Gets text of the label associated with the control.

```cpp
string Text()
```

Return Value

Text of the label.

Text (Set method)

Sets text of the label associated with the control.

```cpp
bool Text(
    const string value  // text
)
```

Parameters

value

[in] New text of the label.

Return Value

true - successful, otherwise - false.

Note

Label text is specified by setting `OBJPROP_TEXT` (text) of a chart object.
Color (Get method)

Gets color of the label associated with the control.

```cpp
color Color() const
```

Return Value

Label color.

Color (Set method)

Sets color of the label associated with the control.

```cpp
bool Color(
    const color value  // color
)
```

Parameters

- `value`
  

Return Value

- `true` - successful, otherwise - `false`.

Note

Label color is specified by setting `OBJPROP_COLOR` (color) of a chart object.
**Checked (Get method)**

Gets state of the control.

```cpp
bool Checked() const
```

**Return Value**

State of the control.

**Checked (Set method)**

Sets state of the control.

```cpp
bool Checked(
    const bool flag  // state
)
```

**Parameters**

- `flag`
  - [in] New state.

**Return Value**

true - successful, otherwise - false.
Value (Get method)

Gets the value associated with the control.

```cpp
int Value() const
```

Return Value

The value associated with the control.

Value (Set method)

Sets the value associated with the control.

```cpp
void Value(
    const int value  // value
)
```

Parameters

- **value**
  - [in] New value.

Return Value

None.
CreateButton

Creates dependent control (button).

```cpp
virtual bool CreateButton()
```

Return Value

- `true` - successful, otherwise - `false`. 
CreateLabel

Creates dependent control (label).

```
virtual bool CreateLabel()
```

Return Value

true - successful, otherwise - false.
**OnClickButton**

The virtual handler of the control "ClickButton" (mouse click on the button) internal event.

```cpp
virtual bool OnClickButton()
```

Return Value

- true - event processed, otherwise - false.
**OnClickLabel**

The virtual handler of the control "ClickLabel" (mouse click on the label) internal event.

```cpp
virtual bool OnClickLabel()
```

**Return Value**

- true - event processed, otherwise - false.
**CCheckGroup**

CCheckGroup is a class of the CheckGroup complex control (with dependent controls).

**Description**

CCheckGroup provides the possibility for creation of controls, which allow to display and edit flags.

**Declaration**

```cpp
class CCheckGroup : public CWndClient
```

**Title**

```cpp
#include <Controls\CheckGroup.mqh>
```

**Inheritance hierarchy**

- **CObject**
- **CWnd**
  - **CWndContainer**
    - **CWndClient**
      - **CCheckGroup**

Result of the code provided below:

**Class Methods by Groups**
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<th>Method</th>
<th>Description</th>
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<td>Creates control</td>
</tr>
<tr>
<td><code>Create</code></td>
<td>Creates control</td>
</tr>
<tr>
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</tr>
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</tr>
<tr>
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<td></td>
</tr>
<tr>
<td><code>Value</code></td>
<td>Gets the value associated with the control</td>
</tr>
<tr>
<td>Dependent controls</td>
<td></td>
</tr>
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<td>Creates new CCheckBox item at a specified index</td>
</tr>
<tr>
<td>Dependent controls event handlers</td>
<td></td>
</tr>
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</tr>
<tr>
<td><code>OnScrollLineUp</code></td>
<td>“ScrollLineDown” internal event handler (virtual) of VScroll dependent control</td>
</tr>
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<td>“ChangelItem” internal event handler (virtual) of VScroll dependent control</td>
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<tr>
<td>Redraw</td>
<td>Redraw</td>
</tr>
<tr>
<td></td>
<td>Redraw</td>
</tr>
<tr>
<td><code>RowState</code></td>
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</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, `Type`, `Compare`

Methods inherited from class CWnd

- `Name`, `ControlsTotal`, `Control`, `Rect`, `Left`, `Left`, `Top`, `Top`, `Right`, `Right`, `Bottom`, `Bottom`, `Width`, `Width`, `Height`, `Height`, `Size`, `Size`, `Contains`, `Contains`, `Alignment`, `Align`, `Id`, `IsEnabled`, `IsVisible`, `Visible`, `IsActive`, `Activate`, `Deactivate`, `StateFlags`, `StateFlags`, `StateFlagsSet`, `StateFlagsReset`, `PropFlags`, `PropFlags`, `PropFlagsSet`, `PropFlagsReset`, `MouseX`, `MouseX`, `MouseY`, `MouseY`, `MouseFlags`, `MouseFlags`, `MouseFocusKill`, `BringToTop`

Methods inherited from class CWndContainer
Methods inherited from class CObject

Prev, Prev, Next, Next, Type, Compare

OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete,
Move, Move, Shift, Enable, Disable, Hide

Methods inherited from class CWndClient

ColorBackground, ColorBorder, BorderType, VScrolled, VScrolled, HScrolled, HScrolled, Id

Example of creating a panel with Checkbox group control:

```c++
//------------------------------------------------------------------+
//|                                           ControlsCheckGroup.mqh |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2017, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Control Panels and Dialogs. Demonstration class CCheckGroup"
#include <Controls\Dialog.mqh>
#include <Controls\CheckGroup.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDENT_LEFT                         (11) // indent from left (with allowance for border width)
#define INDENT_TOP                          (11) // indent from top (with allowance for border width)
#define INDENT_RIGHT                        (11) // indent from right (with allowance for border width)
#define INDENT_BOTTOM                       (11) // indent from bottom (with allowance for border width)
#define CONTROLS_GAP_X                       (5)  // gap by X coordinate
#define CONTROLS_GAP_Y                       (5)  // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH                        (100) // size by X coordinate
#define BUTTON_HEIGHT                       (20)  // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT                         (20)  // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH                         (150) // size by X coordinate
#define LIST_HEIGHT                         (179) // size by Y coordinate
#define RADIO_HEIGHT                        (56)  // size by Y coordinate
#define CHECK_HEIGHT                        (93)  // size by Y coordinate

//+------------------------------------------------------------------+
//| Class CControlsDialog                                           |
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+

class CControlsDialog : public CAppDialog
{
    private:
```
CCheckGroup m_check_group; // CCheckGroup object

public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    //--- create
    virtual bool Create(const long chart, const string name, const int subwin, const
    //--- chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
    //--- create dependent controls
    bool CreateCheckGroup(void);
    //--- handlers of the dependent controls events
    void OnChangeCheckGroup(void);
};

EVENT_MAP_BEGIN(CControlsDialog)
    ON_EVENT(ON_CHANGE, m_check_group, OnChangeCheckGroup)
EVENT_MAP_END(CAppDialog)

CControlsDialog::CControlsDialog(void)
{
}

CControlsDialog::~CControlsDialog(void)
{
}

bool CControlsDialog::Create(const long chart, const string name, const int subwin, const
{
    if(!CAppDialog::Create(chart, name, subwin, xl, y1, x2, y2))
        return(false);
    //--- create dependent controls
    if(!CreateCheckGroup())
        return(false);
    //--- succeed
    return(true);
}

// Create the "CheckGroup" element

bool CControlsDialog::CreateCheckGroup(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y)+
        (EDIT_HEIGHT+CONTROLS_GAP_Y)+
        (EDIT_HEIGHT+CONTROLS_GAP_Y)+
        (RADIO_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+GROUP_WIDTH;
    int y2=y1+CHECK_HEIGHT;
    //--- create
    if(!m_check_group.Create(m_chart_id,m_name+"Check Group",m_subwin,x1,y1,x2,y2))
        return(false);
    if(!Add(m_check_group))
        return(false);
    //--- fill out with strings
    for(int i=0;i<5;i++)
        if(!m_check_group.AddItem("Item "+IntegerToString(i),1<<i))
            return(false);
    m_check_group.Check(0,1<<0);
    m_check_group.Check(2,1<<2);
    Comment(__FUNCTION__+" : Value="+IntegerToString(m_check_group.Value()));
    //--- succeed
    return(true);
}

void CControlsDialog::OnChangeCheckGroup(void)
{
    Comment(__FUNCTION__+" : Value="+IntegerToString(m_check_group.Value()));
}

int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(ChartID(),"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //---
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}

//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id,  // event ID
                  const long& lparam,  // event parameter of the long type
                  const double& dparam,  // event parameter of the double type
                  const string& sparam)  // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates new CCheckGroup control.

```cpp
virtual bool Create(
    const long chart,       // chart ID
    const string name,      // name
    const int subwin,       // chart subwindow
    const int x1,           // coordinate
    const int y1,           // coordinate
    const int x2,           // coordinate
    const int y2            // coordinate
);
```

Parameters

**chart**
- [in] ID of the chart, at which the control is created.

**name**
- [in] Unique name of the control.

**subwin**
- [in] Subwindow of the chart, at which the control is created.

**x1**
- [in] X coordinate of the upper left corner.

**y1**
- [in] Y coordinate of the upper left corner.

**x2**
- [in] X coordinate of the lower right corner.

**y2**
- [in] Y coordinate of the lower right corner.

Return Value

true - successful, otherwise - false.
OnEvent

Chart event handler.

```csharp
virtual bool OnEvent(
    const int id,    // ID
    const long& lparam,  // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

**Parameters**

- **id**
  - [in] Event ID.

- **lparam**

- **dparam**
  - [in] Event parameter of `double` type passed by reference.

- **sparam**
  - [in] Event parameter of `string` type passed by reference.

**Return Value**

- `true` - event processed, otherwise - `false`.
AddItem

Adds an item (row) to the control.

```csharp
bool AddItem(
    const string item,   // text
    const long value     // value
)
```

Parameters

- **item**
  - `[in]` Added control label text.

- **value=0**
  - `[in]` Value associated with the added control.

Return Value

- true - successful, otherwise - false.
Value

Gets the value associated with the control.

```cpp
long Value()
```

Return Value

The value associated with the control.

Note

The value depends on state of all items of the CCheckGroup.
**CreateButton**

Creates new CCheckBox class instance at a specified index.

```cpp
bool CreateButton(
    int index  // index
)
```

**Parameters**

`index`

[in] Index of the new item in the CCheckGroup.

**Return Value**

true - successful, otherwise - false.
OnVScrollShow

The virtual handler of the dependent VS (vertical scroll) control “Show” internal event.

```cpp
virtual bool OnVScrollShow()
```

Return Value

- true - event processed, otherwise - false.
OnVScrollHide

The virtual handler of the dependent VScroll (vertical scroll) control “Hide” internal event.

```cpp
virtual bool OnVScrollHide()
```

Return Value

true - event processed, otherwise - false.
OnScrollLineDown

The virtual handler of the dependent VScroll (vertical scroll) control "ScrollLineDown" internal event.

```cpp
virtual bool OnScrollLineDown()
```

Return Value

true - event processed, otherwise - false.
OnScrollLineUp

The virtual handler of the dependent VScroll (vertical scroll) control "ScrollLineUp" internal event.

```cpp
virtual bool OnScrollLineUp()
```

Return Value

true - event processed, otherwise - false.
OnChangeltem

The virtual handler of the control "Changeltem" (item change) internal event.

```cpp
virtual bool OnChangeltem(
    const int index  // index
)
```

**Parameters**

index

[in] Index of the changed item.

**Return Value**

true - event processed, otherwise - false.
Redraw

Redraws the control.

```c
bool Redraw()
```

Return Value

- true - successful, otherwise - false.
RowState

Sets the state of the specified item.

```cpp
bool RowState(
    const int index,  // item index
    const bool select  // state
)
```

Parameters

- `index`
  - [in] Item index to change.

- `select`
  - [in] New state.

Return Value

- true - successful, otherwise - false.
CRadioButton

CRadioButton is a class of RadioButton complex control.

Description

CRadioButton itself is not used, it used for creation of CRadioGroup items.

Declaration

```
class CRadioButton : public CWndContainer
```

Title

```
#include <Controls\RadioButton.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndContainer
      - CRadioButton

Class Methods by Groups

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Methods inherited from class CObject
Prev, Prev, Next, Next, Type, Compare

Methods inherited from class CWnd
Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, IsVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

Methods inherited from class CWndContainer
Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Show, Hide, Save, Load
Create

Creates new CRadioButton control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,    // coordinate
    const int y1,    // coordinate
    const int x2,    // coordinate
    const int y2     // coordinate
)
```

Parameters

`chart`
- [in] ID of the chart, at which the control is created.

`name`
- [in] Unique name of the control.

`subwin`
- [in] Subwindow of the chart, at which the control is created.

`x1`
- [in] X coordinate of the upper left corner.

`y1`
- [in] Y coordinate of the upper left corner.

`x2`
- [in] X coordinate of the lower right corner.

`y2`
- [in] Y coordinate of the lower right corner.

Return Value

true - successful, otherwise - false.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int  id,       // ID
    const long& lparam,  // parameter
    const double& dparam, // parameter
    const string& sparam  // parameter
)
```

**Parameters**

- **id**
  - [in] Event ID.

- **lparam**
  - [in] Event parameter of **long** type passed by reference.

- **dparam**
  - [in] Event parameter of **double** type passed by reference.

- **sparam**
  - [in] Event parameter of **string** type passed by reference.

**Return Value**

true - event processed, otherwise - false.
**Text (Get method)**

Gets text of the label associated with the control.

```cpp
string Text();
```

**Return Value**

Text of the label.

---

**Text (Set method)**

Sets text of the label.

```cpp
bool Text(
    const string value  // text
);
```

**Parameters**

- `value`
  - [in] New text of the label.

**Return Value**

- `true` - successful, otherwise - `false`. 
Color (Get method)

Gets color of the label associated with the control.

```cpp
    color Color() const
```

Return Value

Label color.

Color (Set method)

Sets color of the label associated with the control.

```cpp
    bool Color(
        const color value // color
    )
```

Parameters

value


Return Value

true - successful, otherwise - false.
State (Get method)

Gets the button state.

```c
bool State() const
```

Return Value

Button state.

State (Set method)

Sets the button state.

```c
bool State(
    const bool flag  // flag
)
```

Parameters

flag

[in] New button state.

Return Value

true - successful, otherwise - false.
CreateButton

Creates button.

```cpp
virtual bool CreateButton()
```

**Return Value**

true - successful, otherwise - false.
**CreateLabel**

Creates label.

```cpp
virtual bool CreateLabel()
```

**Return Value**

- `true` - successful, otherwise - `false`. 
OnClickButton

The virtual handler of the control "ButtonClick" (button click) internal event.

```cpp
virtual bool OnClickButton()
```

Return Value

true - event processed, otherwise - false.
**OnClickLabel**

The virtual handler of the control “ClickLabel” (click on the label) internal event.

```cpp
virtual bool OnClickLabel()
```

**Return Value**

- true - event processed, otherwise - false.
CRadioGroup

CRadioGroup is a class of RadioGroup complex control (with dependent controls).

Description

CRadioGroup enables creation of a control allowing the display and editing the enumerable type field.

Declaration

```cpp
class CRadioGroup : public CWndClient
```

Title

```cpp
#include <Controls\RadioGroup.mqh>
```

Inheritance hierarchy

```
CObject
   CWnd
      CWndContainer
         CWndClient
             CRadioGroup
```

Result of the code provided below:

![Diagram showing CRadioGroup control with radio buttons]

Class Methods by Groups
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<tr>
<td>Value</td>
<td>Gets the value associated with the control</td>
</tr>
<tr>
<td>Dependent controls</td>
<td></td>
</tr>
<tr>
<td>CreateButton</td>
<td>Creates new CRadioButton item at a specified index</td>
</tr>
<tr>
<td>Dependent controls event handlers</td>
<td></td>
</tr>
<tr>
<td>OnVScrollShow</td>
<td>“Show” internal event handler (virtual) of VScroll dependent control</td>
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<tr>
<td>OnVScrollHide</td>
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</tr>
<tr>
<td>OnScrollLineDown</td>
<td>“ScrollLineDown” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
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</tr>
<tr>
<td>Redraw</td>
<td>Redraws the group of items</td>
</tr>
<tr>
<td>RowState</td>
<td>Sets the state of the specified item</td>
</tr>
<tr>
<td>Select</td>
<td>Selects the current item</td>
</tr>
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</table>

Methods inherited from class CObject
- Prev, Prev, Next, Next, **Type**, **Compare**

Methods inherited from class CWnd

Methods inherited from class CWndContainer
Methods inherited from class CObject

Prev, Prev, Next, Next, Type, Compare

OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete,
Move, Move, Shift, Enable, Disable, Hide

Methods inherited from class CWndClient

ColorBackground, ColorBorder, BorderType, VScrolled, VScrolled, HScrolled, HScrolled, Id

Example of creating a panel with group of radio buttons:

```c++
//+------------------------------------------------------------------+
//|                                           Controls
//|                        Copyright 2017, Meta
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#include ControlsDialog.mqh>
#include ControlsRadioGroup.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDENT_LEFT                        (11)    // indent from left (with allow:
#define INDENT_TOP                         (11)    // indent from top (with allowar
#define INDENT_RIGHT                       (11)    // indent from right (with allo
#define INDENT_BOTTOM                      (11)    // indent from bottom (with allo
#define CONTROLS_GAP_X                      (5)     // gap by X coordinate
#define CONTROLS_GAP_Y                      (5)     // gap by Y coordinate
//--- for buttons
#define BUTTON_WIDTH                       (100)   // size by X coordinate
#define BUTTON_HEIGHT                      (20)    // size by Y coordinate
//--- for the indication area
#define EDIT_HEIGHT                        (20)    // size by Y coordinate
//--- for group controls
#define GROUP_WIDTH                        (150)   // size by X coordinate
#define LIST_HEIGHT                        (179)   // size by Y coordinate
#define RADIO_HEIGHT                       (56)    // size by Y coordinate
#define CHECK_HEIGHT                       (93)    // size by Y coordinate

//+------------------------------------------------------------------+
//| Class CControlsDialog                                            |
//| Usage: main dialog of the Controls application                   |
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
```
```cpp
CRadioGroup  m_radio_group;  // CRadioGroup object

public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    //--- create
    virtual bool  Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2);
    //--- chart event handler
    virtual bool  OnEvent(const int id, const long &lparam, const double &dparam, const string &sparam);

protected:
    //--- create dependent controls
    bool  CreateRadioGroup(void);
    //--- handlers of the dependent controls events
    void OnChangeRadioGroup(void);
};
```

```cpp
//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CHANGE, m_radio_group, OnChangeRadioGroup)
EVENT_MAP_END(CAppDialog)
//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CControlsDialog::CControlsDialog(void)
{
}
//+------------------------------------------------------------------+
//| Destructor                                                       |
//+------------------------------------------------------------------+
CControlsDialog::~CControlsDialog(void)
{
}
//+------------------------------------------------------------------+
//| Create                                                           |
//+------------------------------------------------------------------+
bool  CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
    if(!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
        return(false);
    //--- create dependent controls
    if(!CreateRadioGroup())
        return(false);
    //--- succeed
    return(true);
}
//+------------------------------------------------------------------+
//| Create the "RadioGroup" element                                  |
```
bool CControlsDialog::CreateRadioGroup(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y)+
            (BUTTON_HEIGHT+CONTROLS_GAP_Y)+
            (EDIT_HEIGHT+CONTROLS_GAP_Y);
    int x2=x1+GROUP_WIDTH;
    int y2=y1+RADIO_HEIGHT;
    //--- create
    if(!m_radio_group.Create(m_chart_id,m_name+"RadioGroup",m_subwin,x1,y1,x2,y2))
        return(false);
    if(!Add(m_radio_group))
        return(false);
    //--- fill out with strings
    for(int i=0;i<3;i++)
        if(!m_radio_group.AddItem("Item "+IntegerToString(i),1<<i))
            return(false);
    m_radio_group.Value(1<<2);
    Comment(__FUNCTION__+" : Value="+IntegerToString(m_radio_group.Value()));
    //--- succeed
    return(true);
}

void CControlsDialog::OnChangeRadioGroup(void)
{
    Comment(__FUNCTION__+" : Value="+IntegerToString(m_radio_group.Value()));
}

CControlsDialog ExtDialog;

int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- clear comments
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}

//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, // event ID
                  const long & lparam, // event parameter of the long type
                  const double & dparam, // event parameter of the double type
                  const string & sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates new CRadioGroup control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,     // coordinate
    const int y1,     // coordinate
    const int x2,     // coordinate
    const int y2      // coordinate
)
```

Parameters

- `chart` [in] ID of the chart, at which the control is created.
- `name` [in] Unique name of the control.
- `subwin` [in] Subwindow of the chart, at which the control is created.
- `x1` [in] X coordinate of the upper left corner.
- `y1` [in] Y coordinate of the upper left corner.
- `x2` [in] X coordinate of the lower right corner.
- `y2` [in] Y coordinate of the lower right corner.

Return Value

- `true` - successful, otherwise - `false`. 
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,       // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

Parameters

- `id`
  - [in] Event ID.

- `lparam`

- `dparam`
  - [in] Event parameter of `double` type passed by reference.

- `sparam`
  - [in] Event parameter of `string` type passed by reference.

Return Value

- true - event processed, otherwise - false.
AddItem

Adds an item to the control.

```cpp
bool AddItem(
    const string item, // text
    const long value=0 // value
)
```

Parameters

- **item**
  
  [in] Added control label text.

- **value=0**
  
  [in] Value associated with the added control.

Return Value

- true - successful, otherwise - false.
Value

Gets the value associated with the control.

```c
long Value()
```

Return Value

The value associated with the control.

Note

The value depends on state of all CRadioButton items of the CRadioGroup control.
CreateButton

Creates new CRadioButton class instance at a specified index.

```cpp
bool CreateButton(const int index) // index
```

**Parameters**

`index`  
[in] Index of the new item in the CRadioGroup.

**Return Value**

true - successful, otherwise - false.
OnVScrollShow

The virtual handler of the dependent VScroll (vertical scroll) control "Show" internal event.

```cpp
virtual bool OnVScrollShow()
```

Return Value

true - event processed, otherwise - false.
OnVScrollHide

The virtual handler of the dependent VScroll (vertical scroll) control “Hide” internal event.

```cpp
virtual bool OnVScrollHide()
```

Return Value

true - event processed, otherwise - false.
OnScrollLineDown

The virtual handler of the dependent VScroll (vertical scroll) control "ScrollLineDown" internal event.

```cpp
virtual bool OnScrollLineDown()
```

Return Value

true - event processed, otherwise - false.
OnScrollLineUp

The virtual handler of the dependent VScroll (vertical scroll) control "ScrollLineUp" internal event.

```cpp
virtual bool OnScrollLineUp()
```

Return Value

- true - event processed, otherwise - false.
OnChangeltem

The virtual handler of the control "Changeltem" (item change) event.

```cpp
virtual bool OnChangeltem(const int index) // index
```

Parameters

index

[in] Index of the changed item.

Return Value

true - event processed, otherwise - false.
Redraw

Redraws the control.

```cpp
bool Redraw()
```

Return Value

true - successful, otherwise - false.
RowState

Changes the state of an item.

```cpp
bool RowState(
    const int index,    // index
    const bool select   // state
)
```

Parameters

- **index**
  - [in] Item index to change.

- **select**
  - [in] New state.

Return Value

- true - successful, otherwise - false.
Select

Selects the current item.

```
void Select(
    const int index // index
)
```

Parameters

- `index`  
  [in] Item index to select.

Return Value

- None.
**CSpinEdit**

CSpinEdit is a class of SpinEdit complex control (with dependent controls).

**Description**

CSpinEdit class is intended for creation of a control, which allows editing a value of integer type with a specified step and within specified limitations.

**Declaration**

```cpp
class CSpinEdit : public CWndContainer
```

**Title**

```cpp
#include <Controls\SpinEdit.mqh>
```

**Inheritance hierarchy**

- CObject
  - CWnd
    - CWndContainer
      - CSpinEdit

Result of the code provided below:

![Graph showing CSpinEdit usage](image)

**Class Methods by Groups**

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Create Chart event handlers

**OnEvent**
Event handler of all chart events

Properties

**MinValue**
Gets/sets the minimal allowed value

**MaxValue**
Gets/sets the maximal allowed value

State

**Value**
Gets/sets the current value

Dependent controls

**CreateEdit**
Creates dependent control (edit)

**CreateInc**
Creates dependent control (increment button)

**CreateDec**
Creates dependent control (decrement button)

Dependent controls event handlers

**OnClickInc**
"ClickInc" internal event handler (virtual)

**OnClickDec**
"ClickDec" internal event handler (virtual)

Internal event handlers

**OnChangeValue**
"ChangeValue" internal event handler (virtual)

Methods inherited from class CObject

Prev, Prev, Next, Next, Type, Compare

Methods inherited from class CWnd

Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, IsVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

Methods inherited from class CWndContainer

Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Show, Hide

Example of creating a panel with spin edit control:

```cpp
//+------------------------------------------------------------------+
//|                                             ControlsSpinEdit.m
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2017, MetaQuotes Software Corp."`
```
class CControlsDialog : public CAppDialog
{
private:
    CSpinEdit    m.spin.edit;    // CSpinEdit object

public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    virtual bool Create(const long chart, const string name, const int subwin, const

    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

protected:
    virtual bool CreateSpinEdit(void);

    void   OnChangeSpinEdit(void);

};
EVENT_MAP_BEGIN(CControlsDialog)
  ON_EVENT(ON_CHANGE, m_spin_edit, OnChangeSpinEdit)
EVENT_MAP_END(CAppDialog)

CControlsDialog::CControlsDialog(void)
{
}

CControlsDialog::~CControlsDialog(void)
{
}

bool CControlsDialog::Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2)
{
  if (!CAppDialog::Create(chart, name, subwin, x1, y1, x2, y2))
    return (false);
  //--- create dependent controls
  if (!CreateSpinEdit())
    return (false);
  //--- succeed
  return (true);
}

bool CControlsDialog::CreateSpinEdit(void)
{
  //--- coordinates
  int x1=INDENT_LEFT;
  int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROL_GAP_Y)+(BUTTON_HEIGHT+CONTROL_GAP_Y);
  int x2=x1+GROUP_WIDTH;
  int y2=y1+EDIT_HEIGHT;
  //--- create
  if (!m_spin_edit.Create(m_chart_id, m_name+"SpinEdit", m_subwin, x1, y1, x2, y2))
    return (false);
  if (!Add(m_spin_edit))
    return (false);
  m_spin_edit.MinValue(10);
  m_spin_edit.MaxValue(100);
  m_spin_edit.Value(50);
  Comment(__FUNCTION__+: Value="+IntegerToString(m_spin_edit.Value())");
//--- succeed
    return(true);
}

//+------------------------------------------------------------------+
//| Event handler                                                    |
//+------------------------------------------------------------------+
void CControlsDialog::OnChangeSpinEdit(void)
{
    Comment(__FUNCTION__+": Value="+IntegerToString(m_spin_edit.Value()));
}

//+------------------------------------------------------------------+
//| Global Variables                                                 |
//+------------------------------------------------------------------+
CControlsDialog ExtDialog;
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create application dialog
    if(!ExtDialog.Create(0,"Controls",0,40,40,380,344))
        return(INIT_FAILED);
    //--- run application
    ExtDialog.Run();
    //--- succeed
    return(INIT_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- clear comments
    Comment("");
    //--- destroy dialog
    ExtDialog.Destroy(reason);
}

//+------------------------------------------------------------------+
//| Expert chart event function                                      |
//+------------------------------------------------------------------+
void OnChartEvent(const int id, // event ID
    const long& lparam, // event parameter of the long type
    const double& dparam, // event parameter of the double type
    const string& sparam) // event parameter of the string type
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates new CSpinEdit control.

```cpp
virtual bool Create(
    const long chart,  // chart ID
    const string name,  // name
    const int subwin,  // chart subwindow
    const int x1,      // coordinate
    const int y1,      // coordinate
    const int x2,      // coordinate
    const int y2       // coordinate
)
```

Parameters

- **chart**
  - [in] ID of the chart, at which the control is created.

- **name**
  - [in] Unique name of the control.

- **subwin**
  - [in] Subwindow of the chart, at which the control is created.

- **x1**
  - [in] X coordinate of the upper left corner.

- **y1**
  - [in] Y coordinate of the upper left corner.

- **x2**
  - [in] X coordinate of the lower right corner.

- **y2**
  - [in] Y coordinate of the lower right corner.

Return Value

- true - successful, otherwise - false.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
  const int  id,     // ID
  const long& lparam, // parameter
  const double& dparam, // parameter
  const string& sparam  // parameter
)
```

**Parameters**

- **id**
  
  [in] Event ID.

- **lparam**
  

- **dparam**
  

- **sparam**
  

**Return Value**

- true - event processed, otherwise - false.
**MinValue (Get method)**

Gets the value of "MinValue" property (minimal value) of the control.

```c
int MinValue() const
```

**Return Value**

The value of "MinValue" property.

**MinValue (Set method)**

Sets the value of "MinValue" property (minimal value) of the control.

```c
void MinValue(
    const int value  // value
)
```

**Parameters**

`value`


**Return Value**

None.
MaxValue (Get method)

Gets the value of "MaxValue" property (maximal value) of the control.

```cpp
int MaxValue() const
```

Return Value

The value of "MaxValue" property.

MaxValue (Set method)

Sets the value of "MaxValue" property (maximal value) of the control.

```cpp
void MaxValue(
    const int value // value
)
```

Parameters

value

[in] New value of "MaxValue" property.

Return Value

None.
Value (Get method)

Gets the “Value” property (current value) of the control.

```cpp
int Value() const
```

Return Value

The “Value” property.

Value (Set method)

Sets the “Value” property (current value) of the control.

```cpp
void Value(
    const int value   // value
)
```

Parameters

`value`


Return Value

None.
CreateEdit

Creates dependent control (CEdit).

```
virtual bool CreateEdit()
```

Return Value

true - successful, otherwise - false.
CreateInc

Creates dependent control (increment button).

```
virtual bool CreateInc()
```

Return Value

ture - successful, otherwise - false.
CreateDec

Creates dependent control (decrement button).

```cpp
virtual bool CreateDec()
```

Return Value

true - successful, otherwise - false.
OnClickInc

The virtual handler of the control "ClickInc" (mouse click on the increment button) internal event.

```cpp
virtual bool OnClickInc()
```

Return Value

- true - event processed, otherwise - false.
**OnClickDec**

The virtual handler of the control "ClickDec" (mouse click on the decrement button) internal event.

```cpp
virtual bool OnClickDec()
```

**Return Value**

- true - event processed, otherwise - false.
OnChangeValue

The virtual handler of the control "ChangeValue" (changing the current value) internal event.

```cpp
virtual bool OnChangeValue() {
    // Return value
    return true; // event processed, otherwise - false.
}
```
# CDialog

**CDialog**

CDialog is class of the Dialog complex control.

## Description

CDialog class is intended to combine the controls with different functions in the group.

## Declaration

```cpp
class CDialog : public CWndContainer
```

## Title

```cpp
#include <Controls\Dialog.mqh>
```

## Inheritance hierarchy

- **CObject**
  - **CWnd**
    - **CWndContainer**
      - **CDialog**

## Direct descendants

- **CAppDialog**

## Class Methods by Groups

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<td>Gets Y coordinate of the upper-left corner of the control client area</td>
</tr>
<tr>
<td>ClientAreaRight</td>
<td>Gets X coordinate of the lower-right corner of the control client area</td>
</tr>
<tr>
<td>ClientAreaBottom</td>
<td>Gets Y coordinate of the lower-right corner of the control client area</td>
</tr>
<tr>
<td>ClientAreaWidth</td>
<td>Gets the client area width</td>
</tr>
<tr>
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<td>Gets the client area height</td>
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<td>“DialogDragEnd” event handler (virtual)</td>
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</table>

### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Type**, Compare

### Methods inherited from class CWnd

- Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, IsVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

### Methods inherited from class CWndContainer

- Destroy, OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Show, Hide
Create

Creates new CDialog control.

```cpp
virtual bool Create(
    const long chart, // chart ID
    const string name, // name
    const int subwin, // chart subwindow
    const int x1,     // coordinate
    const int y1,     // coordinate
    const int x2,     // coordinate
    const int y2      // coordinate
)
```

Parameters

- `chart`: [in] ID of the chart, at which the control is created.
- `name`: [in] Unique name of the control.
- `subwin`: [in] Subwindow of the chart, at which the control is created.
- `x1`: [in] X coordinate of the upper left corner.
- `y1`: [in] Y coordinate of the upper left corner.
- `x2`: [in] X coordinate of the lower right corner.
- `y2`: [in] Y coordinate of the lower right corner.

Return Value

- `true` - successful, otherwise - `false`.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,       // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

**Parameters**

- **id**
  - [in] Event ID.
- **lparam**
- **dparam**
  - [in] Event parameter of `double` type passed by reference.
- **sparam**
  - [in] Event parameter of `string` type passed by reference.

**Return Value**

- `true` - event processed, otherwise - `false`. 
**Caption (Get method)**

Gets the "Caption" property of the CDialog control.

```cpp
string MinValue() const
```

**Return Value**

The "Caption" property.

**Caption (Set method)**

Sets the "Caption" property of the CDialog control.

```cpp
bool Caption(
    const string text  // text
)
```

**Parameters**

*text*

[In] New value of "Caption" property.

**Return Value**

true - successful, otherwise - false.
Add

Adds control to the client area by pointer.

```cpp
bool Add(
    CWnd *control,    // pointer
)
```

Parameters

control

[in] Pointer to control.

Return Value

true - successful, otherwise - false.

Add

Adds control to the client area by reference.

```cpp
bool Add(
    CWnd &control,    // reference
)
```

Parameters

control

[in] Reference to control

Return Value

true - successful, otherwise - false.
**CreateWhiteBorder**

Creates dependent control (white border).

```cpp
virtual bool CreateWhiteBorder()
```

**Return Value**

- true - successful, otherwise - false.
CreateBackground

Creates dependent control (background).

```
virtual bool CreateBackground()
```

Return Value

- true - successful, otherwise - false.
CreateCaption

Creates dependent control (caption).

\[
\text{virtual bool CreateCaption()}
\]

Return Value

- true - successful, otherwise - false.
CreateButtonClose

Creates dependent control (close button)

```cpp
virtual bool CreateButtonClose()
```

Return Value

- `true` - successful, otherwise - `false`. 
CreateClientArea

Creates dependent control (client area).

```
virtual bool CreateClientArea()
```

Return Value

- true - successful, otherwise - false.
OnClickCaption

The virtual handler of the control "ClickCaption" internal event.

```cpp
virtual bool OnClickCaption()
```

Return Value

true - successful, otherwise - false.
**OnClickButtonClose**

The virtual handler of the control "ClickButtonClose" internal event.

```cpp
virtual bool OnClickButtonClose()
```

**Return Value**

- true - successful, otherwise - false.
**ClientAreaVisible**

Sets a flag indicating whether the client area is visible.

```cpp
bool ClientAreaVisible(
    const bool visible // visibility flag
);
```

**Parameters**

`visible`


**Return Value**

true - successful, otherwise - false.
ClientAreaLeft

Gets X coordinate of the upper-left corner of the control client area.

```cpp
int ClientAreaLeft()
```

Return Value

The X coordinate of the upper-left corner of the control client area.
**ClientAreaTop**

Gets Y coordinate of the upper-left corner of the control client area.

```cpp
int ClientAreaTop()
```

**Return Value**

The Y coordinate of the upper-left corner of the control client area.
**ClientAreaRight**

Gets X coordinate of the lower-right corner of the control client area.

```cpp
int ClientAreaRight()
```

**Return Value**

The X coordinate of the lower-right corner of the control client area.
**ClientAreaBottom**

Gets Y coordinate of the lower-right corner of the control client area.

```cpp
int ClientAreaBottom()
```

**Return Value**

The Y coordinate of the lower-right corner of the control client area.
ClientAreaWidth

Gets the width of the control client area.

```cpp
int ClientAreaWidth()
```

Return Value

The width of the client area.
ClientAreaHeight

Gets the height of the control client area.

```c
int ClientAreaHeight()
```

Return Value

The height of the control client area.
OnDialogDragStart

The virtual handler of the control "DialogDragStart" event.

```
virtual bool OnDialogDragStart()
```

Return Value

true - event processed, otherwise - false.

Note

The "DialogDragStart" event occurs at start of the drag of the control.
OnDialogDragProcess

The virtual handler of the control “DialogDragProcess” event.

```cpp
virtual bool OnDialogDragProcess()
```

Return Value

true - event processed, otherwise - false.

Note

The “DialogDragProcess” event occurs when the control is dragged.
OnDialogDragEnd

The virtual handler of the control "DialogDragEnd" event.

```cpp
virtual bool OnDialogDragEnd()
```

Return Value

- true - event processed, otherwise - false.

Note

The "DialogDragEnd" event occurs at the end of the drag of the control.
CAppDialog

CAppDialog is a class of Application Dialog complex control (with dependent controls).

Description

CAppDialog class is intended to combine the controls with different functions in the group inside the MQL5 program.

Declaration

```cpp
class CAppDialog : public CDialog
```

Title

```cpp
#include <Controls\Dialog.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndContainer
      - CDialog
        - CAppDialog

Class Methods by Groups

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Events processing

- OnEvent
  - Event handler of all chart events

Run

- Run
  - Runs control

Chart events processing

- ChartEvent
  - Event handler of all chart events

Settings

- Minimized
  - Sets a value indicating whether the control is minimized

Save/Load

- IniFileSave
  - Saves the control state to file

- IniFileLoad
  - Loads the control state from file
### Create and destroy

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### Dependent controls

| CreateButtonMinMax | Creates dependent controls (minimize/maximize buttons) |

### Dependent controls event handlers

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### External events

| OnAnotherApplicationClose | Event handler of external events (virtual) |

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</tr>
<tr>
<td>Maximize</td>
<td>Shows the control in the maximized (restored) state</td>
</tr>
<tr>
<td>CreateInstanceId</td>
<td>Creates a unique Id for the names of the control objects</td>
</tr>
<tr>
<td>ProgramName</td>
<td>Gets the name of MQL5 program, at which the control is used</td>
</tr>
<tr>
<td>SubwinOff</td>
<td>Get the Y offset of the control subwindow</td>
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Methods inherited from class CObject

- Prev, Prev, Next, Next, **Type**, **Compare**

Methods inherited from class CWnd
Methods inherited from class CObject

Prev, Prev, Next, Next, **Type, Compare**

Name, ControlsTotal, Control, Rect, Left, Left, Top, Top, Right, Right, Bottom, Bottom, Width, Width, Height, Height, Size, Size, Size, Contains, Contains, Alignment, Align, Id, IsEnabled, IsVisible, Visible, IsActive, Activate, Deactivate, StateFlags, StateFlags, StateFlagsSet, StateFlagsReset, PropFlags, PropFlags, PropFlagsSet, PropFlagsReset, MouseX, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFocusKill, BringToTop

Methods inherited from class CWndContainer

OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Id, Enable, Disable, Show, Hide

Methods inherited from class CDialog

Caption, Caption, Add, Add
Create

Creates new CAppDialog control.

```cpp
virtual bool Create(
    const long chart,    // chart ID
    const string name,   // name
    const int subwin,    // chart subwindow
    const int x1,        // coordinate
    const int y1,        // coordinate
    const int x2,        // coordinate
    const int y2         // coordinate
)
```

Parameters

- **chart**
  - [in] ID of the chart, at which the control is created.

- **name**
  - [in] Unique name of the control.

- **subwin**
  - [in] Subwindow of the chart, at which the control is created.

- **x1**
  - [in] X coordinate of the upper left corner.

- **y1**
  - [in] Y coordinate of the upper left corner.

- **x2**
  - [in] X coordinate of the lower right corner.

- **y2**
  - [in] Y coordinate of the lower right corner.

Return Value

- true - successful, otherwise - false.
Destroy

CAppDialog control deinitialization method.

```cpp
virtual void Destroy(
    const int reason=REASON_PROGRAM  // reason code
)
```

**Parameters**

`reason`

[in] Deinitialization reason code. `REASON_PROGRAM` is set by default.

**Return Value**

None.
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(
    const int id,          // ID
    const long& lparam,    // parameter
    const double& dparam,  // parameter
    const string& sparam   // parameter
)
```

Parameters

- **id**
  
  [in] Event ID.

- **lparam**
  

- **dparam**
  

- **sparam**
  

Return Value

- `true` - event processed, otherwise - `false`.
Run

Runs control.

```cpp
bool Run()
```

Return Value

- true - successful, otherwise - false.
ChartEvent

Virtual handler of the control events.

```cpp
virtual bool ChartEvent(
    const int id,       // ID
    const long& lparam, // parameter
    const double& dparam, // parameter
    const string& sparam // parameter
)
```

Parameters

- **id**
  - [in] Event ID.

- **lparam**

- **dparam**
  - [in] Event parameter of `double` type passed by reference.

- **sparam**
  - [in] Event parameter of `string` type passed by reference.

Return Value

true - event processed, otherwise - false.
Minimized

Sets the value of “Minimized” (window state) property of the control.

```cpp
bool Minimized(
    const bool flag  // state
)
```

Parameters

`flag`

[in] New state.

Return Value

true - successful, otherwise - false.
IniFileSave

Saves the control state to file.

```cpp
void IniFileSave()
```

Return Value

true - successful, otherwise - false.
## IniFileLoad

Loads the control state from file.

| void IniFileLoad() |

**Return Value**

- true - successful, otherwise - false.
**IniFileName**

Sets the file name for loading/saving the control state.

```cpp
virtual string IniFileName() const
```

**Return Value**

File name for loading/saving of the control state.

**Note**

The file name includes the name of the Expert Advisor/indicator and working symbol, on which MQL5 program is launched.
IniFileExt

Sets the file extension for loading/saving the control state.

```cpp
virtual string IniFileExt() const
```

Return Value

File extension used for loading/saving of the control state.
CreateCommon

Common initialization method.

```cpp
bool CreateCommon(
    const long chart,       // chart ID
    const string name,     // name
    const int subwin,      // chart subwindow
)
```

Parameters

* `chart`
  
  [in] ID of the chart, at which the control is created.

* `name`
  
  [in] Unique name of the control.

* `subwin`
  
  [in] Subwindow of the chart, at which the control is created.

Return Value

true - successful, otherwise - false.
CreateExpert

Initialization method for working in Expert Advisors.

```cpp
bool CreateExpert(
    const int x1, // coordinate
    const int y1, // coordinate
    const int x2, // coordinate
    const int y2 // coordinate
)
```

**Parameters**

- **x1**
  - [in] X coordinate of the upper left corner.
- **y1**
  - [in] Y coordinate of the upper left corner.
- **x2**
  - [in] X coordinate of the lower right corner.
- **y2**
  - [in] Y coordinate of the lower right corner.

**Return Value**

- true - successful, otherwise - false.
CreateIndicator

Initialization method for working in indicators.

```cpp
bool CreateIndicator(
    const int x1,       // coordinate
    const int y1,       // coordinate
    const int x2,       // coordinate
    const int y2        // coordinate
)
```

Parameters

- **x1**
  - [in] X coordinate of the upper left corner.

- **y1**
  - [in] Y coordinate of the upper left corner.

- **x2**
  - [in] X coordinate of the lower right corner.

- **y2**
  - [in] Y coordinate of the lower right corner.

Return Value

- true - successful, otherwise - false.
CreateButtonMinMax

Creates dependent controls (minimize/maximize buttons).

```cpp
virtual void CreateButtonMinMax()
```

Return Value

None.
**OnClickButtonClose**

The virtual handler of the control "ClickButtonClose" (mouse click on close button) internal event.

```cpp
virtual void OnClickButtonClose()
```

**Return Value**

None.
OnClickButtonMinMax

The virtual handler of the control "ClickListenerMinMax" (mouse click on minimize/maximize button) internal event.

```cpp
virtual void OnClickButtonClose()
```

Return Value

None.
OnAnotherApplicationClose

The virtual handler of the control external events.

```
virtual void OnAnotherApplicationClose()
```

Return Value

None.
Rebound

Sets new coordinates of the control using CRect class coordinates.

```cpp
bool Rebound(const &CRect rect // CRect class )
```

Return Value

true - successful, otherwise - false.
**Minimize**

Shows the control window in the minimized state.

```cpp
virtual void Minimize()
```

**Return Value**

- true - successful, otherwise - false.
Maximize

Shows the control window in the maximized (restored) state.

```
virtual void Maximize()
```

**Return Value**

true - successful, otherwise - false.
CreateInstanceId

Creates a unique prefix for the names of the control objects.

```
string CreateInstanceId()
```

**Return Value**

*Prefix for the object names.*
**ProgramName**

Gets the name of the MQL5 program, at which the control is used.

```c
string ProgramName()
```

**Return Value**

Name of the MQL5 program.
SubwinOff

Gets the Y offset of the control subwindow.

```c
void SubwinOff()
```

Return Value

None.
Moving from MQL4 to MQL5

MQL5 is the evolution of its predecessor - the MQL4 programming language, in which numerous indicators, scripts, and Expert Advisors were written. Despite the fact that the new programming language is maximally compatible with the previous-generation language, there are still some differences between these languages. And when transferring programs these differences should be noted.

This section contains information intended to facilitate the adaptation of codes to the new MQL5 language for programmers who know MQL4.

First it should be noted:

- The new language does not contain functions `start()`, `init()` and `deinit()`.
- No limit for the number of indicator buffers.
- DLLs are loaded immediately after loading an Expert Advisor (or any other mql5 program).
- Check of logical conditions is shortened.
- When limits of an array are exceeded, the current performance is terminated (critically - with the output of an errors).
- Precedence of operators like in C++.
- The language offers the implicit type cast (even from string to a number).
- Local variables are not initialized automatically (except for strings).
- Common local arrays are automatically deleted.

**Special Functions init, start and deinit**

The MQL4 language contained only three predefined functions that could be used in the indicator, script or Expert Advisor (not taking into account the include files *.mqh and library files). In MQL5 there are no such functions, but there are their analogues. The table shows the approximate correspondence of functions.

<table>
<thead>
<tr>
<th>MQL4</th>
<th>MQL5</th>
</tr>
</thead>
<tbody>
<tr>
<td>init</td>
<td>OnInit</td>
</tr>
<tr>
<td>start</td>
<td>OnStart</td>
</tr>
<tr>
<td>deinit</td>
<td>OnDeinit</td>
</tr>
</tbody>
</table>

Functions `OnInit` and `OnDeinit` perform the same role as `init` and `deinit` in MQL4 - they are designed to locate the code, which must be performed during initialization and deinitialization of mql5 programs. You can either just rename these functions accordingly, or leave them as they are, but add calls of these functions in corresponding places.

**Example:**

```c
void OnInit()
{
    //--- Call function upon initialization
    init();
}
```
{  
    void OnDeinit(const int reason)  
    {  
      //--- Call function upon deinitialization  
      deinit();  
      //---  
    }  
  }

The start function is replaced by `OnStart` only in scripts. In Expert Advisors and indicators it should be renamed to `OnTick` and `OnCalculate`, respectively. The code that is to be executed during a mql5 program operation should be located in these three functions:

<table>
<thead>
<tr>
<th>mql5-program</th>
<th>main function</th>
</tr>
</thead>
<tbody>
<tr>
<td>script</td>
<td>OnStart</td>
</tr>
<tr>
<td>indicator</td>
<td>OnCalculate</td>
</tr>
<tr>
<td>Expert Advisor</td>
<td>OnTick</td>
</tr>
</tbody>
</table>

If the indicator or script code does not contain the main function, or the function name differs from the required one, the call of this function is not performed. It means, if the source code of a script doesn’t contain OnStart, such a code will be compiled as an Expert Advisor.

If an indicator code doesn’t contain the OnCalculate function, the compilation of such an indicator is impossible.

**Predefined Variables**

In MQL5 there are no such predefined variables as Ask, Bid, Bars. Variables Point and Digits have a slightly different spelling:

<table>
<thead>
<tr>
<th>MQL4</th>
<th>MQL5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digits</td>
<td>_Digits</td>
</tr>
<tr>
<td>Point</td>
<td>_Point</td>
</tr>
<tr>
<td></td>
<td>_LastError</td>
</tr>
<tr>
<td></td>
<td>_Period</td>
</tr>
<tr>
<td></td>
<td>_Symbol</td>
</tr>
<tr>
<td></td>
<td>_StopFlag</td>
</tr>
<tr>
<td></td>
<td>_UninitReason</td>
</tr>
</tbody>
</table>

**Access to Timeseries**

In MQL5 there are no such predefined timeseries as Open[], High[], Low[], Close[], Volume[] and Time[]. The necessary depth of a timeseries can now be set using corresponding functions to access timeseries.
Expert Advisors

Expert Advisors in MQL5 do not require the obligatory presence of functions that handle the *events* of a new tick receipt - OnTick, as it was in MQL4 (the start function in MQL4 is executed when a new tick is received). In MQL5 Expert Advisors can contain pre-defined handler functions of several types of events:

- **OnTick** - receipt of a new tick;
- **OnTimer** - timer event;
- **OnTrade** - trade event;
- **OnChartEvent** - events of input from the keyboard and mouse, events of a graphic object moving, event of a text editing completion in the entry field of the LabelEdit object;
- **OnBookEvent** - event of Depth of Market status change.

Custom Indicators

In MQL4, the number of indicator buffers is limited and can’t exceed 8. In MQL5 there are no such limitations, but it should be remembered that each indicator buffer requires allocation of a certain part of memory for its location in the terminal, so the new possibility should not be abused.

MQL4 offered only 6 types of custom indicator plotting; while MQL5 now offers 18 *drawing styles*. The names of drawing types haven’t changed, but the ideology of the graphical representation of indicators has changed significantly.

The direction of indexing in indicator buffers also differs. By default, in MQL5 all the indicator buffers have the behavior of common arrays, i.e. 0 indexed element is the oldest one in the history, and as the index increases, we move from the oldest data to the most recent ones.

The only function for working with *custom indicators* that was preserved from MQL4 is *SetIndexBuffer*. But its call has changed; now you should specify *type of data to be stored in an array*, linked to the indicator buffer.

Properties of custom indicators also have changed and expanded. New functions for *accessing timeseries* have been added, so the total calculation algorithm must be reconsidered.

Graphical Objects

The number of graphical objects in MQL5 has been significantly increased. Besides, graphical objects can now be positioned in time with the accuracy of a second in a chart of any timeframe - now object anchor points are not rounded off to the bar opening time in the current price chart.

For the Arrow, Text and Label objects now you can specify *binding methods*, and for the Label, Button, Chart, Bitmap Label and Edit objects you can set *chart corner to which an object is attached*. 
## List of MQL5 Functions

All MQL5 functions in alphabetical order.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccountInfoDouble</td>
<td>Returns a value of double type of the corresponding account property</td>
<td>Account Information</td>
</tr>
<tr>
<td>AccountInfoInteger</td>
<td>Returns a value of integer type (bool, int or long) of the corresponding account property</td>
<td>Account Information</td>
</tr>
<tr>
<td>AccountInfoString</td>
<td>Returns a value string type corresponding account property</td>
<td>Account Information</td>
</tr>
<tr>
<td>acos</td>
<td>Returns the arc cosine of ( x ) in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td>Alert</td>
<td>Displays a message in a separate window</td>
<td>Common Functions</td>
</tr>
<tr>
<td>ArraySearch</td>
<td>Searches for a specified value in a multidimensional numeric array sorted ascending</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayCompare</td>
<td>Returns the result of comparing two arrays of simple types or custom structures without complex objects</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayCopy</td>
<td>Copies one array into another</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayFill</td>
<td>Fills an array with the specified value</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayFree</td>
<td>Frees up buffer of any dynamic array and sets the size of the zero dimension in 0.</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayGetAsSeries</td>
<td>Checks direction of array indexing</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayInitialize</td>
<td>Sets all elements of a numeric array into a single value</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayIsDynamic</td>
<td>Checks whether an array is dynamic</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayIsSeries</td>
<td>Checks whether an array is a timeseries</td>
<td>Array Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------------------------------------------------------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>ArrayMaximum</td>
<td>Searches for the largest element in the first dimension of a multidimensional numeric array</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayMinimum</td>
<td>Searches for the lowest element in the first dimension of a multidimensional numeric array</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayRange</td>
<td>Returns the number of elements in the specified dimension of the array</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayResize</td>
<td>Sets the new size in the first dimension of the array</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArraySetAsSeries</td>
<td>Sets the direction of array indexing</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArraySize</td>
<td>Returns the number of elements in the array</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArraySort</td>
<td>Sorting of numeric arrays by the first dimension</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayPrint</td>
<td>Prints an array of a simple type or a simple structure into journal</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayInsert</td>
<td>Inserts the specified number of elements from a source array to a receiving one starting from a specified index</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayRemove</td>
<td>Removes the specified number of elements from the array starting with a specified index</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArrayReverse</td>
<td>Reverses the specified number of elements in the array starting with a specified index</td>
<td>Array Functions</td>
</tr>
<tr>
<td>ArraySwap</td>
<td>Swaps the contents of two dynamic arrays of the same type</td>
<td>Array Functions</td>
</tr>
<tr>
<td>asin</td>
<td>Returns the arc sine of x in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td>atan</td>
<td>Returns the arc tangent of x in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
</tr>
<tr>
<td>--------------------------</td>
<td>------------------------------------------------------------------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>Bars</td>
<td>Returns the number of bars the history for a specified symbol and period</td>
<td>Timeseries and Indicators</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Access</td>
</tr>
<tr>
<td>BarsCalculated</td>
<td>Returns the number of calculated data in an indicator buffer or -1 in the case of error (data hasn’t been calculated yet)</td>
<td>Timeseries and Indicators</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Access</td>
</tr>
<tr>
<td>CalendarCountryById</td>
<td>Get a country description by its ID</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarEventById</td>
<td>Get an event description by its ID</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarValueById</td>
<td>Get an event value description by its ID</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarCountries</td>
<td>Get the array of country names available in the calendar</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarEventByCountry</td>
<td>Get the array of descriptions of all events available in the calendar by a specified country code</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarEventByCurrency</td>
<td>Get the array of descriptions of all events available in the calendar by a specified currency</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarValueHistoryById</td>
<td>Get the array of values for all events in a specified time range by an event ID</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarValueHistory</td>
<td>Get the array of values for all events in a specified time range with the ability to sort by country and/or currency</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarValueLastById</td>
<td>Get the array of event values by its ID since the calendar database status with a specified change_id</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarValueLast</td>
<td>Get the array of values for all events with the ability to sort by country and/or currency since the calendar database status with a specified change_id</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
</tr>
<tr>
<td>---------------------</td>
<td>------------------------------------------------------------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td><strong>ceil</strong></td>
<td>Returns integer numeric value closest from above</td>
<td><strong>Math Functions</strong></td>
</tr>
<tr>
<td><strong>CharArrayToString</strong></td>
<td>Converting symbol code (ansi) into one-symbol array</td>
<td><strong>Conversion Functions</strong></td>
</tr>
<tr>
<td><strong>ChartApplyTemplate</strong></td>
<td>Applies a specific template from a specified file to the chart</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartClose</strong></td>
<td>Closes the specified chart</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartFirst</strong></td>
<td>Returns the ID of the first chart of the client terminal</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartGetDouble</strong></td>
<td>Returns the double value property of the specified chart</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartGetInteger</strong></td>
<td>Returns the integer value property of the specified chart</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartGetString</strong></td>
<td>Returns the string value property of the specified chart</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartID</strong></td>
<td>Returns the ID of the current chart</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartIndicatorAdd</strong></td>
<td>Adds an indicator with the specified handle into a specified chart window</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartIndicatorDelete</strong></td>
<td>Removes an indicator with a specified name from the specified chart window</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartIndicatorGet</strong></td>
<td>Returns the handle of the indicator with the specified short name in the specified chart window</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartIndicatorName</strong></td>
<td>Returns the short name of the indicator by the number in the indicators list on the specified chart window</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartIndicatorsTotal</strong></td>
<td>Returns the number of all indicators applied to the specified chart window.</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td><strong>ChartNavigate</strong></td>
<td>Performs shift of the specified chart by the specified number of bars relative to the specified position in the chart</td>
<td><strong>Chart Operations</strong></td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------------------------------------------------------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>ChartNext</td>
<td>Returns the chart ID of the chart next to the specified one</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartOpen</td>
<td>Opens a new chart with the specified symbol and period</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>CharToString</td>
<td>Converting a symbol code into a one-character string</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>ChartPeriod</td>
<td>Returns the period value of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartPriceOnDropped</td>
<td>Returns the price coordinate of the chart point, the Expert Advisor or script has been dropped to</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartRedraw</td>
<td>Calls a forced redrawing of a specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartSaveTemplate</td>
<td>Saves current chart settings in a template with a specified name</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartScreenShot</td>
<td>Provides a screenshot of the chart of its current state in a GIF, PNG or BMP format depending on specified extension</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartSetDouble</td>
<td>Sets the double value for a corresponding property of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartSetInteger</td>
<td>Sets the integer value (datetime, int, color, bool or char) for a corresponding property of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartSetString</td>
<td>Sets the string value for a corresponding property of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartSetSymbolPeriod</td>
<td>Changes the symbol value and a period of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartSymbol</td>
<td>Returns the symbol name of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartTimeOnDropped</td>
<td>Returns the time coordinate of the chart point, the Expert Advisor or script has been dropped to</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>ChartTimePriceToXY</td>
<td>Converts the coordinates of a chart from the time/price representation to the X and Y coordinates</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartWindowFind</td>
<td>Returns the number of a subwindow where an indicator is drawn</td>
<td>Chart Operations</td>
</tr>
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<td>FileWriteInteger</td>
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<td>floor</td>
<td>Returns integer numeric value closest from below</td>
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- File Functions
- Math Functions
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<td>Allows receiving time of beginning and end of the specified quoting sessions for a specified symbol and day of week.</td>
<td>Market Info</td>
</tr>
<tr>
<td>SymbolInfoSessionTrade</td>
<td>Allows receiving time of beginning and end of the</td>
<td>Market Info</td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
</tr>
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<td>------------------------------------------------------------------------</td>
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</tr>
<tr>
<td></td>
<td>specified trading sessions for a specified symbol and day of week.</td>
<td></td>
</tr>
<tr>
<td><strong>SymbolInfoString</strong></td>
<td>Returns a value of the string type of a specified symbol for the corresponding property</td>
<td><strong>Market Info</strong></td>
</tr>
<tr>
<td><strong>SymbolInfoTick</strong></td>
<td>Returns the current prices for the specified symbol in a variable of the MqlTick type</td>
<td><strong>Market Info</strong></td>
</tr>
<tr>
<td><strong>SymbolsSynchronized</strong></td>
<td>Checks whether data of a selected symbol in the terminal are synchronized with data on the trade server</td>
<td><strong>Market Info</strong></td>
</tr>
<tr>
<td><strong>SymbolName</strong></td>
<td>Returns the name of a specified symbol</td>
<td><strong>Market Info</strong></td>
</tr>
<tr>
<td><strong>SymbolSelect</strong></td>
<td>Selects a symbol in the Market Watch window or removes a symbol from the window</td>
<td><strong>Market Info</strong></td>
</tr>
<tr>
<td><strong>SymbolsTotal</strong></td>
<td>Returns the number of available (selected in Market Watch or all) symbols</td>
<td><strong>Market Info</strong></td>
</tr>
<tr>
<td><strong>tan</strong></td>
<td>Returns the tangent of a number</td>
<td><strong>Math Functions</strong></td>
</tr>
<tr>
<td><strong>TerminalClose</strong></td>
<td>Commands the terminal to complete operation</td>
<td><strong>Common Functions</strong></td>
</tr>
<tr>
<td><strong>TerminalInfoDouble</strong></td>
<td>Returns an double value of a corresponding property of the mql5 program environment</td>
<td><strong>Checkup</strong></td>
</tr>
<tr>
<td><strong>TerminalInfoInteger</strong></td>
<td>Returns an integer value of a corresponding property of the mql5 program environment</td>
<td><strong>Checkup</strong></td>
</tr>
<tr>
<td><strong>TerminalInfoString</strong></td>
<td>Returns a string value of a corresponding property of the mql5 program environment</td>
<td><strong>Checkup</strong></td>
</tr>
<tr>
<td><strong>TesterStatistics</strong></td>
<td>It returns the value of a specified statistic calculated based on testing results</td>
<td><strong>Common Functions</strong></td>
</tr>
<tr>
<td><strong>TextGetSize</strong></td>
<td>Returns the string's width and height at the current font settings</td>
<td><strong>Object Functions</strong></td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
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</tr>
<tr>
<td><strong>TextOut</strong></td>
<td>Transfers the text to the custom array (buffer) designed for creation of a graphical resource</td>
<td><strong>Object Functions</strong></td>
</tr>
<tr>
<td><strong>TextSetFont</strong></td>
<td>Sets the font for displaying the text using drawing methods (Arial 20 used by default)</td>
<td><strong>Object Functions</strong></td>
</tr>
<tr>
<td><strong>TimeCurrent</strong></td>
<td>Returns the last known server time (time of the last quote receipt) in the datetime format</td>
<td><strong>Date and Time</strong></td>
</tr>
<tr>
<td><strong>TimeDaylightSavings</strong></td>
<td>Returns the sign of Daylight Saving Time switch</td>
<td><strong>Date and Time</strong></td>
</tr>
<tr>
<td><strong>TimeGMT</strong></td>
<td>Returns GMT in datetime format with the Daylight Saving Time by local time of the computer, where the client terminal is running</td>
<td><strong>Date and Time</strong></td>
</tr>
<tr>
<td><strong>TimeGMTOffset</strong></td>
<td>Returns the current difference between GMT time and the local computer time in seconds, taking into account DST switch</td>
<td><strong>Date and Time</strong></td>
</tr>
<tr>
<td><strong>TimeLocal</strong></td>
<td>Returns the local computer time in datetime format</td>
<td><strong>Date and Time</strong></td>
</tr>
<tr>
<td><strong>TimeToString</strong></td>
<td>Converting a value containing time in seconds elapsed since 01.01.1970 into a string of &quot;yyyy.mm.dd hh:mm&quot; format</td>
<td><strong>Conversion Functions</strong></td>
</tr>
<tr>
<td><strong>TimeToStruct</strong></td>
<td>Converts a datetime value into a variable of MqlDateTime structure type</td>
<td><strong>Date and Time</strong></td>
</tr>
<tr>
<td><strong>TimeTradeServer</strong></td>
<td>Returns the current calculation time of the trade server</td>
<td><strong>Date and Time</strong></td>
</tr>
<tr>
<td><strong>UninitializeReason</strong></td>
<td>Returns the code of the reason for deinitialization</td>
<td><strong>Checkup</strong></td>
</tr>
<tr>
<td><strong>WebRequest</strong></td>
<td>Sends HTTP request to the specified server</td>
<td><strong>Common Functions</strong></td>
</tr>
<tr>
<td><strong>ZeroMemory</strong></td>
<td>Resets a variable passed to it by reference. The variable can be of any type, except for</td>
<td><strong>Common Functions</strong></td>
</tr>
<tr>
<td>Function</td>
<td>Action</td>
<td>Section</td>
</tr>
<tr>
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<td>--------</td>
<td>---------</td>
</tr>
<tr>
<td></td>
<td>classes and structures that have constructors.</td>
<td></td>
</tr>
</tbody>
</table>
## List of MQL5 Constants

All MQL5 constants in alphabetical order.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td><em><strong>DATE</strong></em></td>
<td>File compilation date without time (hours, minutes and seconds are equal to 0)</td>
<td>Print</td>
</tr>
<tr>
<td><em><strong>DATETIME</strong></em></td>
<td>File compilation date and time</td>
<td>Print</td>
</tr>
<tr>
<td><em><strong>FILE</strong></em></td>
<td>Name of the currently compiled file</td>
<td>Print</td>
</tr>
<tr>
<td><em><strong>FUNCSIG</strong></em></td>
<td>Signature of the function in whose body the macro is located. Logging of the full description of functions can be useful in the identification of overloaded functions</td>
<td>Print</td>
</tr>
<tr>
<td><em><strong>FUNCTION</strong></em></td>
<td>Name of the function, in whose body the macro is located</td>
<td>Print</td>
</tr>
<tr>
<td><em><strong>LINE</strong></em></td>
<td>Line number in the source code, in which the macro is located</td>
<td>Print</td>
</tr>
<tr>
<td><em><strong>MQLBUILD</strong></em>, <em><strong>MQL5BUILD</strong></em></td>
<td>Compiler build number</td>
<td>Print</td>
</tr>
<tr>
<td><em><strong>PATH</strong></em></td>
<td>An absolute path to the file that is currently being compiled</td>
<td>Print</td>
</tr>
<tr>
<td>ACCOUNT_ASSETS</td>
<td>The current assets of an account</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_BALANCE</td>
<td>Account balance in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_COMMISSION_BLOKED</td>
<td>The current blocked commission amount on an account</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_COMPANY</td>
<td>Name of a company that serves the account</td>
<td>AccountInfoString</td>
</tr>
<tr>
<td>ACCOUNT_CREDIT</td>
<td>Account credit in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_CURRENCY</td>
<td>Account currency</td>
<td>AccountInfoString</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Usage</td>
</tr>
<tr>
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<td>--------------------------</td>
</tr>
<tr>
<td>ACCOUNT_EQUITY</td>
<td>Account equity in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_LEVERAGE</td>
<td>Account leverage</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT LIABILITIES</td>
<td>The current liabilities on an account</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_LIMIT_ORDERS</td>
<td>Maximum allowed number of active pending orders</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_LOGIN</td>
<td>Account number</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN</td>
<td>Account margin used in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_FREE</td>
<td>Free margin of an account in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_INITIAL</td>
<td>Initial margin. The amount reserved on an account to cover the margin of all pending orders</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_LEVEL</td>
<td>Account margin level in percents</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_MAINTENANCE</td>
<td>Maintenance margin. The minimum equity reserved on an account to cover the minimum amount of all open positions</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_SO_CALL</td>
<td>Margin call level. Depending on the set ACCOUNT_MARGIN_SO_MODE is expressed in percents or in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_SO_MODE</td>
<td>Mode for setting the minimal allowed margin</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_MARGIN_SO_SO</td>
<td>Margin stop out level. Depending on the set ACCOUNT_MARGIN_SO_MODE is expressed in percents or in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_NAME</td>
<td>Client name</td>
<td>AccountInfoString</td>
</tr>
<tr>
<td>ACCOUNT_PROFIT</td>
<td>Current profit of an account in the deposit currency</td>
<td>AccountInfoDouble</td>
</tr>
<tr>
<td>ACCOUNT_SERVER</td>
<td>Trade server name</td>
<td>AccountInfoString</td>
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<tr>
<td>Constant</td>
<td>Description</td>
<td>Usage</td>
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<tr>
<td>ACCOUNT_STOPOUT_MODE_MONEY</td>
<td>Account stop out mode in money</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_STOPOUT_MODE_PERCENT</td>
<td>Account stop out mode in percents</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_ALLOWED</td>
<td>Allowed trade for the current account</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_EXPERT</td>
<td>Allowed trade for an Expert Advisor</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_MODE</td>
<td>Account trade mode</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_MODE_CONTEST</td>
<td>Contest account</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_MODE_DEMO</td>
<td>Demo account</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ACCOUNT_TRADE_MODE_REAL</td>
<td>Real account</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>ALIGN_CENTER</td>
<td>Centered (only for the Edit object)</td>
<td>ObjectSetInteger, ObjectGetInteger, ChartScreenShot</td>
</tr>
<tr>
<td>ALIGN_LEFT</td>
<td>Left alignment</td>
<td>ObjectSetInteger, ObjectGetInteger, ChartScreenShot</td>
</tr>
<tr>
<td>ALIGN_RIGHT</td>
<td>Right alignment</td>
<td>ObjectSetInteger, ObjectGetInteger, ChartScreenShot</td>
</tr>
<tr>
<td>ANCHOR_CENTER</td>
<td>Anchor point strictly in the center of the object</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ANCHOR_LEFT</td>
<td>Anchor point to the left in the center</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ANCHOR_LEFT_LOWER</td>
<td>Anchor point at the lower left corner</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ANCHOR_LEFT_UPPER</td>
<td>Anchor point at the upper left corner</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ANCHOR_LOWER</td>
<td>Anchor point below in the center</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ANCHOR_RIGHT</td>
<td>Anchor point to the right in the center</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ANCHOR_RIGHT_LOWER</td>
<td>Anchor point at the lower right corner</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
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<tr>
<td>ANCHOR_RIGHT_UPPER</td>
<td>Anchor point at the upper right corner</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
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<tr>
<td>ANCHOR_UPPER</td>
<td>Anchor point above in the center</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>BASE_LINE</td>
<td>Main line</td>
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<td>Buy order (Bid)</td>
<td>MqBookInfo</td>
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<tr>
<td>BOOK_TYPE_BUY_MARKET</td>
<td>Buy order by Market</td>
<td>MqBookInfo</td>
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<tr>
<td>BOOK_TYPE_SELL</td>
<td>Sell order (Offer)</td>
<td>MqBookInfo</td>
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<tr>
<td>BOOK_TYPE_SELL_MARKET</td>
<td>Sell order by Market</td>
<td>MqBookInfo</td>
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<tr>
<td>BORDER_FLAT</td>
<td>Flat form</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
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<tr>
<td>BORDER_RAISED</td>
<td>Prominent form</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
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<tr>
<td>BORDER_SUNKEN</td>
<td>Concave form</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>CHAR_MAX</td>
<td>Maximal value, which can be represented by char type</td>
<td>Numerical Type Constants</td>
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<tr>
<td>CHAR_MIN</td>
<td>Minimal value, which can be represented by char type</td>
<td>Numerical Type Constants</td>
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<tr>
<td>CHART_AUTOSCROLL</td>
<td>Mode of automatic moving to the right border of the chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>CHART_BARS</td>
<td>Display as a sequence of bars</td>
<td>ChartSetInteger</td>
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<tr>
<td>CHART_BEGIN</td>
<td>Chart beginning (the oldest prices)</td>
<td>ChartNavigate</td>
</tr>
<tr>
<td>CHART_BRING_TO_TOP</td>
<td>Show chart on top of other charts</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>CHART_CANDLES</td>
<td>Display as Japanese candlesticks</td>
<td>ChartSetInteger</td>
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<tr>
<td>CHART_COLOR_ASK</td>
<td>Ask price level color</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>CHART_COLOR_BACKGROUND</td>
<td>Chart background color</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>CHART_COLOR_BID</td>
<td>Bid price level color</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>CHART_COLOR_CANDLE_BEAR</td>
<td>Body color of a bear candlestick</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<td>Constant</td>
<td>Description</td>
<td>Usage</td>
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<tr>
<td>CHART_COLOR_CANDLE_BULL</td>
<td>Body color of a bull candlestick</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_CHART_DOWN</td>
<td>Color for the down bar, shadows and body borders of bear candlesticks</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_CHART_LINE</td>
<td>Line chart color and color of &quot;Doji&quot; Japanese candlesticks</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_CHART_UP</td>
<td>Color for the up bar, shadows and body borders of bull candlesticks</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>CHART_COLOR_FOREGROUND</td>
<td>Color of axes, scales and OHLC line</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_GRID</td>
<td>Grid color</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_LAST</td>
<td>Line color of the last executed deal price (Last)</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_STOP_LEVEL</td>
<td>Color of stop order levels (Stop Loss and Take Profit)</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_VOLUME</td>
<td>Color of volumes and position opening levels</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COMMENT</td>
<td>Text of a comment in a chart</td>
<td>ChartSetString, ChartGetString</td>
</tr>
<tr>
<td>CHART_CURRENT_POS</td>
<td>Current position</td>
<td>ChartNavigate</td>
</tr>
<tr>
<td>CHART_DRAG_TRADE_LEVELS</td>
<td>Permission to drag trading levels on a chart with a mouse. The drag mode is enabled by default (true value)</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_EVENT_MOUSE_MOVE</td>
<td>Send notifications of mouse move and mouse click events (CHART_EVENT_MOUSE_MOVE) to all mql5 programs on a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_EVENT_OBJECT_CREATE</td>
<td>Send a notification of an event of new object creation (CHART_EVENT_OBJECT_CREATE) to all mql5-programs on a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_EVENT_OBJECT_DELETE</td>
<td>Send a notification of an event of object deletion (CHART_EVENT_OBJECT_DELETE)</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>Constant</td>
<td>Description</td>
<td>Usage</td>
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<td>--------------------------------------------</td>
</tr>
<tr>
<td>E</td>
<td>Send event to all mql5-programs on a chart</td>
<td></td>
</tr>
<tr>
<td>CHART_FIRST_VISIBLE_BAR</td>
<td>Number of the first visible bar in the chart. Indexing of bars is the same as for timeseries.</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_FIXED_MAX</td>
<td>Fixed chart maximum</td>
<td>ChartSetDouble, ChartGetDouble</td>
</tr>
<tr>
<td>CHART_FIXED_MIN</td>
<td>Fixed chart minimum</td>
<td>ChartSetDouble, ChartGetDouble</td>
</tr>
<tr>
<td>CHART_FIXED_POSITION</td>
<td>Chart fixed position from the left border in percent value. Chart fixed position is marked by a small gray triangle on the horizontal time axis. It is displayed only if the automatic chart scrolling to the right on tick incoming is disabled (see CHART_AUTOSCROLL property). The bar on a fixed position remains in the same place when zooming in and out.</td>
<td>ChartSetDouble, ChartGetDouble</td>
</tr>
<tr>
<td>CHART_FOREGROUND</td>
<td>Price chart in the foreground</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_HEIGHT_IN_PIXELS</td>
<td>Chart height in pixels</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_IS_OBJECT</td>
<td>Identifying “Chart” (OBJ_CHART) object - returns true for a graphical object. Returns false for a real chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_LINE</td>
<td>Display as a line drawn by Close prices</td>
<td>ChartSetInteger</td>
</tr>
<tr>
<td>CHART_MODE</td>
<td>Chart type (candlesticks, bars or line)</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_MOUSE_SCROLL</td>
<td>Scrolling the chart horizontally using the left mouse button. Vertical scrolling is also available if the value of any following properties is set to true: CHART_SCALEFIX,</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Usage</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------------------------------------------------------</td>
<td>--------------------------------------------</td>
</tr>
<tr>
<td>CHART_POINTS_PER_BAR</td>
<td>Scale in points per bar</td>
<td>ChartSetDouble, ChartGetDouble</td>
</tr>
<tr>
<td>CHART_PRICE_MAX</td>
<td>Chart maximum</td>
<td>ChartSetDouble, ChartGetDouble</td>
</tr>
<tr>
<td>CHART_PRICE_MIN</td>
<td>Chart minimum</td>
<td>ChartSetDouble, ChartGetDouble</td>
</tr>
<tr>
<td>CHART_SCALE</td>
<td>Scale</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SCALE_PT_PER_BAR</td>
<td>Scale to be specified in points per bar</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SCALEFIX</td>
<td>Fixed scale mode</td>
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<td>CHART_SCALEFIX_11</td>
<td>Scale 1:1 mode</td>
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<td>CHART_SHIFT</td>
<td>Mode of price chart indent from the right border</td>
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<td>CHART_SHIFT_SIZE</td>
<td>The size of the zero bar indent from the right border in percents</td>
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<td>CHART_SHOW_ASK_LINE</td>
<td>Display Ask values as a horizontal line in a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<tr>
<td>CHART_SHOW_BID_LINE</td>
<td>Display Bid values as a horizontal line in a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<td>Showing the time scale on a chart</td>
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<td>CHART_SHOW_GRID</td>
<td>Display grid in the chart</td>
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<td>CHART_SHOW_LAST_LINE</td>
<td>Display Last values as a horizontal line in a chart</td>
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<td>CHART_SHOW_OBJECT_DESCR</td>
<td>Pop-up descriptions of graphical objects</td>
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<td>CHART_SHOW_OHLC</td>
<td>Show OHLC values in the upper left corner</td>
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<td>Showing the “One click trading” panel on a chart</td>
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<td>CHART_SHOW_PERIOD_SEP</td>
<td>Display vertical separators between adjacent periods</td>
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<td>Showing the price scale on a chart</td>
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<td>CHART_SHOW_TRADE_LEVELS</td>
<td>Displaying trade levels in the chart (levels of open positions, Stop Loss, Take Profit and pending orders)</td>
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<td>CHART_SHOW_VOLUMES</td>
<td>Display volume in the chart</td>
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<td>CHART_VISIBLE_BARS</td>
<td>The number of bars on the chart that can be displayed</td>
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<td>CHART_VOLUME_HIDE</td>
<td>Volumes are not shown</td>
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<td>Trade volumes</td>
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<td>Tick volumes</td>
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<td>CHART_WIDTH_IN_BARS</td>
<td>Chart width in bars</td>
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<td>Chart width in pixels</td>
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<td>CHART_WINDOW_HANDLE</td>
<td>Chart window handle (HWND)</td>
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<td>CHART_WINDOW_IS_VISIBLE</td>
<td>Visibility of subwindows</td>
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<td>CHART_WINDOW_YDISTANCE</td>
<td>The distance between the upper frame of the indicator subwindow and the upper frame of the main chart window, along the vertical Y axis, in pixels. In case of a mouse event, the cursor coordinates are passed in terms of the coordinates of the main chart window, while the coordinates of graphical objects in an indicator subwindow are set relative to the upper left corner of the subwindow. The value is required for converting the absolute coordinates of the main chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
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<td>CHART_Windows_TotAl</td>
<td>The total number of chart windows, including indicator subwindows</td>
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<td>CHARTEVENT_Chart_CHANGE</td>
<td>Change of the chart size or modification of chart properties through the Properties dialog</td>
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<td>CHARTEVENT_CLICK</td>
<td>Clicking on a chart</td>
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<td>CHARTEVENT_CUSTOM</td>
<td>Initial number of an event from a range of custom events</td>
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<td>CHARTEVENT_CUSTOM_LAST</td>
<td>The final number of an event from a range of custom events</td>
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<td>CHARTEVENT_KEYDOWN</td>
<td>Keystrokes</td>
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<td>CHARTEVENT_MOUSE_MOVE</td>
<td>Mouse move, mouse clicks (if CHART_EVENT_MOUSE_MOVE=true is set for the chart)</td>
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<td>Graphical object property changed via the properties dialog</td>
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<td>Clicking on a graphical object</td>
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<td>Graphical object created (if CHART_EVENT_OBJECT_CREATE=true is set for the chart)</td>
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<td>CHARTEVENT_OBJECT_DELETE</td>
<td>Graphical object deleted (if CHART_EVENT_OBJECT_DELETE=true is set for the chart)</td>
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<td>CHARTEVENT_OBJECT_DRAG</td>
<td>Drag and drop of a graphical object</td>
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<td>CHARTEVENT_OBJECT_ENDEDIT</td>
<td>End of text editing in the graphical object Edit</td>
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<td>The maximum possible number of simultaneously open charts in the terminal</td>
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<td>clrSnow</td>
<td>Snow</td>
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<tr>
<td>clrSpringGreen</td>
<td>Spring Green</td>
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<tr>
<td>clrSteelBlue</td>
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<td>clrTeal</td>
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<tr>
<td>clrThistle</td>
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<tr>
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<tr>
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<tr>
<td>clrWhiteSmoke</td>
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<tr>
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<td>Yellow Green</td>
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<td>Center of coordinates is in the lower left corner of the chart</td>
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<tr>
<td>CORNER_LEFT_UPPER</td>
<td>Center of coordinates is in the upper left corner of the chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
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<td>CORNER_RIGHT_LOWER</td>
<td>Center of coordinates is in the lower right corner of the chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
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<tr>
<td>CORNER_RIGHT_UPPER</td>
<td>Center of coordinates is in the upper right corner of the chart</td>
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</tr>
<tr>
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<td>The current Windows ANSI code page.</td>
<td>CharArrayToString, StringToCharArray, FileOpen</td>
</tr>
<tr>
<td>CP_MACCP</td>
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<td>CharArrayToString, StringToCharArray, FileOpen</td>
</tr>
<tr>
<td>CP_OEMCP</td>
<td>The current system OEM code page.</td>
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<td>Maximal decimal value of exponent degree for double type</td>
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<td>Maximal binary value of exponent degree for double type</td>
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<td>Minimal decimal value of exponent degree for double type</td>
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<td>Balance</td>
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<td>Canceled buy deal. There can be a situation when a</td>
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<td>previously executed buy deal is canceled. In this case, the type of the previously executed deal (DEAL_TYPE_BUY) is changed to DEAL_TYPE_BUY_CANCELED, and its profit/loss is zeroed. Previously obtained profit/loss is charged/withdrawn using a separated balance operation.</td>
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<td>DEAL_TYPE_COMMISSION_AGENT_MONTHLY</td>
<td>Monthly agent commission</td>
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<tr>
<td>DEAL_TYPE_COMMISSION_DAILY</td>
<td>Daily commission</td>
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<tr>
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<td>Canceled sell deal. There can be a situation when a previously executed sell deal is canceled. In this case, the type of the previously executed deal (DEAL_TYPE_SELL) is changed to DEAL_TYPE_SELL_CANCELED, and its profit/loss is zeroed. Previously obtained profit/loss is charged/withdrawn using a separated balance operation.</td>
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<td>Display as a sequence of candlesticks</td>
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<td>Drawing multicolored arrows</td>
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<tr>
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<td>DRAW_HISTOGRAM</td>
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<td>Line</td>
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<td>Depth Of Market can not be added</td>
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<td>Depth Of Market can not be removed</td>
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<td>This is not a file, this is a directory</td>
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<td>GetLastError</td>
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<tr>
<td>ERR_FILE_NOTTOWRITE</td>
<td>The file must be opened for writing</td>
<td>GetLastError</td>
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<tr>
<td>ERR_FILE_NOTTXT</td>
<td>The file must be opened as a text</td>
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<tr>
<td>ERR_FILE_NOTTXTORCSV</td>
<td>The file must be opened as a text or CSV</td>
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<td>ERR_FILE_READERROR</td>
<td>File reading error</td>
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<tr>
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<td>Failed to write a resource to a file</td>
<td>GetLastError</td>
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<tr>
<td>ERR_FLOAT_ARRAY_ONLY</td>
<td>Must be an array of type float</td>
<td>GetLastError</td>
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<tr>
<td>ERR_FTP_SEND_FAILED</td>
<td>File sending via ftp failed</td>
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<tr>
<td>ERR_FUNCTION_NOT_ALLOWED</td>
<td>Function is not allowed for call</td>
<td>GetLastError</td>
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<tr>
<td>ERR_GLOBAL_VARIABLE_EXISTS</td>
<td>Global variable of the client terminal with the same name already exists</td>
<td>GetLastError</td>
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<tr>
<td>ERR_GLOBAL_VARIABLE_NOT_FOUND</td>
<td>Global variable of the client terminal is not found</td>
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<td>ERR_HISTORY_NOT_FOUND</td>
<td>Requested history not found</td>
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<td>Wrong ID of the history property</td>
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<td>Copying incompatible arrays. String array can be copied only</td>
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<td>A text file must be for string arrays, for other arrays - binary</td>
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<td>Error applying an indicator to chart</td>
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<tr>
<td>ERR_INDICATOR_CANNOT_APPLY</td>
<td>The indicator cannot be applied to another indicator</td>
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<td>ERR_INDICATOR_CANNOT_CREATE</td>
<td>Indicator cannot be created</td>
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<td>ERR_INDICATOR_CUSTOM_NAME</td>
<td>The first parameter in the array must be the name of the custom indicator</td>
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<tr>
<td>ERR_INDICATOR_DATA_NOT_FOUND</td>
<td>Requested data not found</td>
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<tr>
<td>ERR_INDICATOR_NO_MEMORY</td>
<td>Not enough memory to add the indicator</td>
<td>GetLastError</td>
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<tr>
<td>ERR_INDICATOR_PARAMETER_TYPE</td>
<td>Invalid parameter type in the array when creating an indicator</td>
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<td>No parameters when creating an indicator</td>
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<td>Unknown symbol</td>
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<td>Wrong index of the requested indicator buffer</td>
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<td>Wrong number of parameters when creating an indicator</td>
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<td>Must be an array of type int</td>
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<td>Unexpected internal error</td>
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<td>Array of a wrong type, wrong size, or a damaged object of a dynamic array</td>
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<td>Invalid date and/or time</td>
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<tr>
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<td>A file with this handle was closed, or was not opening at all</td>
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<td>Wrong parameter when calling the system function</td>
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<td>Wrong pointer</td>
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<td>Wrong type of pointer</td>
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<td>Must be an array of type long</td>
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<td>Email sending failed</td>
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<td>ERR_MARKET_LASTTIME_UNKNOWN</td>
<td>Time of the last tick is not known (no ticks)</td>
<td>GetLastError</td>
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<td>ERR_MARKET_NOT_SELECTED</td>
<td>Symbol is not selected in MarketWatch</td>
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<td>ERR_MARKET_SELECT_ERROR</td>
<td>Error adding or deleting a symbol in MarketWatch</td>
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<td>ERR_MARKET_UNKNOWN_SYMBOL</td>
<td>Unknown symbol</td>
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<td>ERR_MARKET_WRONG_PROPERTY</td>
<td>Wrong identifier of a symbol property</td>
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<td>ERR_MQL5_WRONG_PROPERTY</td>
<td>Wrong identifier of the program property</td>
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<td>No date in the string</td>
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<td>ERR_NOT_ENOUGH_MEMORY</td>
<td>Not enough memory to perform the system function</td>
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<td>ERR_NOTIFICATION_SEND_FAILED</td>
<td>Failed to send a notification</td>
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<td>ERR_NOTIFICATION_TOO_FREQUENT</td>
<td>Too frequent sending of notifications</td>
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<tr>
<td>ERR_NOTIFICATION_WRONG_PARAMETER</td>
<td>Invalid parameter for sending a notification - an empty string or <strong>NULL</strong> has been passed to the SendNotification() function</td>
<td>GetLastError</td>
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<tr>
<td>ERR_NOTIFICATION_WRONG_SETTINGS</td>
<td>Wrong settings of notifications in the terminal (ID is not specified or permission is not set)</td>
<td>GetLastError</td>
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<td>Not initialized string</td>
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<td>Must be a numeric array</td>
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<td>Error working with a graphical object</td>
<td>GetLastError</td>
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<td>Unable to get date corresponding to the value</td>
<td>GetLastError</td>
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<td>ERR_OBJECT_GETVALUE_FAILED</td>
<td>Unable to get value corresponding to the date</td>
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<td>ERR_OBJECT_NOT_FOUND</td>
<td>Graphical object was not found</td>
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<td>Wrong ID of a graphical object property</td>
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<td>ERR_ONEDIM_ARRAYS_ONLY</td>
<td>Must be a one-dimensional array</td>
<td>GetLastError</td>
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<td>Failed to create an OpenCL buffer</td>
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<td>ERR_OPENCL_CONTEXT_CREATE</td>
<td>Error creating the OpenCL context</td>
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<td>ERR_OPENCL_EXECUTE</td>
<td>OpenCL program runtime error</td>
<td>GetLastError</td>
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<tr>
<td>ERR_OPENCL_INTERNAL</td>
<td>Internal error occurred when running OpenCL</td>
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<td>Invalid OpenCL handle</td>
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<td>Error creating an OpenCL kernel</td>
<td>GetLastError</td>
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<td>ERR_OPENCL_NOT_SUPPORTED</td>
<td>OpenCL functions are not supported on this computer</td>
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<td>ERR_OPENCL_PROGRAM_CREATE</td>
<td>Error occurred when compiling an OpenCL program</td>
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<td>ERR_OPENCL_QUEUE_CREATE</td>
<td>Failed to create a run queue in OpenCL</td>
<td>GetLastError</td>
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<td>ERR_OPENCL_SET_KERNEL_PARAMETER</td>
<td>Error occurred when setting parameters for the OpenCL kernel</td>
<td>GetLastError</td>
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<tr>
<td>ERR_OPENCL_TOO_LONG_KERNEL_NAME</td>
<td>Too long kernel name</td>
<td>GetLastError</td>
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<td>ERR_OPENCL_WRONG_BUFFER_OFFSET</td>
<td>Invalid offset in the OpenCL buffer</td>
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<td>ERR_7OPEN_CL__WRONG_BUFFER_SIZE</td>
<td>Invalid size of the OpenCL buffer</td>
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<td>Sound playing failed</td>
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<td>The names of the dynamic and the static resource match</td>
<td>GetLastError</td>
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<tr>
<td>ERRRESOURCE_NAME_IS_TOOLONG</td>
<td>The resource name exceeds 63 characters</td>
<td>GetLastError</td>
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<td>ERRRESOURCE_NOT_FOUND</td>
<td>Resource with this name has not been found in EX5</td>
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<td>Unsupported resource type or its size exceeds 16 Mb</td>
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<tr>
<td>ERR_SERIES_ARRAY</td>
<td>Timeseries cannot be used</td>
<td>GetLastError</td>
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<tr>
<td>ERR_SHORT_ARRAY_ONLY</td>
<td>Must be an array of type short</td>
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<tr>
<td>ERR_SMALL_ARRAY</td>
<td>Too small array, the starting position is outside the array</td>
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<tr>
<td>ERR_SMALL ASERIES_ARRAY</td>
<td>The receiving array is declared as AS_SERIES, and it is of insufficient size</td>
<td>GetLastError</td>
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<tr>
<td>ERR_STRING_OUT_OF_MEMORY</td>
<td>Not enough memory for the string</td>
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<td>ERR_STRING_RESIZE_ERROR</td>
<td>Not enough memory for the relocation of string</td>
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<td>ERR_STRING_SMALL_LEN</td>
<td>The string length is less than expected</td>
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<td>Error converting string to date</td>
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<td>ERR_STRING_TOO_BIGNUMBER</td>
<td>Too large number, more than ULONG_MAX</td>
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<td>ERR_STRING_UNKNOWNTYPE</td>
<td>Unknown data type when converting to a string</td>
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<td>0 added to the string end, a useless operation</td>
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<td>ERR_STRINGPOS_OUTOFRANGE</td>
<td>Position outside the string</td>
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<td>ERR_STRUCT_WITHOBJECTS_ORCLASS</td>
<td>The structure contains objects of strings and/or dynamic arrays and/or structure of such objects and/or classes</td>
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<td>ERR_SUCCESS</td>
<td>The operation completed successfully</td>
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<td>Wrong identifier of the terminal property</td>
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<td>Too long file name</td>
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<td>More than 64 files cannot be opened at the same time</td>
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<td>ERR_TOO_MANY_FORMATTERS</td>
<td>Amount of format specifiers more than the parameters</td>
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<td>ERR_TOO_MANY_PARAMETERS</td>
<td>Amount of parameters more than the format specifiers</td>
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<td>ERR_TRADE_DEAL_NOT_FOUND</td>
<td>Deal not found</td>
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<td>ERR_TRADE_DISABLED</td>
<td>Trading by Expert Advisors prohibited</td>
<td>GetLastError</td>
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<td>ERR_TRADE_ORDER_NOT_FOUND</td>
<td>Order not found</td>
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<td>ERR_TRADE_POSITION_NOT_FOUND</td>
<td>Position not found</td>
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<tr>
<td>ERR_TRADE_SEND_FAILED</td>
<td>Trade request sending failed</td>
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<td>Wrong trade property ID</td>
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<tr>
<td>ERR_USER_ERROR_FIRST</td>
<td>User defined errors start with this code</td>
<td>GetLastError</td>
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<tr>
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<td>Failed to connect to specified URL</td>
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<tr>
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<td>Damaged string object</td>
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<td>Damaged parameter of string type</td>
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<td>Wrong time in the string</td>
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<td>An array of zero length</td>
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<td>Date of the last access to the file</td>
<td>FileGetInteger</td>
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<tr>
<td>FILE_ANSI</td>
<td>Strings of ANSI type (one byte symbols). Flag is used in FileOpen().</td>
<td>FileOpen</td>
</tr>
<tr>
<td>FILE_BIN</td>
<td>Binary read/write mode (without string to string conversion). Flag is used in FileOpen().</td>
<td>FileOpen</td>
</tr>
<tr>
<td>FILE_COMMON</td>
<td>The file path in the common folder of all client terminals \Terminal\Common\Files. Flag is used in FileOpen(), FileCopy(), FileMove() and in FileIsExist() functions.</td>
<td>FileOpen, FileCopy, FileMove, FileIsExist</td>
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<td>Date of creation</td>
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<tr>
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<td>CSV file (all its elements are converted to strings of the appropriate type, Unicode or ANSI, and separated by separator). Flag is used in FileOpen().</td>
<td>FileOpen</td>
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<td>FILE_END</td>
<td>Get the end of file sign</td>
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<td>The file is opened as ANSI (see FILE_ANSI)</td>
<td>FileGetInteger</td>
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<td>The file is opened as a binary file (see FILE_BIN)</td>
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<td>The file is opened in a shared folder of all terminals (see</td>
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<td>The file is opened as CSV (see FILE_CSV)</td>
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<td>The opened file is readable (see FILE_READ)</td>
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<td>FILE_IS_TEXT</td>
<td>The file is opened as a text file (see FILE_TXT)</td>
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<td>The opened file is writable (see FILE_WRITE)</td>
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<td>FileGetInteger</td>
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<td>Date of the last modification</td>
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<td>FILE_POSITION</td>
<td>Position of a pointer in the file</td>
<td>FileGetInteger</td>
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<tr>
<td>FILE_READ</td>
<td>File is opened for reading. Flag is used in FileOpen(). When opening a file specification of FILE_WRITE and/or FILE_READ is required.</td>
<td>FileOpen</td>
</tr>
<tr>
<td>FILE_REWRITE</td>
<td>Possibility for the file rewrite using functions FileCopy() and FileMove(). The file should exist or should be opened for writing, otherwise the file will not be opened.</td>
<td>FileCopy, FileMove</td>
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<tr>
<td>FILE_SHARE_READ</td>
<td>Shared access for reading from several programs. Flag is used in FileOpen(), but it does not replace the necessity to indicate FILE_WRITE and/or the FILE_READ flag when opening a file.</td>
<td>FileOpen</td>
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<tr>
<td>FILE_SHARE_WRITE</td>
<td>Shared access for writing from several programs. Flag is used in FileOpen(), but it does not replace the necessity to indicate FILE_WRITE and/or the FILE_READ flag when opening a file.</td>
<td>FileOpen</td>
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<td>FILE_SIZE</td>
<td>File size in bytes</td>
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<tr>
<td>FILE_TXT</td>
<td>Simple text file (the same as csv file, but without taking</td>
<td>FileOpen</td>
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<td>A purchased licensed version allows at least 5 activations. The number of activations is specified by seller. Seller may increase the allowed number of activations</td>
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<td>ORDER_FILLING_RETURN</td>
<td>This policy is used only for market orders (ORDER_TYPE_BUY and ORDER_TYPE_SELL), limit and stop limit orders (ORDER_TYPE_BUY_LIMIT, ORDER_TYPE_SELL_LIMIT, ORDER_TYPE_BUY_STOP_LIMIT and ORDER_TYPE_SELL_STOP_LIMIT) and only for the symbols with Market or Exchange execution. In case of partial filling a market or limit order with remaining volume is not canceled but processed further. For the activation of the ORDER_TYPE_BUY_STOP_LIMIT and ORDER_TYPE_SELL_STOP_LIMIT orders, a corresponding limit order ORDER_TYPE_BUY_LIMIT/ORDER_TYPE_SELL_LIMIT with the ORDER_FILLING_RETURN execution type is created.</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
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<tr>
<td>ORDER_MAGIC</td>
<td>ID of an Expert Advisor that has placed the order (designed</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
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<tr>
<td>ORDER_POSITION_ID</td>
<td><strong>Position identifier</strong> that is set to an order as soon as it is executed. Each executed order results in a deal that opens or modifies an already existing position. The identifier of exactly this position is set to the executed order at this moment.</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
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<tr>
<td>ORDER_PRICE_CURRENT</td>
<td>The current price of the order symbol</td>
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<td>ORDER_PRICE_OPEN</td>
<td>Price specified in the order</td>
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<td>ORDER_PRICE_STOPLIMIT</td>
<td>The Limit order price for the StopLimit order</td>
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<td>Order rejected</td>
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<tr>
<td>ORDER_STATE_REQUEST_ADD</td>
<td>Order is being registered (placing to the trading system)</td>
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<tr>
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<td>Order is being deleted (deleting from the trading system)</td>
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<td>ORDER_TIME_SPECIFIED_DAY</td>
<td>The order will be effective till 23:59:59 of the specified day. If this time is outside a trading session, the order expires in the nearest trading time.</td>
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<tr>
<td>ORDER_TP</td>
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<td>Order type</td>
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<td>ORDER_TYPE_BUY_STOP</td>
<td>Buy Stop pending order</td>
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<tr>
<td>ORDER_TYPE_BUY_STOP_LIMIT</td>
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<tr>
<td>ORDER_TYPE_FILLING</td>
<td>Order filling type</td>
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<td>Market Sell order</td>
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<tr>
<td>ORDER_TYPE_SELL_LIMIT</td>
<td>Sell Limit pending order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
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<tr>
<td>ORDER_TYPE_SELL_STOP</td>
<td>Sell Stop pending order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TYPE_SELL_STOP_LIMIT</td>
<td>Upon reaching the order price, a pending Sell Limit order is placed at the StopLimit price</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TYPE_TIME</td>
<td>Order lifetime</td>
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<tr>
<td>ORDER_VOLUME_CURRENT</td>
<td>Order current volume</td>
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<td>Order initial volume</td>
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<td>Current timeframe</td>
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<td>PERIOD_D1</td>
<td>1 day</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_H1</td>
<td>1 hour</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_H12</td>
<td>12 hours</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_H2</td>
<td>2 hours</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_H3</td>
<td>3 hours</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_H4</td>
<td>4 hours</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_H6</td>
<td>6 hours</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_H8</td>
<td>8 hours</td>
<td>Chart Timeframes</td>
</tr>
<tr>
<td>PERIOD_M1</td>
<td>1 minute</td>
<td>Chart Timeframes</td>
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<td>PERIOD_M10</td>
<td>10 minutes</td>
<td>Chart Timeframes</td>
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<td>PERIOD_M12</td>
<td>12 minutes</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_M15</td>
<td>15 minutes</td>
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<td>PERIOD_M2</td>
<td>2 minutes</td>
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<td>PERIOD_M20</td>
<td>20 minutes</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_M3</td>
<td>3 minutes</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_M30</td>
<td>30 minutes</td>
<td>Chart Timeframes</td>
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<tr>
<td>PERIOD_M4</td>
<td>4 minutes</td>
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<td>PERIOD_M5</td>
<td>5 minutes</td>
<td>Chart Timeframes</td>
</tr>
<tr>
<td>PERIOD_M6</td>
<td>6 minutes</td>
<td>Chart Timeframes</td>
</tr>
<tr>
<td>PERIOD_MN1</td>
<td>1 month</td>
<td>Chart Timeframes</td>
</tr>
<tr>
<td>PERIOD_W1</td>
<td>1 week</td>
<td>Chart Timeframes</td>
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<tr>
<td>PLOT_ARROW</td>
<td>Arrow code for style DRAW_ARROW</td>
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<td>PLOT_ARROW_SHIFT</td>
<td>Vertical shift of arrows for style DRAW_ARROW</td>
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<tr>
<td>PLOT_COLOR_INDEXES</td>
<td>The number of colors</td>
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<td>PLOT_DRAW_BEGIN</td>
<td>Number of initial bars without drawing and values in the DataWindow</td>
<td>PlotIndexSetInteger, PlotIndexGetInteger</td>
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<tr>
<td>PLOT_DRAW_TYPE</td>
<td>Type of graphical construction</td>
<td>PlotIndexSetInteger, PlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_EMPTY_VALUE</td>
<td>An empty value for plotting, for which there is no drawing</td>
<td>PlotIndexSetDouble</td>
</tr>
<tr>
<td>PLOT_LABEL</td>
<td>The name of the indicator graphical series to display in the DataWindow. When working with complex graphical styles requiring several indicator buffers for display, the names for each buffer can be specified using &quot;;&quot; as a separator. Sample code is shown in DRAW_CANDLES</td>
<td>PlotIndexSetString</td>
</tr>
<tr>
<td>PLOT_LINE_COLOR</td>
<td>The index of a buffer containing the drawing color</td>
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<td>PLOT_LINE_STYLE</td>
<td>Drawing line style</td>
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<tr>
<td>PLOT_LINE_WIDTH</td>
<td>The thickness of the drawing line</td>
<td>PlotIndexSetInteger, PlotIndexGetInteger</td>
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<tr>
<td>PLOT_SHIFT</td>
<td>Shift of indicator plotting along the time axis in bars</td>
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<tr>
<td>PLOT_SHOW_DATA</td>
<td>Sign of display of construction values in the DataWindow</td>
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<td>Line +Di</td>
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<td>POINTER_AUTOMATIC</td>
<td>Pointer of any objects created automatically (not using new())</td>
<td>CheckPointer</td>
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<tr>
<td>POINTER_DYNAMIC</td>
<td>Pointer of the object created by the new() operator</td>
<td>CheckPointer</td>
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<td>Incorrect pointer</td>
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<td>POSITION_COMMENT</td>
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<tr>
<td>POSITION_IDENTIFIER</td>
<td>Position identifier is a unique number that is assigned to every newly opened position and doesn't change during the entire lifetime of the position. Position turnover doesn't change its identifier.</td>
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<tr>
<td>POSITION_MAGIC</td>
<td>Position magic number (see ORDER_MAGIC)</td>
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<tr>
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<td>Current price of the position symbol</td>
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<td>POSITION_PRICE_OPEN</td>
<td>Position open price</td>
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<td>POSITION_PROFIT</td>
<td>Current profit</td>
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<tr>
<td>POSITION_SL</td>
<td>Stop Loss level of opened position</td>
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<td>POSITION_TIME_UPDATE_MSC</td>
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<td>The minimum price for the period</td>
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<tr>
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<td>Median price, (high + low)/2</td>
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<td>Open price</td>
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<tr>
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<td>Typical price, (high + low + close)/3</td>
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<tr>
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<tr>
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<td>Senkou Span B line</td>
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</tr>
<tr>
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<td>The very first date for the symbol-period for the current moment</td>
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<td>Open time of the last bar of the symbol-period</td>
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<td>The very first date in the history of the symbol on the server regardless of the timeframe</td>
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<tr>
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<td>Symbol/period data synchronization flag for the current moment</td>
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<tr>
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<tr>
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</tr>
<tr>
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<tr>
<td>SIGNAL_BASE_DATE_PUBLISHED</td>
<td>Publication date (date when it become available for subscription)</td>
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</tr>
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<td>This policy means that a deal can be executed only with the specified volume. If the necessary amount of a financial instrument is currently unavailable in the market, the order will not be executed. The required volume can be filled using several offers available on the market at the moment.</td>
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<td>SYMBOLFILLING_IOC</td>
<td>In this case a trader agrees to execute a deal with the volume maximally available in the market within that indicated in the order. In case the order cannot be filled completely, the available volume of the order will be filled, and the remaining volume will be canceled. The possibility of using IOC orders</td>
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<tr>
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<td>The maintenance margin. If it is set, it sets the margin amount in the margin currency of the symbol, charged from one lot. It is used for checking a client's assets when his/her account state changes. If the maintenance margin is equal to 0, the initial margin is used.</td>
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<td>A put option gives you the right to sell an asset at a specified price</td>
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<tr>
<td>SYMBOL_SESSION_BUY_ORDERS</td>
<td>Number of Buy orders at the moment</td>
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<td>Swaps disabled (no swaps)</td>
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<tr>
<td>SYMBOL_SWAP_MODE_INTEREST_CURRENT</td>
<td>Swaps are charged as the specified annual interest from the instrument price at calculation of swap (standard bank year is 360 days)</td>
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<td>SYMBOL_SWAP_MODE_INTEREST_OPEN</td>
<td>Swaps are charged as the specified annual interest from the open price of position (standard bank year is 360 days)</td>
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<td>Swaps are charged in points</td>
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<td>Swaps are charged by reopening positions. At the end of a trading day the position is closed. Next day it is reopened by the current Bid price +/- specified number of points (parameters SYMBOL_SWAP_LONG and SYMBOL_SWAP_SHORT)</td>
<td>SymbolInfoInteger</td>
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<tr>
<td>SYMBOL_SWAP_MODE_REOPEN_CURRENT</td>
<td>Swaps are charged by reopening positions. At the end of a trading day the position is closed. Next day it is reopened by the close price +/- specified number of points (parameters SYMBOL_SWAP_LONG and SYMBOL_SWAP_SHORT)</td>
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<td>SYMBOL_SWAP_ROLLOVER3DAYS</td>
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<td>SYMBOL_SWAP_SHORT</td>
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<tr>
<td>SYMBOL_TICKS_BOOKDEPTH</td>
<td>Maximal number of requests shown in Depth of Market. For symbols that have no queue of requests, the value is equal to zero.</td>
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<td>SYMBOL_TIME</td>
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<td>Distance to freeze trade operations in points</td>
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<td>Order execution type</td>
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<td>Allowed only position close operations</td>
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<td>Trade is disabled for the symbol</td>
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<td>No trade restrictions</td>
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<td>Allowed only long positions</td>
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<tr>
<td>SYMBOL贸TRADE贸TICK贸VALUE贸LOSS</td>
<td>Calculated tick price for a losing position</td>
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<td>Calculated tick price for a profitable position</td>
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<tr>
<td>SYMBOL贸VOLUME贸LIMIT</td>
<td>Maximum allowed aggregate volume of an open position</td>
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<td>Minimal volume change step for deal execution</td>
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<td>Maximal day volume</td>
<td>SymbolInfoInteger</td>
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<td>Tenkan-sen line</td>
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<tr>
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<td>Common path for all of the terminals installed on a computer</td>
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<td>The flag indicates the presence of MQL5.community authorization data in the terminal</td>
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<td>The number of CPU cores in the system</td>
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<td>Folder in which terminal data are stored</td>
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<td>TERMINAL_DISK_SPACE</td>
<td>Free disk space for the MQL5\Files folder of the terminal (agent), MB</td>
<td>TerminalInfoInteger</td>
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<tr>
<td>TERMINAL_DLLS_ALLOWED</td>
<td>Permission to use DLL</td>
<td>TerminalInfoInteger</td>
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<tr>
<td>TERMINAL_EMAIL_ENABLED</td>
<td>Permission to send e-mails using SMTP-server and login, specified in the terminal settings</td>
<td>TerminalInfoInteger</td>
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<tr>
<td>TERMINAL_FTP_ENABLED</td>
<td>Permission to send reports using FTP-server and login, specified in the terminal settings</td>
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<td>TERMINAL_LANGUAGE</td>
<td>Language of the terminal</td>
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<td>The maximal bars count on the chart</td>
<td>TerminalInfoInteger</td>
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<tr>
<td>TERMINAL_MEMORYAVAILABLE</td>
<td>Free memory of the terminal (agent) process, MB</td>
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<td>TERMINAL_MEMORY_PHYSICAL</td>
<td>Physical memory in the system, MB</td>
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<td>Memory available to the process of the terminal (agent), MB</td>
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<td>Memory used by the terminal (agent), MB</td>
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<td>Permission to send notifications to smartphone</td>
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<td>The version of the supported OpenCL in the format of 0x00010002 = 1.2. &quot;0&quot; means that OpenCL is not supported</td>
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<tr>
<td>TERMINAL_PATH</td>
<td>Folder from which the terminal is started</td>
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<tr>
<td>TERMINAL_PING_LAST</td>
<td>The last known value of a ping to a trade server in microseconds. One second comprises of one million microseconds</td>
<td>TerminalInfoInteger</td>
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<td>TERMINAL_SCREEN_DPI</td>
<td>The resolution of information display on the screen is measured as number of Dots in a line per Inch (DPI).</td>
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<td>SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade</td>
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<td>Place a trade order for an immediate execution with the specified parameters (market order)</td>
<td>MqITradeRequest</td>
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<td>TRADE_ACTION_MODIFY</td>
<td>Modify the parameters of the order placed previously</td>
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<td>TRADE_ACTION_PENDING</td>
<td>Place a trade order for the execution under specified conditions (pending order)</td>
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<td>No connection with the trade server</td>
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<td>Invalid order expiration date in the request</td>
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<td>Invalid order filling type</td>
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<td>Incorrect or prohibited order type</td>
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<td>Invalid price in the request</td>
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<td>Invalid stops in the request</td>
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<td>Invalid volume in the request</td>
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<td>TRADE_RETCODE_LIMIT_ORDERS</td>
<td>The number of pending orders has reached the limit</td>
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<td>TRADE_RETCODE_LIMIT_VOLUME</td>
<td>The volume of orders and positions for the symbol has reached the limit</td>
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<td>TRADE_RETCODE_LOCKED</td>
<td>Request locked for processing</td>
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<td>Market is closed</td>
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<td>TRADE_RETCODE_NO_CHANGES</td>
<td>No changes in request</td>
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<td>There is not enough money to complete the request</td>
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<td>Too frequent requests</td>
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<td>TRADE RETCODE_TRADE_DISABLED</td>
<td>Trade is disabled</td>
<td>MqlTradeResult</td>
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<tr>
<td>TRADE TRANSACTION DEAL_ADD</td>
<td>Adding a deal to the history. The action is performed as a result of an order execution or performing operations with an account balance.</td>
<td>MqlTradeTransaction</td>
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<tr>
<td>TRADE TRANSACTION DEAL_DELETE</td>
<td>Deleting a deal from the history. There may be cases when a previously executed deal is deleted from a server. For example, a deal has been deleted in an external trading system (exchange) where it was previously transferred by a broker.</td>
<td>MqlTradeTransaction</td>
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<tr>
<td>TRADE TRANSACTION DEAL_UPDATE</td>
<td>Updating a deal in the history. There may be cases when a previously executed deal is changed on a server. For example, a deal has been changed in an external trading system (exchange) where it was previously transferred by a broker.</td>
<td>MqlTradeTransaction</td>
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<td>Adding an order to the history as a result of execution or cancellation.</td>
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<td>Deleting an order from the orders history. This type is provided for enhancing functionality on a trade server side.</td>
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<tr>
<td>TRADE_TRANSACTION_HISTOR Y_UPDATE</td>
<td>Changing an order located in the orders history. This type is provided for enhancing functionality on a trade server side.</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_ORDER _ADD</td>
<td>Adding a new open order.</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_ORDER _DELETE</td>
<td>Removing an order from the list of the open ones. An order can be deleted from the open ones as a result of setting an appropriate request or execution (filling) and moving to the history.</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_ORDER _UPDATE</td>
<td>Updating an open order. The updates include not only evident changes from the client terminal or a trade server sides but also changes of an order state when setting it (for example, transition from ORDER_STATE_STARTED to ORDER_STATE_PLACED or from ORDER_STATE_PLACED to ORDER_STATE_PARTIAL, etc.).</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_POSITION</td>
<td>Changing a position not related to a deal execution. This type of transaction shows that a position has been changed on a trade server side. Position volume, open price, Stop Loss and Take Profit levels can be changed. Data on changes are submitted in MqlTradeTransaction structure via OnTradeTransaction handler. Position change (adding, changing or closing), as a result of a deal execution, does not lead to the occurrence of TRADE_TRANSACTION_POSITION transaction.</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Usage</td>
</tr>
<tr>
<td>------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>--------------------------------</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_REQUEST</td>
<td>Notification of the fact that a trade request has been processed by a server and processing result has been received. Only type field (trade transaction type) must be analyzed for such transactions in MqlTradeTransaction structure. The second and third parameters of OnTradeTransaction (request and result) must be analyzed for additional data.</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>TUESDAY</td>
<td>Tuesday</td>
<td>SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade</td>
</tr>
<tr>
<td>TYPE_BOOL</td>
<td>bool</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_CHAR</td>
<td>char</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_COLOR</td>
<td>color</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_DATETIME</td>
<td>datetime</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_DOUBLE</td>
<td>double</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_FLOAT</td>
<td>float</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_INT</td>
<td>int</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_LONG</td>
<td>long</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_SHORT</td>
<td>short</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_STRING</td>
<td>string</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_UCHAR</td>
<td>uchar</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_UINT</td>
<td>uint</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE ULONG</td>
<td>ulong</td>
<td>MqlParam</td>
</tr>
<tr>
<td>TYPE_USHORT</td>
<td>ushort</td>
<td>MqlParam</td>
</tr>
<tr>
<td>UCHAR_MAX</td>
<td>Maximal value, which can be represented by uchar type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>UINT_MAX</td>
<td>Maximal value, which can be represented by uint type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>ULONG_MAX</td>
<td>Maximal value, which can be represented by ulong type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Usage</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------------------------------------------------------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>UPER_BAND</td>
<td>Upper limit</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>UPER_HISTOGRAM</td>
<td>Upper histogram</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>UPER_LINE</td>
<td>Upper line</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>USHORT_MAX</td>
<td>Maximal value, which can be represented by ushort type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>VOLUME_REAL</td>
<td>Trade volume</td>
<td>Price Constants</td>
</tr>
<tr>
<td>VOLUME_TICK</td>
<td>Tick volume</td>
<td>Price Constants</td>
</tr>
<tr>
<td>WEDNESDAY</td>
<td>Wednesday</td>
<td>SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade</td>
</tr>
<tr>
<td>WHOLE_ARRAY</td>
<td>Means the number of items remaining until the end of the array, i.e., the entire array will be processed</td>
<td>Other Constants</td>
</tr>
<tr>
<td>WRONG_VALUE</td>
<td>The constant can be implicitly cast to any enumeration type</td>
<td>Other Constants</td>
</tr>
</tbody>
</table>